

Daybreak Nightbreak ver. 9.9

Walkthrough

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What is Daybreak Nightbreak?

Daybreak Nightbreak is a sandbox-styled visual novel, solo developed by Mr. Scribbly. The current version includes a completed introduction, a completed chapter, and the beginning of a second chapter with an estimated playtime of 10-15 hours. The first chapter is built to work as a proof-of-concept for several narrative design ideas. Some of these ideas include: major decision making, choices with consequences, business/finance management, large-scale puzzle solving, relationship building, combat, and more. Depending on the community's reaction to sections of the first chapter, these ideas may be expanded upon or dropped entirely. This game will be built with the community in mind, with the players being a major driving force for how it develops.

The overall narrative and general gameplay are being designed with two major inspirations in mind: Mass Effect and Yakuza (Like a Dragon). The game is being built with a 3 Act Structure in mind. The first chapter sets up the second. The second has the bulk of the decision making. And finally, the third will focus on the results of these actions. Narratively speaking, the players Social Links will have their own side quests and character arcs, akin to the companion missions present in Mass Effect 2. These characters each carry their own baggage from before they met you, and solving these issues will affect how the third chapter pans out. The Yakuza inspirations draw from the breadth of mini-games, side-activities, and side stories (and potentially the combat) available to the player. Many of these side stories are already present in chapter 1, but will be expanded in future chapters. I have plans for a few major side modes in chapter 2 in the works.

Something to note: This is currently a passion project more than anything else. I am working, and cannot survive if I try to devote all of my time into developing Daybreak Nightbreak as it is. I do, however, hope to make game development into a career for myself in the future. If you would like me to develop full time, please consider donating. Regardless, choosing to download and play the game gives me enough joy as is.

And one more note: **Nothing in this game will ever be made with AI. Games are a creative art.**

Main Menu and In-Game UI

Main Menu:

Start: Creates a new playthrough.

Load: Loading saves.

Options: Adjusting volume, text speed, display settings, etc.

Gallery: For accessing the in-game gallery (**both photos and scenes**) which are unlocked throughout the game. Any scenes unlocked in any playthrough will be present here.

Credits: Credits for Renpy, KK, music, art assets, etc.

Help: Basic control menu.

Quit: Exit to desktop.

In-Game UI (Quick Menu):

Skip: Skip through already seen dialogue.

Back: Reverse text.

Auto: Automatically scrolls text without user input.

Options: See Main Menu.

Hide UI: Hides the entire screen's User Interface (Dialogue, clock, quick menu, etc.)

Hide Background: Hides the background of the text box.

Show Background: Shows the background of the text box.

Audio Settings (Options):

Music Volume: Controls the volume of the music.

Sound Volume: Controls the volume of the sound effects (such as the coin exchange sounds and **the menu confirmation sounds**), **not including the dialogue clicks and notifications**.

Dialogue Click Volume: Controls the volume of dialogue clicks (**the sound that plays when moving to the next line of dialogue**).

In-Game Notification Volume: Controls the volume of pop-ups (**any notifications that appear in game, such as relationship changes and achievement unlocks**).

Quick Menu: Enables or disables the Quick Menu (bottom right corner)

Custom Save Names: Enables or disables the ability to gives Saves a Custom Name.

Chapter 0... Discovery

Location: Bedroom

Chapter 0 begins with a conversation between two people, presumably a husband and wife, who are giving someone a name. You **give that boy a name**. After naming the boy, you are presented with your **first event**, between that boy (who will be referred to as **Rend**) and a close friend, **Aunt Jasmine**. Upon waking up, you'll be greeted by a concerned **Aunt Jasmine**. She'll inform you that both **her and Rend own a store, and he's now the one in charge**.

Upon getting out of bed, you can **investigate your surroundings and probe Rend's thoughts** on a few things, like the store and his mother. When finished, you can move towards the actual store front.

Location: Store

After entering the store, **Rend** informs you that they are currently living in the **city of Chios**, and that **the sun never sets** here. While internally monologuing, an **oddly dressed young woman** enters, and begins scouting out the store. **Rend** seems to vaguely recognize her. She eventually steps up to his counter and asks for his name, then offers to buy the entire store off him. **Rend** rejects her, but she's insistent on owning the plot of land that the store was built on. **Rend** needs time to speak to **Aunt Jasmine** about this, and asks the girl to leave until tomorrow. She leaves, and **Rend** takes a moment to breathe before talking to **Aunt Jasmine**.

Rend can give his thoughts on that **weird girl**, **Solas**, and the store in general. Once he's finished, he goes to speak to **Aunt Jasmine**.

The two discuss what was talked about in the store, and **Aunt Jasmine** firmly rejects the offer. The next day, the **purple haired woman** re-enters the store, expecting positive news. As expected, she doesn't like the answer, and resorts to begging. This leads to your first **Affection Moment**. This is the player's opportunity to raise a character's affection early, which may lead to different dialogue and minor events.

Note: **These are infrequent outside of Chapter 0, so do not feel pressured to follow the walkthrough in order to complete the game properly.**

Rend is presented with two options:

1. Comfort Her (+1 Girl Love)
2. Wait for Her to Continue (no change)

Regardless of the response, **Rend** agrees to hear her out, in hopes of figuring out what her motive is. The girl gives her name, which is **Eisheth**. **Rend** agrees to meet her for lunch, so she steps out while he gets ready.

Location: Home

Rend is able to **freely roam his house**, giving him access to the store, the kitchen, and his bedroom. He is able to give his thoughts on each area, but must eventually talk to **Aunt Jasmine** in the kitchen. He can ask for how she's doing before leaving to get lunch with the **Eisheth**. After getting permission, **rend** must re-enter the store to leave.

Rend walks with the **Eisheth** to a nearby café, and the two discuss her business proposal. **Rend** informs her that his dad would only want someone he trusts to be in charge of the place. **Eisheth** wants to prove that she can be trusted, and asks **Rend** how she can do so.

Rend is presented with a few options:

1. Proof that She's Trustworthy (+1 **Eisheth** Love)
2. Stay Assertive (no change)
3. Ask for Something Intimate (+1 **Eisheth** Lust) – Only available if she was comforted at the store

After discussing their terms, **Eisheth** offers to show **Rend** why she wants to own the store so much. She brings you to what seems to be an abandoned church. She takes you to the back of the place, then asks you to hold out your hand and close your eyes. **Rend** suddenly feels a chill, and he opens his eyes to find himself splayed out on the floor, and a room that is noticeably darker than it used to be. Upon sprinting out the door, he notices that the sky is much darker, and his store is now connected to the church. **Eisheth** explains to the panicking **Rend** that they have been transported to the **Dark-World, a polar opposite replica of the world** that he grew up in. Aside from it always being dark here, and a few of the buildings being in different locations, this world is nearly identical to his own. She also owns the Dark-World version of **Rend's** store. **Eisheth** then takes him to meet someone important, and the two of

them walk across town. Upon entering what looks to be a castle of sorts, **Eisheth** offers to take **Rend** on a short tour of the place.

Rend has a few options (you can choose 1 & 2 before choosing 3):

1. Boathouse

- The two have a short conversation about how she often visits this place. **Rend** is presented with a few choices.
 - a. Cheer Up (+1 **Eisheth** Love)
 - b. Flirt (+1 **Eisheth** Love & Lust)
 - c. Stay Silent (no change)

2. Servants Quarters

- You can meet an important character early here, which will lead to a relationship point.

3. Straight to the Main Interior (Choose this when you are ready to continue)

When ready, the pair enter the main building of the castle plaza. **Eisheth** then transports them to the castle interior, where they meet an **oddly dressed mature woman**. She stares at **Rend**, then informs him that her name is **Naamah**. She interrogates **Eisheth** about why you're there. **Eisheth** tells her about the store, so she calls in her servant, **Tsumi**. If you went to the Servants Quarters, you'll receive a Love point with her. **Naamah** demands that **Tsumi** helps acquire the store from you, and she brings you back to the Night-World store.

Upon waking up at the store, the two women greet you, and **Eisheth** asks how you would feel about a joint ownership. From here, **Rend** agrees, but may choose to agree with conditions. These conditions are:

1. Monetary Compensation (+5000 **Solas** for the management mode. This is a decent chunk of starter cash to get ahead early in the mode.)
2. Carnal Compensation from **Eisheth** (if Lust has been raised twice, will show a short scene with +1 **Eisheth** Love & Lust. If not, no change.)
3. Carnal Compensation from **Tsumi** (+1 **Tsumi** Lust)

Tsumi will then give you a short tutorial on the UI and management mode (see [here](#): Page 8). This will end Chapter 0. Head to [Chapter 1](#) for what happens next.

Events/Images:

Aunt Jasmine

- Dream: Unlocked automatically

Fun Facts:

- **Naamah** has code for relationship meters, but are unused in both Chapter 0 and Chapter 1.
- **Eisheth** was the first character created for Daybreak Nightbreak, and has gone through multiple design changes over the course of the development of the first chapter (including hundreds of images and some videos).
- The dialogue UI was overhauled to match the design of Chapter 1's inventory.
- The **Aunt Jasmine** dream event was one of the last events added before development of Chapter 2 started. This was added to give the player a little treat for starting the game, without destroying the narrative flow and buildup of their relationship.
- The mini-hubs of Chapter 0 were added in during Version 7, when Chapter 0 was completely overhauled to be more engaging.
- In the first version of the game, Chapter 0 only had 3 dialogue choices for the entirety of its original 20 minute runtime. Daybreak Nightbreak (or, as it was originally called, Demon Merchant) was not made as a sandbox game until version 2.

Chapter 1 UI Guide

Inventory (Bag):

- Relationships:

This section of the inventory displays your connections with each character. The 9 major characters are shown in hearts, with each having their own Love/Lust values. Their relationship statuses change as their quests progress.

There is also a Side Characters menu, which will give you basic information on some of the side characters you may meet in your story. Some are unlocked automatically in the story, but some are unlocked through exploration. This can serve as a checklist before progressing to the next chapter.

- Currencies:

This section tells you how much of the two major currencies you own, as well as a short list of items.

Quests (Clipboard):

A list of currently active quests, that can be clicked on for more information. There is also a completed quest list to inform the player which quests they've finished.

Time (Clock):

A clock that updates to which part of the day it currently is. Clicking on it will also bring up a day tracker. Its primary function is to track an approximate playtime, as well as weekly income from the store.

Chapter 1 Management Guide

Welcome to the Chapter 1 Management Guide! This section will serve as a tutorial for how the minigame operates, what events might occur while running your store, and tips for how to effectively advance through the story.

The **top left section** is the amount of **Store Solas** you currently own (also visible in your inventory). These Store Solas are a separate currency from your standard Solas, and are primarily used for the management minigame. These **can be used to Purchase and Upgrade Stores**. Store Solas are earned primarily through the “Run the Store” tab, or by advancing to Sunday on the time tracker.

Run the Store:

Running the Store is the main method of engaging with this minigame. When you decide to Run the Store, one of a few things will happen. First off (and what will happen most frequently), a generic customer will come to the desk, and you will be instantly paid for your work.

If it is not a generic customer, you have triggered one of two event types. The first type is a **story event**, which will involve you progressing in a **Main Quest or Side Quest. These are self-contained, so don't worry about doing something else before engaging with this minigame.** The other event type is a **customer event**, where **depending on your response to a situation, you may be rewarded differently.** The **response will never cause you to get less money** than you normally would. These events may also require specific **upgrades to give the best outcome.**

Properties/Upgrades:

Properties Upgrades will help you earn more Store Solas over time, and are vital for progression in this minigame. Some stores can give you bonuses during different events, and **may even allow you to bring dates to them for a cheaper price.** Purchasing properties and upgrades will also **increase your Management Respect**, which will allow you to buy even more expensive properties and boost your income per run.

Market Trends/Business Focus:

The desires of the market change over time, and if you wish to be at the top of your game, you need to make sure you change as well. The market will have a higher demand for either Food, Recreation, or Nightlife related store, so you should ensure that you “focus” businesses with the demanded genre to maximize profits.

Trends change over time (approximately every 3 days), so it’s best to stay on top of what people are interested in!

Properties/Upgrades List:

The Store:

Unlocked at the start of the minigame.

- Upgrade 1: 2000 Solas (+50S/run) (appears after running the Store for a 6th time).
- Upgrade 2: 5000 Solas (+100S/run).

Game Shop:

Purchased for 4000 Solas (+75S/run, +1 MR).

- Upgrade 1: 2000 Solas (+25S/run, +1MR).
- Upgrade 2: 5000 Solas (+50S/run, +1MR).

Soup Kitchen (3 MR Req):

Purchased for 3000 Solas (-50S/run, +3 MR).

- Upgrade 1: 1000 Solas (+10S/run, +2MR).
- Upgrade 2: 2000 Solas (+15S/run, +1MR).

Gym (3 MR Req):

Purchased for 6000 Solas (+125S/run, +1 MR).

- Upgrade 1: 4000 Solas (+75S/run).
- Upgrade 2: 4000 Solas (+50S/run, +1MR).

Hot Spring (7 MR Req):

Purchased for 7500 Solas (+100S/run, +2 MR).

- Upgrade 1: 6000 Solas (+100S/run, +1MR).
- Upgrade 2: 6500 Solas (+125S/run, +1MR).

Café (13 MR Req):

Purchased for 10000 Solas (+200S/run, +2 MR).

- Upgrade 1: 9000 Solas (+75S/run, +1MR).
- Upgrade 2: 6500 Solas (+50S/run, +1MR).

Bar (15 MR Req):

Purchased for 17500 Solas (+200S/run, +3 MR).

- Upgrade 1: 10000 Solas (+125S/run, +1MR).
- Upgrade 2: 7500 Solas (+125S/run, +2MR).

Lounge (22 MR Req):

Purchased for 35000 Solas (+300S/run, +3 MR).

- Upgrade 1: 20000 Solas (+150S/run, +2MR).
- Upgrade 2: 17500 Solas (+200S/run, +4MR).

Casino (34 MR Req):

Purchased for 50000 Solas (+500S/run, +3MR).

- Upgrade 1: 10000 Solas (+400S/run, +1MR).
- Upgrade 2: 20000 Solas (+2MR).

Overdrive:

The work program is a special tool that can be purchased after viewing a certain event, then purchasing it for 500 *Personal Solas*. This will allow you to earn 10x the amount you would from a single "Run the Store" action, without the ability to run into any random events for that action. This is useful if you want to skip through the grind and don't much care for the events. This can only be used 7 times.

Event List:

The following events have a chance of occurring when you Run the Store, given you meet the requirements listed below:

Story Events:

(Req: Run the Store 5 times) Meeting **Keli**; Start of Main Quest 1: Prom Queen.

(Req: Run the Store 10 times) Meeting **Jodi**; Start of Main Quest 2: Management Royale.

(Req: Get the second upgrade on the Game Shop, then Run the Store) Management Royale Progression.

(Req: Reach at least 20 Management Respect, then Run the Store) Management Royale Progression.

(Req: Buy out and upgrade every store) Management Royale Progression.

(Req: None) A mother and daughter wearing white clothes enter the store. The child is shy, and the mother seems distracted. **Completing this event properly is required to fill out the side characters menu.**

- The **first** time they enter, you must **Talk to the Kid** so that she becomes comfortable around you. You should learn that the kid's name is "**Jackie**"
- The **second** time they enter, **Flirt with the Mom**. The mom should tell you that her name is Haley. After this event, they will not show up again.
- You can check **if this event is finished** by seeing if they appear in your **Side Characters Menu**.

(Req: Have **Shade** unlocked in your Side Characters Menu, then Run the Store at least 20 times) Scam message; **unlocks new ability**, if you wish to purchase it.

Customer Events:

(Req: 10 or less Management Respect (MR)): Two boys enter the store talking about a game. **Interject** on the conversation.

(Req: 13 or less MR): A young man wearing headphones enters. **If you upgraded the stock of your store**, you will get a bonus.

(Req: 25 or less MR): A group of interviewers enter the store and ask you some questions. If you have **at least 10 MR, Advertise the Other Stores. Otherwise, Brag about Business Expansion.**

(Req: None) Two Café workers enter the store. If you **own the Café**, you will earn a bonus.

(Req: 13 or more MR): Window shoppers pass by your store. If your **store front is upgraded**, you will earn a bonus.

(Req: 15 or more MR): Two mysterious goons enter the store. **Call them out.**

(Req: 20 or more MR): A wealthy looking man enters the store. If you have **less than 20,000 Store Solas**, he will spot you some extra money.

Once you have purchased every store, and met with **Jodi**, you no longer need to participate in the Management minigame. However, it still is a viable method for earning Personal **Solas** rather quickly, so keep that in mind.

Chapter 1 Computer Guide

When the Computer is first opened, a short scene will play, and a program known as Alternate World Photos (AWP) will install itself. This will serve as your gallery, and will be a good tracker for your progress through individual characters stories, as well as some side content. You can use this computer to view any previously viewed scenes or unlocked photos at any time.

The Yellow Folder with the portable camera on it is for your **unlocked photos**. These will primarily be unlocked automatically throughout the main story, but some will need to be unlocked through participating in side stories. The main characters each have 5 photos that unlock over the course of their Chapter 1 personal quests.

The Green Folder with the movie camera on it is for your **unlocked scenes**. Many of these scenes will be unlocked automatically through the story (indicated by the red book icon), but many others will only be unlocked after you go through their interaction menu (indicated by the eye). A few scenes are unlocked through side stories.

The Blue Shopping Bag icon is for... well, **the shop**. This shop will allow you to purchase some images for non-main characters, as well as some miss-able scenes. These can only be purchased through personal **Solas**.

Chapter 1... Preparations

Rend finds himself waking up back home in bed, and is tasked with **checking in with Aunt Jasmine**. At this point, you now have access to your **computer**, which you should take a look at. It will introduce **Rend** to **Shade**, who will install Alternate World Photos (AWP) onto his computer, which essentially serves as your gallery (click [here](#) if you need a guide).

When you have finished exploring the computer, head to the kitchen. **Rend** will be confronted by a concerned Aunt Jasmine, who asks where he's been. **Rend** has two responses:

1. **Dark-World (+2 Aunt Jasmine Love later)**
2. Nowhere Special (no change)

After hearing that **Rend** plans on merging the two storefronts, Aunt Jasmine demands to go see **Eisheth** immediately, and temporarily becomes your Buddy. While she is your Buddy, **Rend** can ask Aunt Jasmine what she thinks about certain areas of the map. Bringing her to **Rend's** room, then responding to her flirtatiously will result in +1 to Aunt Jasmine's Lust. In order to visit **Eisheth**, **Rend** needs to head into the store, **travel to the World Map**. Head to the icon labelled "Church," then wait for **Eisheth**. When she arrives, both of the ladies properly meet for the first time. After exchanging formalities, **Rend** requests that **Eisheth** shows Aunt Jasmine the Dark-World. While understandably surprised, Aunt Jasmine wants to see the Dark-World version of the shop. Once inside the store, Aunt Jasmine agrees to the merger, and you both head back to your house in the Light-World. From here, the Time is unlocked on the UI (check [here](#) for details.)

You have now unlocked Free-Mode! You are free to interact with everywhere that you've gone so far. With this, you have access to a few different tasks. First of all, you have also unlocked the business management minigame (check [here](#) for details). Participating in this will be vital for progression, as it has its own quests and allows you to earn **Solas** easily. Secondly, you can check in with Aunt Jasmine to see how she's doing. And third, you can return to the Dark-World by going to the Church, which is your first objective.

1st Step: "I should meet **Eisheth** in the church to return to the Dark-World."

- Go to the Church, then Teleport with **Eisheth**.

Rend heads over to the church to wait for **Eisheth**. When she grabs his hand to travel to the Dark-World, she senses something odd about him. She believes that **Rend** may also have a crest, and requests that he tries to transport them instead. Surprisingly, this seems to work. You have **unlocked the ability to travel between the Dark-World and Light-World through the church!** You have also **unlocked the 3rd Main Quest** (see [here](#) for details).

2nd Step: “I should meet **Eisheth** in the Dark-World store.”

- Go to the Dark-World through the Church, then travel to the store.

Rend enters the store, where **Eisheth** familiarizes him with their local currency, **Lunas**. It tends to be much rarer than **Solas**, but is scarcely used now due to the lack of people around the Dark-World. **Eisheth** informs that they have recently made a discovery – **Lunas** can be used to save people who have recently disappeared. **Tsumi** joins in on the conversation to explain the situation further. The church has some sort of immense power, which is what links both worlds together. Their studies are limited however, because they are in need of a crest expert.

You are given the opportunity to ask some questions for clarification if needed, and asking about **Tsumi** will result in a +1 boost to her Love, if you show concern for her. Suddenly, **Tsumi** and **Eisheth** are called back to the castle, so **Rend** is left on his own. He notices that there are some **Lunas** left out on the counter, and decides that he should take a look around that church.

3rd Step: “**Tsumi** and **Eisheth** left in a hurry, but I found some **Lunas** left behind. I should go to the Dark-World church to see if I can bring someone back.”

- Return to the Dark-World church, then Try to Summon.

Rend returns to the church, then tries to see if he can use the **Lunas** to bring someone back himself. Upon placing the **Lunas** on a nearby lectern, he is momentarily blinded. Once he regains his vision, a **blue-pigmented woman** lays before him, seemingly unconscious. **Rend** rouses her awake, and she introduces herself as **Azalia**. She happens to be a crestreader and enchantress, and she’s looking for her partner, **Sarah**. She presumes that

Sarah is still missing, but then immediately notices how strong his crest is. She inquires about what crest he has, but **Rend** is unsure.

After **Azalia** conducts a small test on him, she believes that he is in possession of a **Lustcrest**. This Lustcrest causes people that come into contact with wielder to slowly become infatuated with them. After learning this, **Rend** requests that **Azalia** moves over to the store.

4th Step: “I asked **Azalia** to meet me at the store. I should go see her when I can.”

- Go to the Dark-World store.

Rend enters the store, and is greeted by **Azalia**, who is intrigued by the situation at the church. **Rend** informs her that people have been going missing, which she seems somewhat aware of. When she hears that **Lunas** are needed to help people, she offers some kind of deal to him, before **Eisheth** walks in. **Eisheth**, understandably, is curious on who this blue woman is. **Rend** explains to her that **Azalia** is someone he just rescued. She’s shocked by this revelation. After their introductions, **Azalia** proposes that they combine businesses as well, to work towards a common goal. Everyone agrees, then **Azalia** extends an invitation for **Rend** to visit her at her lab. She exits.

After she leaves, **Eisheth** interrogates **Rend** on his crest. He explains that he has a Lustcrest, and wonders whether or not he should touch her to test it out. If **Rend** touches her, you gain +1 **Eisheth** Love. Regardless, **Eisheth** leaves to check in with **Tsumi**.

5th Step: “I should visit **Azalia** at her enchanting shop.”

- Use the World Map to visit **Azalia**’s shop, then talk to her about the Main Quest.

At this point, **Rend** can talk to **Azalia** doing research for her. This is important for starting her Main Quest 5: In Search of a Partner (see [here](#) for details).

Azalia asks **Rend** if she can do some more studies on his crest, and he agrees. After some basic tests, she assumes that his crest is very young and still in development. She senses some sort of dark, chaotic energy inside it. She also explains that Lustcrests are very scarcely documented, but she

believes its pulses are a warning of an **incoming great danger**. She then requests that you return to **Eisheth** to get her Echo Water.

6th Step: “**Azalia** wants me to ask **Eisheth** about some kind of Echo Water to read my crest. I should go ask her about it.”

- Go to **Eisheth** at the Dark-World store, then Talk to her about the Main Quest.

Rend asks **Eisheth** about the Echo Water, so she goes to **Tsumi** while he heads back to **Azalia**'s. **Eisheth** arrives after you with the Echo Water in hand, and **Azalia** begins her test. **Rend** suddenly falls unconscious, but reawakens in some sort of void. He feels weightless, as though he's floating. **Azalia** seems to have come into this void with him, and expresses to him that they are directly connected to his crest. This is an illusion, which is commonly referred to as an echo. **Azalia** finds the physical manifestation of your crest, and interacts with it in order to learn more about it. She confirms that it is infantile, and probes it to learn more about how to unlock its secrets.

Afterwards, they both return to the lab, with a concerned **Eisheth** watching over them. **Azalia** informs the two of what she learned. Evidently, **Rend** needs to get close enough to women to put them through a process known as **Captivation**, where they completely devote themselves to him.

You can now attempt to Captivate Eisheth! Go build your relationship with her, if you haven't already done so.

7th Step: “I need to find a girl to agree to be Captivated by me for **Azalia**. **Eisheth** seems like the best choice, so I should get very close to her by bringing her on some dates, then ask if she'd be willing to go through with it. (Love/Lust to 15).”

- Complete Main Quest 3: Eisheth's Past (see [here](#) for details), get **Eisheth**'s Love and Lust to 15 through dates, then talk to her about Captivation.

Rend brings up Captivation to **Eisheth**, and she seems immediately onboard, although very nervous. He walks her over to **Azalia**'s for testing. **Azalia** is elated to see that **Rend** found someone to agree to the test, but **Eisheth** insists on learning more before doing anything. **Eisheth** is informed on how this will affect her, including complete devotion to **Rend** and a heightened sexual appetite in his presence. Not much else is known, as

Eisheth will be acting as the first test on its abilities. After some mental deliberation, she agrees, and the two embrace. They then lock in for a kiss, and **Rend** feels an odd spark upon his lips.

The two separate, and **Rend** notices that **Eisheth**'s gaze has become lusty and ravenous towards him. She announces that she feels completely devoted to him, and the two return to the Dark-World shop. On their return, **Eisheth** asks for a nickname to call him.

You have now **completely unlocked your Captivation ability!** Use it on more girls to make your powers grow!

8th Step: "The Captivation of **Eisheth** went perfectly, I think. **Azalia** is currently doing some research on my Lustcrest. In the meantime, I should look for another girl to Captivate, then talk to **Azalia**. Perhaps I should try talking to the girls I know about our relationships.

- Captivate either **Azalia** or **Aunt Jasmine**, and return to **Azalia**.

Rend heads over to **Azalia**, and informs her that he's captivated another (or two other) person (people). They enter his Lustcrest again, and it seems noticeably lighter inside. To their surprise, his crest has also physically manifested! She seems to be completely unconscious, so they decide to give it a break for now. **Rend** wakes up across the room, and the two discuss that they need to find another crest expert.

9th Step: "We ventured into my Lustcrest, but it needs more energy to awaken. I should look for a third girl to Captivate, then **meet someone who knows their way around crests**. Afterwards, I should talk to **Azalia**. (Talk to **Eisheth** after her Captivation.)"

- Have **Azalia** and **Aunt Jasmine** Captivated, meet **Tsumi** by talking to **Eisheth**, then talk to **Azalia**.

Rend informs **Azalia** that he has Captivated three total people, and that he knows someone who is also knowledgeable about crests. **Rend** calls **Tsumi** over to the lab. She appears almost instantly, and the two ladies discuss entering his crest. The three enter the Lustcrest, and notice that **Rend**'s Lustcrest is now conscious! The Lustcrest asks for her "host," and **Rend** speaks to her for the first time. The Lustcrest asks for a name for herself, and eventually settles on **Echo**. **Echo** apparently has a faint connection to **Rend**'s mind, allowing her to understand their language, and it has given her faint

traces of his memories. She recognizes **Azalia** as one of her “host’s Captivation targets,” but she does not recognize **Tsumi**. **Echo** then gives **Rend** a nickname, rather than referring to him as her host.

While they’re in the Lustcrest, an **odd girl** appears in the lab. Seemingly, she knows of **Rend**, and, judging by her words, seeks to protect him. Almost immediately after entering, she’s attacked by **Sarah**, who was left to guard them while they were unconscious. The **odd girl** accidentally reveals that she has been stalking **Rend**.

The three ladies converse about the logistics of empowering **Echo** through further Captivations. **Tsumi** brings up the third energy signature, which **Echo** is unaware of. **Echo** begins to feel weakened, and requests that **Rend** Captivate more people in order to empower her. Just then, **Tsumi** senses that there is a conflict very close to their bodies, and suggests that they attempt to awaken.

Upon regaining consciousness, the three immediately notice the struggle between **Sarah** and the **odd girl**. The **odd girl** claims that she only meant to meet her savior, which confuses **Rend**. The girl identifies herself as **Annabelle**. She claims that **Rend** saved her from the church unknowingly when he rescued **Sarah**. In order to get the **Annabelle** to stop stalking him, **Rend** offers to meet her face-to-face instead. She’s delighted, and **Sarah**, begrudgingly, releases her. She leaves.

The two of the three remaining ladies are concerned with **Rend**’s offer. **Azalia** reminds the group that they need to find more ladies to be Captivated, which causes the other two ladies to disperse. **Rend** sets out to get to work.

10th Step: “I spoke to my Lustcrest, who named herself **Echo**. In order to learn more about **Echo**, I’m going to try to Captivate more girls. I should spend some time with the ladies I’ve met, then talk to **Echo** after Captivating each one.”

- Captivate **Tsumi**, **Jodi**, **Sarah**, and **Annabelle**, get close to **Keli**, then check in with **Echo** about them.

Upon Captivating **Tsumi**, **Rend** reports that he’s learned of an entity that he refers to as the Spectator (look at you, you’re famous!), as well as that he seems to be nearly undetectable by creatures that can normally detect crest

energy. He also learned that his crest can awaken deep seeded desires in people.

Upon Captivating **Jodi**, **Rend** reports that trying to Captivate someone who is married may cause them to go through extreme temporary side effects. He explains the situation that lead to **Jodi** momentary mental breakdown. **Rend** also informs **Echo** of the beam of light coming from his hand, and that his crest may have an effect on men, as well.

Upon Captivating **Sarah**, **Rend** reports that the crest seems to be able to calm people's negative emotions towards him, implying that may never have been able to patch up their relationship without it. **Rend** tells **Echo** about the Rift Dungeon, and that the crest made **Sarah** act more strongly on her desires.

Upon Captivating **Annabelle**, **Rend** explains **Azalia** theory that Captivation must be a two-sided operation. If either **Rend** or the girl does not truly consent, it seems like it will not work. He also speaks to **Echo** about the fae, and mentions their link to crests.

11th Step: "I think I've Captivated every girl I can for now. I should check in with **Echo**."

- Go to **Echo** to talk about the Story Quest.

Rend checks in with **Echo**, seeing if she feels any more powerful. She does, and states that she wants to try something. Everything shakes, then suddenly goes dark. When he opens his eyes, he's greeted by an interesting sight. **Echo** seems to have formed a physical structure! Not only that, but **Rend** seems to *truly* be inside the structure, rather than leaving his body in the lab. **Echo** requests that he try to get someone else inside the crest with him, so he naturally chooses **Azalia** to help him.

12th Step: "**Echo**'s expanded power created some sort of physical structure which seems to be inside my crest. I should ask **Azalia** if she's willing to enter my crest with me."

- Speak to **Azalia**.

Rend informs **Azalia** that something happened inside his crest, and asks her to go inside it with him. They recruit **Sarah** to watch them as they go inside. Once inside, **Echo** explains to the pair that she believes the new

structure could act as a safe space for **Rend** and his Captivations. **Azalia** dubs this structure as **Haven**, and they both exit.

They return to a panicked **Sarah**, who confirms that they disappeared. **Azalia** tasks **Rend** with gathering the rest of his Captivations to enter Haven together.

13th Step: “**Azalia** and I believe that the structure **Echo** created may be a safe place for that looming "imminent danger," so we named it Haven. I should speak to the girls I've Captivated to show them Haven.”

- Speak to **Eisheth**, **Aunt Jasmine**, **Tsumi**, **Jodi**, and **Annabelle**

Rend goes to speak to all of his Captivations, and has them get ready to head to the lab to enter Haven.

After everyone has agreed to meet at the lab, you have hit the **POINT OF NO RETURN!** Communing with your crest will begin Intermission 1, and you cannot complete anything else in Chapter 1. Please be sure that you've completed as much side content as you want to before continuing. If you are ready, proceed to **Intermission 1**.

Events/Images:

Eisheth

- Image 5: Unlocked after completing the 7th Step.

Ch1 Main Quest 1: Prom Queen

This quest begins after **Rend** has **Run the Store 5 times** (check [here](#) for details on the Management Minigame). An **oddly dressed, but flirtatious girl** enters the store. She asks if **Rend** stocks a material known as Delosian Fabric, which he do not. He offers to get a small supply in for her, and she seems delighted by the offer. She gives you her name, **Keli**, then exits. This officially unlocks the quest for you.

1st Step: “I just met an odd girl at the shop. She's looking for some imported materials from Delos, the city neighboring Chios. I should upgrade my store's item stock to get them for her.”

- Upgrade your store's stock, then “Wait for **Keli**” in the store.

Keli enters the store, checking to see if that Delosian Fabric has come in. Since **Rend** stocked it like he promised, she pays **Rend** 5000 Store **Solas**. Afterwards, she asks for **Rend**'s further assistance. He agrees, and she shows **Rend** where her apartment is.

You have now unlocked **Keli**'s Apartment on the Map!

2nd Step: “I sold **Keli** the Delosian fabric, and she paid me a hefty sum for it. She also invited me to help her with her work. I should go meet her at her apartment when I'm ready to help.”

- Go to **Keli**'s Apartment on the World Map.

Rend heads over to **Keli**'s apartment, where he politely knocks on the door. She asks him to wait a minute before entering, but the door is unlocked. When she's ready, he enters, and she happens to be wearing one of her new designs. She thanks **Rend** for getting everything together for her by giving him a little show. She then asks him to get his hands on even more Delosian fabric, which he agrees to doing.

3rd Step: “**Keli** is looking for more of that fabric. When I buy some fabric off someone who can sell me some imported goods, I should speak to her at her apartment. 3 or so should be enough.”

- Interact with **Keli** while you have at least 3 Delosian Fabric (this is purchasable once you're made some progress in Main Quest 8: Hostile Takeover)

Rend delivers the Delosian Fabric to **Keli**, and she begins working on her next outfit. She doesn't seem to have any good ideas, but sets to work regardless. She takes some time to work, but eventually produces a very plain outfit. **Rend** gives his honest opinions on the fit, and they come to the conclusion that she needs some kind of inspiration. **Rend** leaves to get her more supplies.

4th Step: "**Keli** seems deflated and uninspired. I left her to give her some time to think. Before I come back, I should buy more fabric. 3 or so should be enough."

- Buy 3 more Delosian Fabric, then return to **Keli**.

Rend produces 3 more fabric for **Keli**, and she seems excited to get to work. However, before starting, she gets a call. The company she applied for apparently wants to interview with her in an hour, so she scrambles to find something to wear. **Rend** suggests that she just wears what she's wearing right now, as it's stands out more than the one she just made.

The pair head out, and reach a place called "Devilthread Fashion Boutique." They enter, with **Keli** understandably very nervous. They are led down a hall towards a room labelled "Studio." While **Rend** tries to calm **Keli** down, they are surprised by a woman coming to greet them. Her name is **Debra**, and she speaks with a very unfamiliar accent. **Keli** stumbles her words, but is able to introduce herself. **Debra** asks her to talk about what makes the outfit she's wearing so important. **Keli** explains herself, and **Debra** seems to like what she hears. She offers to talk to the boss about her, and sends the two on their way. **Debra** ominously reflects on **Rend**...

5th Step: "That interview at Devilthread seems to have gone well for **Keli**. I should get some fashion tips before going back to her."

- Talk to **Sarah** about her fashion choices, after completion of the 10th Step of Ch1 Main Quest 7: Mending the Rift.

Rend asks **Sarah** about her unique fashion choices, and she tells him that her past is what inspired her to look the way she does now. With this insight, **Rend** leaves the lab to return to **Keli**.

6th Step: "I talked to **Sarah** about her fashion choices. I should let **Keli** know what I learned."

- Return to **Keli** at her apartment.

Rend enters **Keli**'s apartment and calls out to her. There's no response, so he elects to wait on the bed for her to come back. While waiting, he notices some notes on the cabinets, walls, and fridge. To pass the time, he decides to snoop a little and reads through them. In those notes, there are some peculiar details that he points out. First, a person named Josh is mentioned. Second, **Keli** seems to have some kind of self-worth issues. And finally, the people at Devilthread were asking for **Rend** by name.

After he finishes reading the notes, **Rend** continues to wait. He decides to give **Keli** a call, but notices that her phone is vibrating on her bed. He has a bad feeling about the situation, and heads downtown to Devilthread to see what's going on.

7th Step: "**Keli** isn't at her apartment. I should head downtown to look for her."

- Go Downtown, and go over to Devilthread.

Rend hurries downtown to see what's going on at Devilthread. When he enters the building, it's concerningly empty. The lights are still on, so he decides to return to the studio from his first visit. He notices **Keli** laying on the floor, in a familiar position. The door opens behind **Rend**, and, without even turning around, he calls out to the person behind him.

Stephanie greets her old mate with a smile, and **Rend** clarifies that she doesn't need to kidnap people just to get him to talk to her. **Stephanie** clarifies that she probably didn't hurt **Keli**. While the two are talking, **Stephanie** admits to owning Devilthread, which bewilders **Rend**. **Stephanie** also confirms that interviewing **Keli** wasn't just a ploy to get him to come down to the boutique, they actually want to hire her.

Keli regains consciousness, and is very confused on the situation. **Stephanie** suggests just bringing her home to get some rest. The pair head home, then **Rend** takes some time to explain the situation. **Keli**'s going to get some rest for now.

8th Step: "Turns out **Stephanie** owns Devilthread. Not exactly who I expected to see there, but I should go back downtown to talk to her."

- Return to Devilthread downtown.

Rend enters Devilthread, and is escorted back to the studio. Both **Stephanie** and **Debra** are waiting for him. After greeting him, **Stephanie** snaps at **Debra**, making her stop using her fake western accent. **Stephanie** asks why **Rend** came to visit, and he asks about the interview. **Debra** claims that the beginning of the interview went well, but **Keli** seems to lack inspiration, and therefore motivation. **Rend** offers to help inspire **Keli**, and leaves to go back to her apartment.

9th Step: “I talked to **Debra** about **Keli**. Apparently **Keli** starts acting demotivated when her inspiration for designing clothes is brought up. I need to talk to her about it, or she might lose her chance at getting a job there.”

- Visit **Keli** at her apartment.

Rend tries to talk to **Keli** about the interview, and she immediately starts shutting down. **Rend** asks her some questions to try to get the conversation moving again. **Rend** decides to ask her about the notes on the wall, and mentions Josh. **Keli** immediately snaps out of her shell, and scolds him for bringing up that name. **Rend** then asks what happened with Josh, and she reveals that he was her boyfriend until one of the last days before graduation, breaking up with her at prom. **Keli** asks for some time alone, so **Rend** leaves.

After he leaves, **Rend** decides that he wants to throw **Keli** a second prom, so she'll have happy memories associated with it instead of negative ones.

10th Step: “I want to set up a second prom for [KEL]. To do that, I'll need to get some things together.”

- See below for details.

This step is a multi-task project. **Rend** decides to get together some people and resources to make a smaller prom for **Keli** to inspire her. In order to set this up, he does the following.

- Talks to **Stephanie** at Devilthread for a place to hold the party.
- Purchases Prom Supplies from the DeoCorp store, which costs 1000 **Solas**.
- Asks **Azalia** for a light show.
- Orders prom food from his café, by calling them up from his store.
- Asks **Tsumi** for a dress.

After he's done all of this, **Rend** readies himself to return to **Keli's** apartment.

11th Step: "Everything's ready. I should head over to **Keli's**."

- Go to **Keli's** apartment and talk to her.

Rend enters **Keli's** apartment and calls her name, but she seems to just be sitting on her bed, bummed out. He then tells her that he has a surprise for her, which immediately gets her perked up. **Rend** offers her the dress, and asks her to put it on.

Keli enters her bathroom, and in the meantime, **Rend** gets a call from **Aunt Jasmine**. Apparently he ordered way too much food for two people to carry, so he decides to just have them store it for later. In his eyes, the prom doesn't really *need* to be catered, as he could just bring her to a restaurant.

The door opens nearly 20 minutes later, with a dolled-up **Keli** standing before **Rend**. The two then leave the apartment to head over to the prom. While they're on the way, **Rend** gets a text from **Azalia**, informing him that the lightshow caused a small accident at the lab, so they won't be able to make it the party in time.

The pair approach the church, which freaks **Keli** out initially, as she thinks **Rend's** about to propose to her. Blowing off the comment, he pulls her inside. He then transports them to the Dark-World, which takes some explaining to get her comfortable with. They both leave the church to head towards the prom.

On the way **Rend** realizes that he never specified that the address would be in the *Dark-World*, and not the Light-World. The prom supplies from **Jodi** would have no way of getting where they needed to be.

They arrive, and **Keli** is still very confused. **Rend**, having given up on giving her a proper prom, just tells her what he's been doing to set this all up. She seems delighted by all of this, and takes this time to get something off her shoulders. She informs **Rend** that she only did those strip shows for him for male attention, and that she isn't really an "easy" person. **Keli** then asks **Rend** to put on the suit.

After he suits himself up, the two have a slow dance. While they're dancing **Keli** speaks up on how much she's had on her mind recently. She

then tells **Rend** that she's going on vacation with her parents for a while. They continue dancing for a few minutes, until **Keli** tires out. She thanks **Rend**, then gives him a kiss as thanks for going through all of this. They both return to the Light-World.

12th Step: “**Keli's** going on vacation and won't be working for a while. I should check in with **Stephanie**.”

- Head downtown and return to Devilthread.

Rend re-enters Devilthread to deliver the news to **Stephanie**. All she asks is that **Rend** lets her know when **Keli** gets back. He exits.

Quest Complete!

Fun Facts:

- **Keli** was originally planned to be Captivated in Ch1, but it narratively made more sense for her to be pushed back into Ch2.
- The first section of the quest (up until you get the key to her apartment) originally was its own quest, but it was eventually merged with everything after it.
- The first section of the quest (up until you get the key to her apartment) was made a year before the rest of it.
- **Keli** was supposed to be a cosplayer, rather than just a fashion designer. She was intended to have several outfits to “show off” to the player, but this concept was eventually moved to a different character.

Ch1 Main Quest 2: Management Royale

This quest begins after **Rend** has **Run the Store 10 times** (check [here](#) for details on the Management Minigame).

This quest introduces you **Jodi** Deo, wife of **Ian** Deo, the owner of a multi-billion **Solas** business, known as DeoCorp. Immediately after she introduces herself, she attempts to purchase the store from **Rend**. **Rend**, with a sense of Déjà vu, vehemently rejects this offer, claiming that this store has too much to offer to just be sold away. **Jodi**, seeing this as a challenge, offers to have a little competition between her corporation and **Rend**'s little store, to see which one is powerful enough to take control of Chios's economy. She also offers **Rend** 10000 **Solas**, as a method of making this little game more interesting.

In terms of quest completion, **Rend** must **purchase and upgrade every store in the Management Minigame** (see [here](#) for a detailed guide). There isn't much variance in this quest, as the majority of the gameplay is contained within that minigame. As certain milestones are reached, the quest will continue.

1st Step: "I met **Jodi** Deo, Vice President and wife to the current CEO of DeoCorp, **Ian** Deo. She challenged me to beat her husband in buying out the area. I should check the store management menu to get started. I might see her again after purchasing and fully upgrading that game store."

- Get the second upgrade on the Game Shop, then Run the Store.

Jodi will enter the store, impressed by **Rend**'s performance so far. After seemingly flirty banter, she gives him another boost of 10000 **Solas**, then exits.

2nd Step: "**Jodi** came by again after I purchased and upgraded that game store. I should use the investment she just gave me to continue buying out some local properties. If I increase my Management Respect to 20, she might come visit again."

- Reach at least 20 Management Respect, then Run the Store.

Rend takes a break from work, and naps while working at the counter. **Jodi** enters, then internally compliments him. As he awakens, they have a short conversation before she leaves.

3rd Step: **Jodi** visited again, but left in a rush. She looked like she had something on her mind. If I buy out the rest of the stores and beat DeoCorp, I'm sure she'll come by again.

- Buy out and upgrade every store.

Jodi congratulates **Rend** on his accomplishment of buying every store. He's surprised, and a bit concerned to see her so happy. She invites him to visit her at her office in Chios, and he agrees.

Quest Complete!

Fun Facts:

- The business minigame went over several iterations before the first public release, even getting some changes during the final bug sweep of the game. Some of these changes include:
 - SIGNIFICANT drops to the pricing of stores (as an example, the Casino used to cost 100,000 to purchase, then a combined 500,000 to upgrade).
 - Higher rewards for correctly answering random events.
 - Doubled the chance for some random events to occur, and triple the chance of **Jackie** appearing until you correctly solve their random event.
 - 1.5x increase to personal **Solas** from non-event store runs.
 - Repeat store run button.
 - Overdrive in its entirety.
- All of these changes were made to keep the grind to a minimum, while still telling an overall narrative and supplying the game-mode with a greater sense of progression and player agency.

Ch1 Main Quest 3: Eisheth's Past

This quest **begins automatically with story progression**, right after **Rend** gains the ability to teleport between the Light-World and Dark-World.

This quest involves **Rend** getting closer to **Eisheth**, as she feels extremely familiar to him. **Eisheth** serves as the tutorial girl, more or less, and is required to be the first girl that **Rend** Captivates.

1st Step: “**Eisheth** looks so familiar to me, but it seems like she doesn't recognize me. Perhaps if I raise her affection for me enough, I could get her alone to Talk to her about our Relationship. (5 Love).”

- Earn 5 Love with **Eisheth** (attainable through to “Hug” interaction if not gained naturally through dialogue), then Talk to her about your Relationship.

Rend offers **Eisheth** to go grab some lunch, and she agrees. They both head back to the Light-World café that they went to in Chapter 0. This gives **Rend** the opportunity to ask her some questions. He only needs to ask “About her Past” *thoroughly*, and “About her Crest” to continue, but he can ask about **Tsumi** or the business if he wishes to learn **Eisheth's** thoughts on them.

After burning through his questions, **Eisheth** has a question for **Rend**. She wonders what he was up to before meeting her. He doesn't remember much from his youth, and even less about his mother. She feels a lot of sympathy for **Rend**, as she never met her father. After a brief silence, she offers to brighten up the mood, and takes him out for a walk in the Dark-World.

On this walk, an event begins, where **Eisheth** suddenly confesses her attraction and adoration towards **Rend**. **Rend** is surprised to hear this, but assumes that this may be due to the affects of the Lustcrest. Realizing that he shares some feelings with her, **Rend** expresses his own thoughts. The two share an intimate moment on the bridge.

2nd Step: “The meeting with **Eisheth** went way better than planned. We've entered a sort of pseudo-relationship. Maybe if I explore our new-found relationship through some dates, I could ask her some more questions about her past. (Lust to 5)”

- Bring **Eisheth** on some Dates, until she reaches at least 5 Lust, then Talk to her about your Relationship.

Rend expresses interest in taking some time to talk to **Eisheth**, and she recommends going for a walk. They have a chat about her past, which quickly turns towards **Rend** admitting that **Eisheth** is very familiar to him. She's confused at first, but thinks for a moment, then asks for his favorite color. His response is _____. **Eisheth** then prompts **Rend** to go somewhere with her. He obliges, and she takes him to a nearby hotel.

Upon seeing the furniture in that room, **Rend** has a sudden flashback to his younger years. He evidently *did* know **Eisheth**, and they had once been in this room. **Eisheth** immediately goes in for a hug, and the two reminisce briefly, before taking it to the bed. Another event plays out.

Quest Complete!

Events/Images:

Eisheth

- Bridge Handjob: Unlocked after completion of the 1st Step.
- Image 1: Unlocked after completion of the 1st Step.
- Image 2: Unlocked after completion of the 1st Step.
- Ch1 Shop Handjob: Unlocked when viewed through the interaction menu after completion of the 1st Step.
- Image 3: Unlocked after completion of the 2nd Step.
- Image 4: Unlocked after completion of the 2nd Step.
- First Time: Unlocked after completion of Ch1 Main Quest 3.
- Ch1 Shop Sex: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 3.

Fun Facts:

- **Eisheth** got a design and body shape overhaul after this quest was finished, so every single shot involving her had to be redone from scratch.

- **Eisheth's** interaction scenes were updated 3 times over the course of development of Chapter 1.
- **Eisheth's** stat increases were originally much grindier, but this design philosophy proved to not be very fun, especially for a tutorial character.
- Main Quest 3 was intentionally designed to be interconnected to Main Quest 5 and Main Quest 6 in order to push the player through the early parts of the Story Quest.
- Although being the intended first quest for the player, this quest wasn't finished until after the majority of the original Main Quest 1 and 2 were finished.

Ch1 Main Quest 4: I Can See You

This quest can be started by talking to Eisheth after finishing Ch1 Main Quest 3: Eisheth's Past.

Rend checks in with Eisheth, and she offers to find another girl for him to Captivate. This other girl is Tsumi, who has been severely emotionally distant since she's returned from the church. Eisheth believes that Tsumi just needs someone who she can open up to. Rend agrees, and the two head over to her apartment.

They arrive at her apartment, but before they're even able to get to Tsumi's door, she appears behind them, startling Eisheth. Tsumi confronts her, and Eisheth tries to get Tsumi to be his friend. She declines, and sends them both back to the store. Rend then offers to return to her apartment on his own, so he heads back over.

As he enters, he comes across something he didn't expect. A new scene plays. When Tsumi realizes that Rend is present, she starts crying out of embarrassment. Rend is about to just leave, but she asks him to return later.

1st Step: "I just caught Tsumi in quite the act. I should go visit her and apologize."

- Return to Tsumi's apartment, then speak to her.

Rend returns to Tsumi's apartment to apologize to her. She attempts to avoid the conversation, but then wonders why she couldn't sense Rend's crest, like she could with Eisheth. She takes his hand in order to read his crest, and notices that he has the energy of three people around him. She asks to study him further. Tsumi asks Rend to give her any information he learns about his crest.

2nd Step: "Tsumi asked me to learn more about my crest with a crest expert. I should come back and Talk to her about my Main Quest when I've made a significant discovery. (Bring Azalia Echo Water)"

- Complete the 6th Step of the Story Quest, then return to Tsumi.

Rend returns to Tsumi, then informs her about what was learned from the use of Echo Water. She asks him to let her know when his crest has developed further.

3rd Step: “I spoke to **Tsumi** about the energy signature inside my crest. I should contact her once I have noticed it develop. (Main Story Progression)”

- Complete the 9th Step of the Story Quest, then speak to **Tsumi**.

Rend and **Tsumi** discuss viewing his crest for the first time. **Tsumi** explains that part of her crests allows her to detect people at a distance, with the only two outliers being her liege and **Rend** himself. **Tsumi** asks to speak to his **Echo** again.

4th Step: “**Tsumi** wants to meet me at **Azalia's** lab to speak to **Echo**.”

- Go to **Azalia's** lab, then Call **Tsumi**.

Tsumi asks to enter his crest alone, as some of the information that may be discussed could cause **Rend** some severe mental damage. Both **Rend** and **Tsumi** go unconscious as she enters the crest.

Tsumi and **Echo** discuss what's going on. **Tsumi** proposes conducting more tests on **Rend**, and **Echo** agrees, assuming they aren't harmful. As they awaken, the pair agrees to meet at **Tsumi's** apartment again.

5th Step: “**Tsumi** wants to run more tests at her apartment.”

- Return to **Tsumi's** apartment and speak to her.

Rend and **Tsumi** meet at her apartment again, and she asks him to take a seat on her bed. She then asks him to close his eyes, and he swiftly loses consciousness again. After confirming that he's unconscious, **Tsumi** begins to speak to him in his rest.

Before long, **Rend** reawakens, wondering what just transpired. **Tsumi** suggests that it may be safer to do these tests at **Azalia's** lab next time.

6th Step: “**Tsumi** wants to run more tests at **Azalia's** lab... again.”

- Go to **Azalia's** lab and call **Tsumi**.

The two immediately begin testing, with **Tsumi** forcing **Rend** unconscious once again. She asks him more questions. Clearly satisfied with the conversation, she returns to the sleeping **Rend**.

Rend wakes up, and **Tsumi** is vague with him, as usual.

7th Step: “**Tsumi** is surprisingly persistent about studying my Lustcrest. She wants to do some more research at her apartment.”

- Conduct research with **Tsumi** at her apartment.

Tsumi knocks **Rend** out again. Upon confirming that he can hear her, she decides to tell you about herself. The first set of research concludes.

When he returns for more research, **Tsumi** knocks **Rend** out again. This time, **Tsumi** apologizes for him having to see her... private time when **Rend** first entered her apartment. She vents some of her pent up frustrations, then ends the research session.

The third research session involves with **Tsumi** talking about the effects of the Lustcrest. Until she prolongs it. **Tsumi** asks if you like her. If you respond positively. She states that she feels an intense desire to kiss him. She then properly ends the session.

8th Step: “**Tsumi** and I have made a lot of progress. I should talk to her at her apartment.”

- Speak to **Tsumi** about your relationship.

Rend confronts **Tsumi** about what she’s been learning about him, as he seems to be passing out every time they do research. Before **Tsumi** is able to properly respond, **Tsumi** realizes that someone has been eavesdropping. It turns out that **Eisheth** is the culprit, and she’s been listening to most of the things those two have been discussing. **Eisheth** seemingly confronts **Tsumi** for trying to steal his boyfriend, yet, in truth, she’s excited at the prospect of **Tsumi** being Captivated. **Rend** thinks on it, but eventually allows **Eisheth** to be more closely attached to this relationship. **Eisheth** suggests that **Rend** trains her to be more sexually explicit. She then leaves the two to their own devices.

In an attempt to ease the tension, **Tsumi** asks to practice things with him while he’s unconscious first, as she still has social issues holding her back.

9th Step: “**Eisheth** has joined the fray, and suggested that I give **Tsumi** some relationship training at her apartment.”

- Train with **Tsumi**.

The first training session is for kissing. **Tsumi** knocks **Rend** out, and they share a nervous kiss. The second training session is also kissing, but this time with **Rend** awake. **Tsumi** surprisingly gets very into it, but still seems very uncomfortable. **Rend** suggests that the two of them go on a date, in an attempt to ease tensions.

The next training session is their first date. The pair head to a local park, in an attempt to just talk in a peaceful environment. **Tsumi** admits that **Eisheth** talks about him constantly when he isn't around, which has made **Tsumi** quite familiar with him. **Rend** then questions her on what it feels like to be Captivated. **Tsumi** gives a fascinating description, as it feels to her as though a deeply buried part of her is breaking free. A self-described "animalistic lust" is emerging inside her, but she feels as though she always had it in her somewhere. The two finish their date, and return to her apartment hand-in-hand.

Their next date leads them back to the park, where **Tsumi** is asked more questions on the Captivation process. She is specifically asked what kinds of thoughts she has about him. She then admits to **Rend** that she's into roleplaying with costumes. **Rend** agrees with trying it out, and leaves to go buy some costumes for her.

10th Step: "**Tsumi** mentioned getting some costumes for some spicy roleplaying action. If I know someone with a storefront, I should visit them to see what they could offer me. (Business Story Progression)"

- Purchase some costumes from **Jodi's** store for 750 **Solas**.

Rend heads over to the DeoCorp office to purchase the costumes. After giving his best guess on her sizes, he receives a few outfits.

11th Step: "I have the costumes that **Tsumi** asked for. I should meet her at her apartment. If her Lust isn't high enough, perhaps I could bring her on more dates?"

- Return to **Tsumi** at her apartment, and choose "Oral" under training, with a Lust of 10 (increased by going on dates with her).

Tsumi changes into the costume that **Rend** provided for her. Unfamiliar with the design, **Tsumi** asks **Rend** for details about the character. After he gives her a rough idea of who the character is, a scene plays out. Afterwards, **Tsumi** offers to try something else next time.

12th Step: “Tsumi wants to try something else out. I should meet her at her apartment for some more training.”

- Try the “Footjob” training at Tsumi’s apartment.

After Rend gives Tsumi a basic rundown on the next character, a scene plays out.

13th Step: “I should try to see if Tsumi would be willing to go all the way with me. I should meet her at her apartment to try to convince her to give me some more cosplay action.”

- Try the “Sex” training at Tsumi’s apartment.

Tsumi is initially very hesitant to go to the next level, but Rend urges her to look at the rest of the costumes in the box. She takes a look at the remaining costumes, and notices that Eisheth’s outfit is among them. Tsumi takes some time to think about it, but ultimately dons the outfit, immediately playing into the character of Eisheth. A scene plays out. During the scene, Rend strips her, baring her true self to him.

After they’re finished, Rend reports it to Eisheth. Eisheth, after hearing what has been going on between the two of them, immediately suggests that he tries to Captivate Tsumi next time he sees her.

14th Step: “It’s time to finish this. I should give Tsumi what she wants. Captivation. If she’s not quite ready yet, I could do more training with her, or try some of the new costumes with her. (Love/Lust to 15)”

- Talk to Tsumi after achieving 15 Love and Lust with her.

Rend decides that it’s time to push Tsumi into Captivation, and calls over Eisheth. Eisheth hurries over, and immediately confronts her, urging Tsumi to be more honest with herself. After a bit of internal deliberation, she accepts. Rend and Tsumi share a passionate kiss. She is successfully Captivated, and a scene plays out.

Quest Complete!

Events/Images:

Tsumi

- Masturbation: Unlocked before the start of Ch1 Main Quest 4.
- Image 1: Unlocked before the start of Ch1 Main Quest 4.
- Image 2: Unlocked after completion of the 6th Step.
- First Kiss: Unlocked after completion of the third research session.
- Image 3: Unlocked after completion of the 8th Step.
- Gravity: Unlocked after completion of the 11th Step.
- Acrobat: Unlocked after completion of the 12th Step.
- First time: Unlocked after completion of the 13th Step.
- Image 4: Unlocked after completion of the 13th Step.
- Ch1 Astrologist Sex: Unlocked when viewed through the interaction menu after completion of the 13th Step.
- Ch1 Insurgent Sex: Unlocked when viewed through the interaction menu after completion of the 13th Step.
- Image 5: Unlocked after completion of Ch1 Main Quest 4.
- Captivation: Unlocked after completion of Ch1 Main Quest 4.

Fun Facts:

- **Eisheth**'s design was revamped after this quest was finished, meaning every single render involving her had to be redone.
- **Keli** was originally going to be the character that was very into cosplay, but it made more narrative sense for **Tsumi** to use it to shield herself from her Captivation.
- **Tsumi** was planned to be one of the first three Captivations, before **Azalia** was designed and implemented.

Ch1 Main Quest 5: In Search of a Partner

This quest begins after **Rend** conducts enough research with **Azalia** to have **100 Lunas total**. Afterwards, they need to **talk about their relationship**.

Rend presents **Azalia** with the 100 **Lunas**. **Azalia** expresses interest in learning how to use the **Lunas** to bring people back, so **Rend** gives his best explanation on the events leading to her returning. The two agree to go to the church to investigate the situation.

Azalia requests that **Rend** reenact what he did to summon her back into the church. Initially, the church feels somewhat inactive. However, **Rend** suddenly feels an intense pain in his arm. He swiftly loses consciousness. **Azalia** immediately runs to his aid, but falls victim to an ever-growing sexual urge. A tender scene plays out. After **Azalia** finishes her work, **Rend** awakens. She fills him in on *most* of what happened. They both return to the lab.

1st Step: “I helped **Azalia** do some research at the church, and got my arm burned for my efforts. I should spend some more time doing research with her, until we come to another breakthrough. Perhaps if I complete all of the research sessions with her, we will be able to learn more about the church.”

- Continue doing Level 2 Research, then Level 3 Research with **Azalia**.

Azalia and **Rend** continue their work at the church, attaining a deeper bond with each other at an alarming rate, seemingly due to the effects of the Lustcrest. While researching, **Azalia** discovers that emotions can drastically affect the power of crests. **Azalia** tests how **Rend**'s emotions might affect the church, and comes to the conclusion that sexuality is likely to be the Lustcrest's energy trigger.

Azalia uses this theory as a basis for asking **Rend** about his recent sexual activities. His thoughts do seem to cause energy spikes, so she continues her advances on him. She eventually comes to her senses, and begins stressing out over her newfound feelings for **Rend**.

2nd Step: “After a tense conversation with me, **Azalia** is close to finishing her research at the church. I know she has strong feelings for me, and I may

feel the same way. I should try to get myself into a position where she trusts me (Love/Lust at 15), I should get around 500 Lunas for testing, and I need to get my Lustcrest powerful enough to get her to tell me her true feelings for me. (Unlock Captivation)”

- Reach 15 Love and Lust with **Azalia**, be in possession of 500 **Lunas**, and continue far enough into the main story to fully unlock Captivation (Complete the 7th Step of Chapter 1).

Rend returns to the lab, seeing a distressed **Azalia** in response to bringing up their relationship. She scrambles to get her supplies, and immediately sprints for the door. **Rend** feels compelled to follow her.

When he arrives at the church, **Rend** sees a hobbled-over **Azalia**, sobbing her eyes out. **Rend** asks what’s wrong, and **Azalia** starts freaking out about his crest. She feels it tearing her away from her relationship with **Sarah**, and she doesn’t want to stop caring for her. **Rend** offers to stay away, in order to lessen the effects of the crest. This puts **Azalia** into an internal panic, as she tries to rationalize whether she cares more about **Rend** or **Sarah**.

Azalia makes her choice, and kisses **Rend**, sealing her fate of being Captivated. **Rend** feels a familiar shock, and **Azalia** recovers, with a barely stable look in her eyes. She immediately disrobes and descends upon him. A scene plays out.

They rest to recover, but suddenly a blinding light appears. When their eyesight has been restored, **Azalia** immediately notices that her lost lover, **Sarah**, has just appeared before them.

Quest Complete!

Sarah is now available to speak to in **Azalia**’s lab, on the bedroom side.

Events/Images:

Azalia

- Image 1: Unlocked before beginning Ch1 Main Quest 5.
- Sleep Blowjob: Unlocked before beginning Ch1 Main Quest 5.

- Image 2: Unlocked on the third instance of Level 2 Research of Ch1 Main Quest 5.
- Image 3: Unlocked on the second instance of Level 3 Research.
- Image 4: Unlocked on the third instance of Level 3 Research.
- Image 5: Unlocked after completion of the 2nd Step of Ch1 Main Quest 5.
- Captivation: Unlocked after completion of the 2nd Step of Ch1 Main Quest 5.
- Ch1 Lab Blowjob: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 5.
- Ch1 Lab Sex: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 5.

Fun Facts:

- **Azalia** originally was planned to be the facilitator for a minigame for the Dark-World store, but it was scrapped due to how early it would force the player to complete it in order to continue the plot.
- The sleep sex scene used to be skippable, but there was no real reason to make it into a choice, and it made more sense for her character to go through with it.
- **Sarah's** design and character weren't finalized until right before the scene where she appears. Her initial characterization was made to compliment her outfit, not the other way around.
- Main Quest 5 was shortened, in order to push players into the more expansive parts of Chapter 1 sooner.

Ch1 Main Quest 6: Family Bonding

This quest begins after Rend has 5 total Love with Aunt Jasmine, earned by giving her a hug (how sweet). Afterwards, they need to talk about their relationship.

Rend and Aunt Jasmine have a short conversation about how the Dark-World might be a dangerous place, considering how people have been disappearing over there. Rend assures her that he'll be fine, but she's still nervous. Regardless, she insists that Rend goes to spend some time with Eisheth, and wants to hear the juicy details of how their relationship is blossoming. Rend relents, and goes to spend time with Eisheth.

1st Step: "I just talked to Aunt Jasmine about Eisheth, and she wants me to go spend time with her. I should go spend some time with Eisheth, maybe go on a date with her. Then I should go talk to Aunt Jasmine about it."

- After going on your first date with Eisheth, return to Aunt Jasmine and talk about your relationship.

Rend returns to Aunt Jasmine and reports the good news. When he tells her that he has a girlfriend, she acts as any mother-figure would, with exclamations of pride. Aunt Jasmine presses for more details, and starts barraging him with personal questions about the date. This flusters Rend and makes Aunt Jasmine believe that they didn't even kiss (which the most certainly went beyond kissing). She offers to help him practice kissing, which he obliges to.

2nd Step: "I spoke to Aunt Jasmine about my date with Eisheth, kinda. Now she wants me to practice kissing on her before the real thing with Eisheth. I should practice kissing Aunt Jasmine when I have some free time. Perhaps if I kiss her once, and she likes it enough (Lust at 5), I can talk to her about something else."

- Kiss Aunt Jasmine once to get her Lust to 5, then talk to her.

Rend checks in with Aunt Jasmine after their smooch practice. This gets her reminiscing about her past and romance in general. She eventually gets to talking about how she met Rend's father. A small flashback plays out, and Aunt Jasmine seemingly regrets her inaction when they met. Rend gets the opportunity to ask her some questions about this. Based on the way that she

describes herself back then, she seemingly has pent up self-respect issues. She admits to still seeing herself in a negative light, but Rend can either interrupt her, or let her continue before complimenting her. Aunt Jasmine is taken aback by his words and begins to feel worried that Rend has developed feelings for her. She tries to brush it off, and starts pretending like she's cleaning the kitchen to diffuse the situation.

Rend relents, and decides that taking her out somewhere nice might make her feel better.

3rd Step: "I told Aunt Jasmine just how beautiful and important I think she is, but I may have gone a bit overboard with it. I feel kinda bad, so I should ask Aunt Jasmine if I can treat her to dinner, and bring her to the Café 3 times."

- Bring Aunt Jasmine on a Café Date 3 times. (Cost is halved if you own in)

Rend brings Aunt Jasmine on several dates to the Café, and they continue to discuss her past. On these dates, however, Aunt Jasmine realizes that she's having trouble remembering anything from her college years, or beforehand. All she seems to remember is meeting Rend's father. On the third date, Aunt Jasmine once again spins the conversation towards his relationship with Eisheth. She even goes as far as to ask whether the two have "done it" yet. Rend is flustered by this, but she gets him to agree to tell her about any significant advancements in their relationship.

4th Step: "Aunt Jasmine just jumped me with questions about my relationship with Eisheth. I promised that I would tell her if any significant changes in our relationship happened, so maybe I should bring her on some more dates somewhere else after I've had my first time with Eisheth. Three times should be enough."

- Bring Aunt Jasmine on a Bar Date 3 times, after having your first time with Eisheth. (Cost is halved if you own in)

Rend and Aunt Jasmine spend some time hanging out at a nearby bar. She ends up immediately pushes him for updates on his relationship with Eisheth. Aunt Jasmine gets him to admit that they've had sex. This leads Rend to bringing up the hotel room, and how Eisheth was very familiar to him. Aunt

Jasmine's confused, she's certain she's never seen Eisheth before. They eventually conclude that they should go investigate the church.

5th Step: "Aunt Jasmine and I are kinda freaking out about me recognizing that Dark-World hotel. I should get her over to the church, so we can try to learn anything else about this."

- Go to the church, and call Aunt Jasmine.

Rend calls Aunt Jasmine and Eisheth to the church to discuss the past. Both girls confirm that they don't recognize each other, and Eisheth offers to ask her mom about it. Aunt Jasmine recommends waiting to see what they learn from doing research on Rend's crest, as that may lead to some answers.

6th Step: "Eisheth couldn't tell us anything about our predicament, so we're going to do some studies of my powers on our own. When I've done enough experimenting with my powers, I should go discuss some of my results with Aunt Jasmine. (Eisheth Captivated)"

- Speak to Aunt Jasmine in the kitchen after fully unlocking Captivation (complete the 7th Step of the Chapter 1 Story Quest).

Rend checks in with Aunt Jasmine, which reminds her to ask him how the research is going. He informs her primarily of his crest does, which makes her begin to panic. She believes she might be falling for him because of all of the kissing and the dates. In spite of this, Aunt Jasmine offers to help in any way she can.

7th Step: "Aunt Jasmine offered to help me test the limits of my Lustcrest, in spite of her pretty much being my mother from a young age. If she wants to help, I'll treat her right, so I should bring her on some dates at a new place."

- Bring Aunt Jasmine on a Lounge Date 3 times.

On their dates, Rend and Aunt Jasmine discuss more specifics of the experiments so far. They also discuss Rend's father, who is remarkably similar to Rend himself. Rend theorizes that his crest may have come from his father, but neither of them can be too sure. Aunt Jasmine begins to show major attraction towards Rend, which throws him off. She insists that they must be flirting for her to be able to help with the research. On the third date, Aunt Jasmine drinks heavily, openly asking Rend to fuck her on that table.

Rend walks **Aunt Jasmine** home. She cracks a few jokes on the way, but eventually starts dropping her walls and complains to **Rend** that she feels like she's never been good enough for him. She apparently has always wanted to be with **Rend** romantically, but worried that it would be seen as taboo, and that **Rend** wouldn't like her in that way. This eventually compels him to kiss **Aunt Jasmine**, who then asks him to stay the night.

8th Step: "I brought home a wasted **Aunt Jasmine** from the lounge. She spilled a lot of her thoughts on me when we got home. I should check on her in the kitchen when I have some time."

- Talk to **Aunt Jasmine** about your relationship.

Rend confronts **Aunt Jasmine** about the night before, and she brings him into her room. **Aunt Jasmine** tries to excuse and justify what happened between them, but **Rend** reassures her that he was happy it all happened. She worries about how their relationship may look to their father, and how she's scared of things changing. **Rend** gets up close to **Aunt Jasmine** and assures her that he's very interested in her. A scene plays out.

Quest Complete!

Events/Images:

[Aunt Jasmine](#)

- Image 1: Unlocked before beginning Main Quest 6.
- Image 2: Unlocked after completion of the 2nd Step.
- Image 3: Unlocked after completion of the 6th Step.
- Confession: Unlocked after completion of the 7th Step.
- Image 4: Unlocked after completion of the 7th Step.
- First Time: Unlocked after completion of Main Quest 6.
- Image 5: Unlocked after completion of Main Quest 6.
- Ch1 Home Handjob: Unlocked when viewed through the interaction menu after completion of Main Quest 6.
- Ch1 Home Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 6.

Fun Facts:

- The beginning of “First Time” was the first animation made by hand by me (you can tell the more you look at it, it’s very amateurish).
- The flashback sequence was made before the current outlines and coloring on characters was decided, but didn’t need to be replaced due to its unique appearance.
- **Jasmine**’s eyes used to be wider apart. Ew.

Ch1 Main Quest 7: Mending the Rift

This quest begins the next time Rend visits Azalia, after completion of Ch1 Main Quest 5: In Search of a Partner (see [here](#) for details).

Rend arrives to talk to Azalia, and she informs him that Sarah, reasonably, hates him. He wants to talk it out with Sarah, so Rend walks to the opposite side of the room to speak to her. She's immediately abrasive towards him, and Azalia pulls him away. This officially begins the quest.

1st Step: "Sarah is reasonably very pissed at me. Azalia told me not to talk to her, but I'd rather not have her glaring and swearing at me every time I come over. Maybe when I become more familiar with my Lustcrest, I should try to talk to her."

- Talk to Sarah after completion of the 9th Step of the Ch1 Story Quest.

Rend tries to talk to Sarah and, as expected, makes no progress. He decides to ask Azalia for help.

2nd Step: "I can't think of anything that would help me fix my relationship with Sarah. I should ask Azalia what she thinks I should do."

- Go to Azalia and Ask her about Sarah.

Rend vents his difficulties in talking to Sarah to Azalia. He asks for advice on how to not get glared at whenever he enters the building. Azalia suggests buying her chocolate, as she quite enjoys sweets.

3rd Step: "I should go visit someone who could sell me chocolate. (Business Story Progression)."

- Buy the Chocolate from Jodi's store at the DeoCorp office.

Rend heads over to the DeoCorp office, and speaks to Jodi about purchasing some imported chocolate, as he believes the higher quality will help his case. They have some down in storage, so he purchases it.

4th Step: "I got the chocolate. I should bring it to Sarah."

- Speak to Sarah at the lab.

Rend is almost immediately shoo-ed away by **Sarah**, but offers the chocolate as a peace offering. While she accepts the gift, she still tells him off and sends him away.

5th Step: “Aaaaaand **Sarah** rejected my gift. I'm out of ideas again. I should ask **Azalia** if she has any other ideas.”

- Speak to **Azalia** at the lab.

Rend returns to **Azalia**, pleading for any more ideas. She decides to give it some thought, and instead asks him to check on something at the church.

6th Step: “**Azalia** wants me to go to the church to do some research for her.”

- Travel to the Church in the Dark-World, and do some Research for **Azalia**.

Rend enters the building, but doesn't notice anything out of the ordinary. While he investigates the place, **Sarah** enters in behind him. She remains silent, and walks towards the nearby podium. When **Rend** tries to speak with her, **Sarah** immediately blows him off again, accusing him of stalking her. They get into a bit of a verbal debate. Eventually, **Rend** gets frustrated enough to just give up and leave, and returns to the store to blow off some steam.

7th Step: “I got a bit feisty with **Sarah** because I've honestly gotten tired of how she treats me, but I'm guessing **Azalia** won't be too happy to hear that. Regardless, I should let **Azalia** know what happened.”

- Return to **Azalia**'s lab.

Rend attempts to return to **Azalia**'s lab, but ends up passing **Sarah** at a park on his way over. Instead of ignoring her, he begins walking towards her. Once he reaches her, **Rend** checks in with **Sarah**. She, once again, tells him to fuck off. **Rend** tries to keep his cool, and plainly lays out his intentions of just trying to not make them hate each other. They have another argument, but **Rend** attempts to persuade her that **Azalia** stills cares about her. This causes **Sarah** to admit to planning to leave **Azalia** soon. **Rend** attempts to dissuade her from leaving, for **Azalia**'s sake if nothing else. **Sarah** once again asks him to leave, but in a much less aggressive manner.

Rend finally makes it to **Azalia's**, and she asks if he learned anything at the church. He responds negatively, and **Azalia** fears that the two got into another argument. **Rend** informs her that he's deciding to give **Sarah** some space. **Rend** checks in with how **Azalia** truly feels about **Sarah**. She clarifies that she still cares for her deeply, but not in the same way that she cares about **Rend**. **Rend** heads back to the store to clear his head.

8th Step: "I spoke to **Azalia** about her thoughts on **Sarah**. She would probably like to know where they stand, so I should pass by the park next time I'm heading back to the lab."

- Return to **Azalia's** lab.

On the way back to the lab, **Rend** intentionally passes by that park again. Miraculously, **Sarah** seems to be on the bench again. He walks over to her and takes a seat, then asks how she's doing. **Rend** reinforces that **Azalia** cares about her. He mentions how much effort was put into saving her from the church. The two agree to at least act friendly around the lab, for **Azalia's** sake. **Rend** returns to the store to give them a little space.

9th Step: "I should head over to **Azalia's** to see how they're doing."

- Return to **Azalia's** lab, again.

Rend returns to the lab, and notices that **Azalia's** strangely absent. He decides to ask **Sarah** where she might have gone.

10th Step: "Looks like **Azalia's** not at her lab right now. Maybe **Sarah** knows where she went."

- Talk to **Sarah**.

Rend speaks to **Sarah**, who is initially abrasive towards him because **Azalia** isn't around. **Sarah's** confused, as she thought **Azalia** was with him, due to a note she apparently left in her workshop. **Sarah** looks at the note again, and suspects that **Azalia** may not have been the one to write it. She immediately leaves to go check the church, and aggressively invites **Rend** to come along.

When they arrive at the church, they find an evidently unconscious **Azalia** laying by the podium. **Rend** runs towards her, but... blacks out.

He's being dragged somewhere.

He's eventually woken up, and is faced eye-to-eye with an **unfamiliar woman**, next to a seemingly unconscious **Sarah**. The **woman** claims to know that **Rend** has been working for DeoCorp, and plans to use you for ransom. She then leaves both of her captives hand-cuffed on the floor.

Rend rouses **Sarah** awake, and she asks what happened. He tells her that they're after him for working for DeoCorp. She displays the effects of her crest, and melts the metal around her arms. Afterwards, she gets up, and starts fiddling with the lock on the door. She attempts to leave **Rend** behind, but she stops after he calls her out for it. **Sarah** laments, but they stop the argument, as they have more pressing matters at the moment.

For the next steps, see the [Ch1 Rift Dungeon 1](#) guide.

11th Step: "**Sarah** and I had a few intimate moments after escaping that rift. I should talk to her when I get the chance."

- Return to **Sarah** at the lab, and Talk to her about your Relationship.

Rend attempts to speak to **Sarah**, but **Azalia** interrupts him, not understanding that they're on better terms now. **Rend** explains this to her, and asks to take **Sarah** out for a bit. She accepts, and they both leave.

Rend and **Sarah** return to the park where they had their first real talk. **Rend** asks her how **Azalia** is doing after the whole Rift Dungeon experience. **Sarah** confirms that **Azalia**'s doing well, and both of them fall silent. **Rend** then asks how **Sarah**'s doing, and she admits that she's exhausted from everything that happened. She talks about how she wants to protect **Azalia** more than anything else, which leads her to share how she feels about **Rend**.

Sarah is highly conflicted by **Rend**, as she sees him as someone very trustworthy, while also harboring an intense loathing for him. Ultimately, she trusts **Rend** to make sure that **Azalia** will be okay, regardless of what he's done. **Sarah** mentions running away again, which **Rend** tries to dissuade again. She once again asks him why he cares so much, and he explains that he felt compelled to right the wrong he did towards her.

Sarah still feels terrified of losing **Azalia**, but comes to the conclusion that being Captivated will keep her by her side for the rest of their lives. **Rend** tries to get her to stop making such a rash decision, but she's insistent that she wants to be Captivated. **Rend** gives her some time to think about it, and they both return to the lab.

12th Step: “Sarah is practically demanding that I Captivate her so that she can stay close to Azalia, but it's not that easy. I should try to get Azalia to talk to her about what being Captivated is truly like.”

- Speak to Azalia.

Rend speaks to Azalia about Sarah, and he lets her know that Sarah is trying to be Captivated. He's concerned that she's getting in over her head, and Azalia asks how he feels about Sarah. This question catches Rend off guard, as he's purely been focusing on the two ladies over himself. He admits that he's rather fond of Sarah, and that he would be okay with Captivating her. This irks Azalia, as she wishes for Sarah to be cherished and loved, not just tolerated. Rend understands how she feels.

Azalia calls Sarah over to explain the process of Captivation. The three discuss the finer details of Captivation. Sarah, still trying to brute force her way through the process, once again demands to go through the process on the spots. Rend counter offers, proposing that they go on a few dates to see how well they're compatible first. Sarah is taken aback by this, as she's never been asked on a date before.

13th Step: “I should bring Sarah on some dates to get to know her better. After we become more comfortable together, I should talk to her. (Love/Lust at 10)”

- Bring Sarah on both dates, then talk to her about your relationship.

Rend first brings Sarah out for karaoke, where Sarah gets a good laugh out of Rend's... breathtaking performance. Next, he takes her out to a bar, where Sarah has slightly too much to drink. A scene plays out.

After both dates, Rend returns to Sarah to talk, and Azalia gives the pair an interesting proposition. Azalia, having learned recently that Sarah is a bit of an exhibitionist, wants to watch the two of them have their first time. A scene plays out.

Quest Complete!

Events/Images:

Sarah

- Image 1: Unlocked after completing the 4th Step.
- Image 2: Unlocked after completing the 8th Step.
- Image 3: Unlocked when starting the 11th Step.
- Image 4: Unlocked after completing the 12th Step.
- Alley Blowjob: Unlocked after bringing Sarah on a Bar Date for the first time.
- First Time/Captivation: Unlocked after completion of Ch1 Main Quest 7.
- Image 5: Unlocked after completion of Ch1 Main Quest 7.
- Ch1 Park Sex: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 7.
- Ch1 Lab Sex: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 7.

Fun Facts:

- The post-dungeon dating sequence was originally more grindy for affection points, but it was changed due to redundancy.
- Parts of the post-dungeon sequence was cut, due to the length of the quest.
- The relationship dynamics between Azalia, Sarah, and Rend was the first major character storyline conceived for the game.

Ch1 Main Quest 8: Hostile Takeover

This quest begins after **completion of Main Quest 2, then heading over to the DeoCorp building** on the World Map. **Rend** walks into the building, and is pointed up to the penthouse office. **Rend** greets to **Jodi**, but **Jodi** immediately begins to talk down to him. She even “fines” him for trespassing on DeoCorp property, and sends him on his way.

1st Step: “I got a ‘fine’ from **Jodi** when I visited her at her office. Apparently the place is rigged with cameras and stuff, so she requested that we meet at the store.”

- Go to your store and Wait for **Jodi**.

Some time passes while **Rend** waits for **Jodi**. While he’s waiting, **Aunt Jasmine** comes up behind him to check in. He explains that he’s waiting for someone, but they’re running a bit late. **Jodi** arrives, and **Aunt Jasmine** happens to recognize her. **Rend** is evidently aware of just how famous she is, as **Aunt Jasmine** starts fangirling over her.

Jodi then fills **Rend** in on the situation at the office. **Ian** **rigged the entire office building with cameras and microphones** to make sure he keeps a close eye on how productive the employees are being, directly in response to **Rend** taking over Chios’s businesses. She tells you that she intentionally let you take over Chios’s market without competition, in an effort to remind **Ian** that he can’t get everything in life handed to him without putting in the work.

Jodi informs you that her original intent of inviting you over to the office was to discuss a business proposal she had in mind. She asks you to help her employees with their plummeting morale, and she offers to not only pay you, but to give you access to an exclusive shop that supplies items outside of the region. **Rend** realizes that this may be a good opportunity for him to gain some... ulterior benefits, but questions how he could even be in the building with **Ian** monitoring the place. **Jodi** suggests that you try to find **someone inventive** to come up with a solution, and returns to the DeoCorp office building.

This leaves **Rend** and **Aunt Jasmine** to discuss his next steps, and **Aunt Jasmine** thinks that helping her out would be a good idea. **Rend** wonders who would be able to help him out with the camera issues.

2nd Step: “**Jodi** visited the store and talked to me about the horrid state of her workplace. I don't know if I can trust her, but she wants me to visit the DeoCorp building after I get someone inventive to make something that blocks me from the cameras.”

- Talk to **Azalia** at her lab.

Rend asks **Azalia** for some help with blocking or distorting cameras. After some time, she produces a choker, and, what she calls, a Pocket Electronic Confoglication Machine (PECM). The choker will **turn off any cameras around Jodi, and the PECM will distort your image out of cameras.**

3rd Step: “**Azalia** enchanted some items to hide me from the cameras at the DeoCorp office. I have a choker for **Jodi** to wear, so I should bring it to her at her office.”

- Return to **Jodi** at her office.

Rend returns to the DeoCorp building, entering without giving his name. When he enters her office, **Jodi** asks for her “fine” and he hands her the collar. As she turns it on, the elevator begins to move. **Jodi** believes that the silent alarm in her office activated, and urges **Rend** to hide under her desk. **Rend** scrambles his way under the desk, but finds himself quite cramped. The guards enter the room, then offer to do a sweep. While the guard does his sweep, **Rend**'s cramped space begins to get the better of him, and he becomes desperate to contort himself in a way that makes him more comfortable. He ends up putting his head on **Jodi**'s chair, right between her legs. A bit of miscommunication bounces between the two, and you have the opportunity to engage in a scene with **Jodi**.

The guards eventually leave, with **Jodi** and **Rend** discussing the situation. **Rend** agrees to work with her, on the grounds that he can leave whenever he wishes to. **Jodi** tells him to let her know whenever he's ready to meet the staff.

4th Step: “I have agreed to become the DeoCorp ‘Corporate Cheerleader’ for **Jodi**'s office. When I'm ready to work, I should swing by **Jodi**'s office.”

- Head to **Jodi**'s office to Start Office Work.

Jodi asks **Rend** to spend some time with her employees. **Rend** agrees, and they both head down the elevator. **Jodi** calls over her team, who introduce

themselves. First is **Delilah**, who was the receptionist **Rend** met downstairs. Next is **Sam**, who seems to be the office flirt. Afterwards is **Gale**, who is evidently the coldest and hardest worker of the group. **Leslie** is the manager, and obviously is the most abrasive of the staff. And finally, **Daniella**, the newest hire who isn't exactly comfortable with her position. With what could only be described as a barely existent cold reception, **Rend** gets to work.

5th Step: “**Jodi**'s office workers are... interesting. I should spend some time around the office to meet the girls.”

- See below for specific instructions.

This next section is an extended storyline, where **Rend** engages with the lives of everyone around the office. Many of these scenes are rather short, so, for the sake of brevity, descriptions for every scene will be short. Most of these scenes can be completed in any order within their Affinity bracket.

DeoCorp Affinity 1

- Hear some gossip from **Sam** and **Delilah** in the meeting room.
 - Enter the Meeting Room to talk to both ladies.
- Check in on the **new hire** in the main offices.
 - Talk to **Daniella** and **Leslie** in the Main Offices.
- Interrupt the **busy worker** on the other side of the offices.
 - Talk to **Gale** as she tries to work in the Other Offices.
- Go check in with **Jodi**.
 - You earn 500 **Solas**.

DeoCorp Affinity 2

- Have a listen-in on **Gale**'s performance review from **Leslie** on the other side of the offices.
 - Listen to the conversation between **Gale** and **Leslie** in the Other Offices.
- **Delilah** seems to be having an energetic chat with **Daniella**. Go see what the discussion is about in the main offices.
 - Join the conversation between **Delilah** and **Daniella**.
- **Sam** is on her break in the meeting room. Go see her after checking in with the other girls.
 - Go to the Meeting Room to speak to **Sam**. You'll unlock a scene from this.

- You've started to get to know the people around the office... kinda. You should tell **Jodi** about your progress with Sam.
 - o You earn 500 **Solas**, and get access to the foreign goods shop.

DeoCorp Affinity 3

- Sam is having a rather aggressive chat with **Daniella** on the other side of the offices.
 - o Go to the Other Offices to see what those ladies are chatting about.
- **Daniella** seemed upset after her conversation with Sam. Check up on her in the meeting room.
 - o Visit the Meeting Room to console a crying **Daniella**.
- **Daniella** is having a rough day. You offered to ask **Jodi** to let her go home early.
 - o Go to **Jodi** to Ask about **Daniella**.
- Let **Daniella** know she can go home.
 - o Talk to **Daniella** in the meeting room.
- **Leslie** seems to be yelling at **Delilah** in the main offices. Try to diffuse the argument.
 - o Break up the swelling stress between **Leslie** and **Delilah** in the Main Offices.
- Sam is on the prowl again, this time bothering **Gale** in the other offices. Go check in with them.
 - o See what's happening between Sam and **Gale** in the Other Offices.
- **Jodi** has a meeting scheduled soon. Go speak to her in her office.
 - o You earn 500 **Solas**.

DeoCorp Affinity 4

- Sam and **Delilah** are gossiping in the meeting room again.
 - o Talk to the gossipers in the Meeting Room.
- **Gale** seems quite distracted from her work today. Check up on her on the other side of the offices.
 - o Talk to the woman contemplating in the Other Offices.
- **Daniella** is back from her day off. You should ask how she's doing in the main offices.
 - o Meet with **Daniella** in the Main Offices.
- You haven't seen **Leslie** all day, so you should report that in to **Jodi**.

- You earn 500 Solas, and a discount on items in the store.

DeoCorp Affinity 5

- Go check on the girls in the main offices.
 - Enter the Main Offices.
- Daniella's on her break. Now would be a perfect time to chat with her in the meeting room.
 - Speak to Daniella in the Meeting Room.
- Daniella needs a dress for your date. Jodi should be selling one.
 - Talk to Jodi about her store, then buy the dress for 250 Solas.
- You purchased the dress for Daniella. Go speak to her.
 - Talk to Daniella in the Meeting Room.
- In spite of telling you about her situation, Gale seems even more distracted than before. You should speak to her on the other side of the offices.
 - Speak to Gale about what's on her mind in the Other Offices.
- You've been doing excellent with getting to know the employees so far. Check in with Jodi.
 - You earn 650 Solas, and you can bring Daniella on some dates.

DeoCorp Affinity 6

- In order to help Gale out of her situation, you're going to surprise her with a 20000 store Solas gift to help her kids through college. Speak to her in the other offices with 20000 store Solas.
 - Talk to Gale in the Other Offices with 20,000 Store Solas.
- Sam and Delilah are gossiping in the meeting room again. Get them back to work.
 - Listen to more gossip from the gossipers.
- Daniella finished her work early today, so you could swing by the main offices to talk about your date.
 - Speak to Daniella in the Main Offices.
- Leslie apparently was having an issue with Mr. Deo today. Check in with Jodi about it.
 - You earn 650 Solas.

DeoCorp Affinity 7

- Daniella would like to speak with you in the main offices.
 - Check in with Daniella in the Main Offices.

- **Gale** must have told her kids about the money you gave them by now. You should go see her on the other side of the meeting room.
 - Meet **Gale** in the Other Offices. This unlocks a scene.
- **Sam** is at a computer in the other offices. Maybe she's actually working?
 - Speak to **Sam** in the Other Offices.
- Check in with **Jodi** about today's events.
 - You earn 650 **Solas**.

DeoCorp Affinity 8

- Check in with **Daniella** in the main office.
- Check in with **Sam** and **Delilah** in the meeting room.
 - This will unlock an event.
- Check in with **Gale** in the other offices.
- Go speak to **Jodi** in her office.
 - You earn 1000 **Solas**. This is the end of your time working at DeoCorp.

6th Step: "I've successfully become close friends with everyone at the office, lightening their moods considerably. Now would be a good time to check in on my own business, so I should return home to check in on the store. I may also want to make sure that I know my crest's true form before pushing **Jodi** any further. (Main Story Progress)"

- Complete the 9th Step of the Ch1 Story Quest, then return to the store to check in on it.

Rend takes a bit to reflect on some things that have been happening in the business story so far. While reflecting, **Aunt Jasmine** calls him back into the house. They listen to a news broadcast, which announces that DeoCorp has apparently departed from doing business in the entirety of Chios. **Rend**, surprised by this, goes to ask **Jodi** what's going on.

Your perspective now switches to that of **Jasmine**, as she tries to figure out what's going on with **Rend** (see [here](#) for details).

After completion of Ch1 Miniquest: Man Hunt, this quest resumes from the next step.

7th Step: “Why is DeoCorp pulling out of the area? It's not a bad thing, but I definitely need to talk to **Jodi** about it.”

- Go to the DeoCorp office.

Rend approaches the DeoCorp office, but notices the guards out front. He tries to enter, claiming that he’s an employee, but the guard claims that the “Boss” is holding people out of the building until he’s finished.

Understanding that he’s not going to be able to get in, **Rend** waits at a park downtown. While he’s waiting, **Gale** comes up to him to chat. **Gale** confirms that **Ian** is currently in the DeoCorp office, but apparently he’s there to scold **Jodi**, which **Gale** finds despicable. **Gale** offers to take **Rend** out to lunch, as thanks for funding her kid’s tuition. He accepts, and they head over to a nearby Café.

Gale seems quite relaxed, which is something **Rend** isn’t quite used to. The two discuss DeoCorp leaving the area, and **Gale** seems okay with it, as apparently **Jodi** has a plan to keep the office workers working without having to move. **Gale** doesn’t reveal any details, but she notes that enough time has passed for the office to most likely be open. **Rend** heads to the office on his own, as **Gale** plans to finish her work for the day at the local library.

8th Step: “The DeoCorp office is open again. I need to get over there and talk to **Jodi**.”

- This step is completed automatically.

Rend goes to the DeoCorp office. The place is seemingly empty, at least on the ground level. He heads up to the office levels, which also seems to be empty. **Rend** then takes the elevator to **Jodi**’s office. When he opens the door, he sees **Jodi** bawling in her seat. She’s evidently upset by the conversation she had with **Ian**, along with him poaching her manager and selling the building.

Rend consoles her, which prompts her to ask why he’s so much nicer to her than **Ian**. **Rend** just sees this as how he acts around the people in his life, and **Jodi** admits to being attracted to him. A scene plays out.

Suddenly, the door swings wide open, with two people flying through it. **Aunt Jasmine** is being held down by what looks to be a DeoGrunt. The DeoGrunt is stunned by what’s in front of him, and **Rend** is shocked that **Aunt**

Jasmine is there. **Aunt Jasmine** admits that she's been trying to see what's been going on between **Rend** and **Jodi**, and, upon hearing **Rend**'s name, one of the DeoGrunts calls for backup. **Rend** and **Aunt Jasmine** look towards each other, knowingly, then push over the two guards, take a hold of **Jodi**, and make a break for the exit.

Shockingly, the building was understaffed to the point of no one stopping them. They make an escape towards the streets, and take the quickest bus back home.

When they get home, the three have a long chat. **Aunt Jasmine** explains to **Rend** what she's been going through for the whole day. She then asks him if he's trying to Captivate **Jodi**. Upon hearing this, she speaks up. She heard this when they were at the office, and demands to know what Captivation is. Upon hearing what this means, **Jodi** comes to some strange conclusions, and assumes the role of a "Damsel in Distress." **Rend** brings her to his room to calm her down. **Rend** decides that talking to **Azalia** about this may be the best course of action.

9th Step: "**Jodi** broke. Plain and simple. I need to talk to **Azalia** to see if I can fix her."

- Head to **Azalia**'s lab, and Ask her about **Jodi**."

Rend calls **Azalia** to attention, and says that he may have learned something new about his crest, but needs **Azalia** to go to his house right away. Upon arriving, **Azalia** believes notices how manic her behavior is, and, upon hearing that she is married, theorizes that this may be a response to the immense amount of pressure she's going through. She believes **Jodi** will only regain her sanity if she is calmed down, or has accepted her feelings. After giving her input, **Azalia** leaves.

Rend tries to have a calm conversation with **Jodi**, which doesn't lead anywhere. **Jodi** begins to ramble about her husband, and wonders whether or not she is a cheater. She also reveals that she planned to sell the building to you and ask you to hire the employees, in order to keep her employees working in the area. **Rend** realizes that he needs to bring **Jodi** to somewhere more comfortable for her. He believes that the office may be empty now, and decides to bring her there.

10th Step: “Azalia said not to do anything crazy, but I want to bring Jodi to somewhere she might be more comfortable. I should bring her to her office.”

- Return to the office with Jodi.

Rend brings Jodi back to the office building. As he expected, no one seems to be around. They head up towards Jodi’s office. After exiting the elevator, they open the door to her office, revealing that Ian Deo was waiting there for them.

Ian immediately begins to berate Rend, furious that Jodi has recently been complaining about how Ian treats her. As the two argue, Jodi has an internal struggle. She believes that Ian has armed guards waiting for Rend when he leaves, ready to end him. She’s also worried that if she doesn’t return to her husband, she’ll be killed too. Jodi comes up with an idea, and immediately begins shouting that Ian will be screwed over if he tries to kill the two of them, as people will know that he’s responsible for it. She attempts to press him to give the building to Rend. Ian, in response to her outburst, goes to call his guards.

However, *something* is suddenly sent out from Rend’s hand. Ian is seemingly stunned from this, and is nearly motionless. Rend starts freaking out because he has no idea what he just did. Rend attempts to leave, but is stopped by Jodi. Even if Ian is pacified, his guards may shoot on sight without word from him. Jodi attempts to reason with him while he’s in this state. While she talks to him, he mutters that she cheated on him. Oddly enough, Ian asks to see her cheating. A scene plays out.

After Rend has asserted his dominance, Jodi coaxes Ian into handing over the building. He agrees, and even calls off the guards. Ian then exits the building.

Rend and Jodi left in the room alone, nude and bathing in the afterglow of what just transpired. Jodi brings up Captivation once again, and believes that she might as well go all the way with Rend at this point. Jodi is Captivated, and Rend leaves, feeling as though his time was well spent.

Quest Complete!

Events/Images:

Jodi

- Image 1: Unlocked after beginning Ch1 Main Quest 8.
- Image 2: Unlocked after completion of DeoCorp Affinity 2.
- Under the Desk: Unlocked after completion of the 3rd Step.
- Image 3: Unlocked after completion of DeoCorp Affinity 5.
- Image 4: Unlocked after completion of your work at DeoCorp.
- Cheating/Captivation: Unlocked after completion of Ch1 Main Quest 8.
- Image 5: Unlocked after completion of Ch1 Main Quest 8.
- Ch1 Office Footjob: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 8.
- Ch1 Office Blowjob: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 8.
- Ch1 Office Sex: Unlocked when viewed through the interaction menu after completion of Ch1 Main Quest 8.

Sam

- Breakroom Blowjob: Unlocked during DeoCorp Affinity 2.
- Duo Breakroom Blowjob: Unlocked during DeoCorp Affinity 8.

Melody & Breeze

- Taking Turns Blowjob: Unlocked during DeoCorp Affinity 7.

Daniella

- Image – At the Office: Available for purchase on the PC for 200 Solas after your confrontation with Elridge.
- Image – New Dress: Available for purchase on the PC for 200 Solas after your confrontation with Elridge.

Fun Facts:

- This quest was originally planned to be an expansion to Ch1 Main Quest 2: Management Royale, but was split into its own quest due to its length.
- Telling Jodi whether she's a cheater or not does change dialogue in the final scene.

- **Jodi** is the focus of the most quest content compared to any other character because she's the lead of Ch1's B-Plot.
- **Jodi's** name is derived from a woman of the same name in Stardew Valley, which in itself is a reference to a woman cheating on her husband while he serves in the military.
- The office ladies were made as the first "side characters," as that menu was built during the production of the DeoCorp office drama.
- The personalities of each office lady were decided on after their designs were made.
- The DeoCorp store was intended to be a storefront owned by an entirely separate character, who was eventually retooled into being Ch1's mischievous bandit.

Ch1 Main Quest 9: Obsession

This quest begins after **completion of the 9th Step of the Ch1 Story Quest.**

1st Step: “That weird girl, **Annabelle**, said she'd come by my place at some point soon. I guess I shouldn't be surprised if she shows up to my room while I'm sleeping.”

- Go to your room and Take a Nap.

Rend, while hanging out in his room, decides to take a nap. **Rend** dreams during his nap, but is suddenly pressed against by a strong force. He awakens to the sight of **Annabelle**, laying right on top of him. She gives him a hearty “good morning,” then loses her train of thought while staring into his eyes. She then hands him her address.

2nd Step: “**Annabelle** is definitely going to break into my house again unless I go visit her place. I should head Downtown to look for her address in the Dark-World.”

- Go Downtown, then visit **Annabelle**'s apartment.

Rend heads down to where he believes **Annabelle**'s apartment is. He knocks on the door, and is pulled inside. Once inside, he asks what she remembers about the church. **Annabelle** explains that she knows **the blue girl**, including when she was Captivated. She also remembers when **Rend** first learned that he had a crest. This confuses **Rend**, as that happened before **Annabelle** was rescued from the church. She also gives her description of how it felt to be “inside” the church.

Annabelle also says that she learned a lot about Captivation from him and **Azalia**, and she wants in. **Rend** is a bit surprised to hear this, but accepts it. The two share a kiss, and **Rend** waits for the shock. However, after over half a minute, nothing seems to happen. **Rend** decides to ask **Azalia** what's wrong.

3rd Step: “I tried to Captivate **Azalia**, but it evidently didn't work. I should ask **Azalia** what's wrong.”

- Head to **Azalia**'s lab to ask her about **Annabelle**.

Rend speaks to **Azalia**, and informs her that his attempts to Captivate **Annabelle** were unsuccessful, even though she was willing. **Azalia** theorizes that this may be due to the fact that **Rend** doesn't truly have a connection to the girl. She presumes that Captivation is a two-sided operation, and suggests that **Rend** goes to talk to **Annabelle** about it.

4th Step: “**Annabelle** suggested that I talk to **Annabelle** about the situation with my crest. I should head over to **Annabelle**'s apartment to speak to her.”

- Return to **Annabelle** to talk to her.

Rend returns to **Annabelle**, where she expects to be Captivated. **Rend** explains that he doesn't feel very close to **Annabelle**, so he can't Captivate her. In an effort to get closer to him, she offers to take him to a special spot to talk. He accepts, and she leads him into the nearby woods.

They arrive at a natural spring, and **Annabelle** informs **Rend** that she's been visiting this place since she was a young girl. They take a seat, and take some time to learn more about each other. This is where **Annabelle** asks him about some of his interests.

These choices will affect the ending of this quest! Choose wisely! Each of these choices will have an effect on the writing of future scenes in this quest, with some scenes only being available if you choose (or don't choose) certain options. You must choose a minimum of 3, but you can also take everything. Major changes to scenes will be noted in this guide.

After **Rend** explains what he's into, **Annabelle** talks about her own interests, being mostly nature and online auction watching. Speaking of which, **Annabelle** realizes that she's missing an auction she was waiting for, and rushes home, leaving **Rend** to his own devices at the spring. He has no idea how to get home. He *eventually* claws his way back to civilization, but needs to clear his head.

5th Step: “After an "enriching" nature walk, I've made it back to Chios. I need to clear my head after that mess, so I should back to my room and take a shower.”

- Return to **Rend**'s room and Take a Shower.

Rend returns home to envelope himself in the warmth of an afternoon shower. While showering, he hears a knock, and presumes that it's **Annabelle**. After a little while longer, he exits and returns to his room. On the desk in his room, **Rend** will have either received a letter from **Annabelle** (**writing**), or a text message asking him to come visit her again. **Rend** accepts, and makes his way over.

6th Step: "I got a message from **Annabelle** asking me to come over to her apartment."

- Go to **Annabelle**'s apartment.

Rend knocks on the door to **Annabelle** apartment. No response. He knocks again. No response. He slowly opens the door and finds one of a few things. **Annabelle** may be finishing up a gaming session (**gaming**), she may be listening to some very loud music (**singing**), or she may be sleeping. Regardless of the situation, he gets her attention, which makes her happy that he showed up.

Annabelle informs **Rend** that she remembers something else about the church, specifically that there was a woman who used to visit there often to pray. He pries for more information, but she struggles to find the words. She can only really remember that she's wearing a purple dress. **Annabelle** offers to help **Azalia** and him research at the church, since she's very familiar with the place. **Rend** accepts, as any new information they learn could be game-changing.

7th Step: "**Annabelle** wants to help with some research at the church. I might as well call both her and **Azalia** at the Dark-World church."

- Travel to the church in the Dark-World, and Research with **Azalia** and **Annabelle**.

Rend arrives at the church, and calls both girls over. He hears an unfamiliar piano composition (**singing**) or a phone buzzing behind. **Annabelle** is, unsurprisingly, already there. The two of them decide to start searching the place while they wait for **Azalia**. Eventually, **Azalia** arrives, and the two introduce themselves, with **Azalia** potentially bringing up portraits of **Rend** that were left outside (**art**). While the two ladies are having their conversation, **Annabelle** notices something. They're being watched by a small bird. Upon being spotted, the bird soars out of the building, with **Annabelle** following on

foot. **Rend** elects to try to go find her, and **Azalia** returns home. Although **Rend** doesn't quite remember where that forest grove is, he believes that he could find some information in her apartment.

8th Step: “**Annabelle** ran off somewhere chasing after a bird. My guess is that she went to the woods near downtown.”

- Find **Annabelle** at the grove in the Forest.

There are two methods to handling this situation. **Rend** can either brute-force the forest to get to **Annabelle**, or he can check her apartment for directions. If he decides to go to her apartment, it is empty, as to be expected. He can search the apartment for clues, and eventually notice that she has a notebook laying around. This book can contain a myriad of different contents, but does eventually show a map of sorts, outlining a general direction to head to in the woods.

Regardless of how he finds out this information, **Rend** must go to the forest, then take the path **West, then North**. Once he follows those directions, he hears the nearby chirping of a bird. Heading **East** from here will bring him to his destination. **Rend** is once again in the forest grove, and thankfully spots **Annabelle** with the bird. Strangely enough, they seem to be... talking? When **Rend** calls out to her, she screams! He asks what's going on, and she shows him the secret about this bird.

The bird begins to glow, and is suddenly changed to a green skinned young woman, by the name of **Evergreen**. **Rend** greets her, but doesn't get a response. Apparently the girl doesn't understand much English, but, more notably, she's a fae. They've been very rare as of late, as they've evidently been hunted by a group of the name “The Cult of the Infinite.” According to **Annabelle**, fae are the sources of crests, and that cult wants to use their power for their own desires. **Annabelle** spent most of her childhood around the fae. **Annabelle** wants to go home, so the two of them head back.

9th Step: “After finding **Annabelle** speaking to a fae named **Evergreen**, I learned some very frightening information. **Annabelle** wanted me to go back to her apartment to talk to her.

- Return to **Annabelle** to speak to her.

Rend asks **Annabelle** if she's heard from **Evergreen**, which she has not. He then asks about her parents, which seems to dim her bright personality.

She refers to them as “Infinite dick-riding maniacs.” **Annabelle** implies that her parents were highly involved in the hunting of the fae. In order to shift the conversation, **Rend** asks about **Annabelle**’s hobbies. She will respond in accordance with **Rend**’s own hobbies. They seem to have a lot in common, so **Annabelle** asks which of these activities is his favorite. **This option will directly affect your ending.**

After **Rend** answers, the pair hear a bird wildly chirping outside. **Evergreen** flies in, zipping around the room. **Annabelle** communicates with her, and learns that the Infinite are on her tail. **Annabelle** realizes that **Rend** taking her to the Light-World may keep her safe, so she asks him to take the fae back home with him. **Rend** brings her back to the shop, but believes that he’ll need a way to communicate with her.

10th Step: “Some Cult of the Infinite members located **Evergreen**, so I brought her back with me to the Light-World. I need to communicate with her, so I should ask **Azalia** for something to help.”

- Talk to **Azalia** about **Evergreen** at her lab.

Rend asks **Azalia** about if she’s familiar with the fae. He explains that he’s been trying to communicate with one, and is unable to. **Azalia** does not have a translator of that kind, but she does have something called a “mindlink potion.” This would allow the two to communicate with each other telepathically, akin to **Rend** speaking to his own crest. He accepts the potion.

11th Step: “I got some kind of mindlink potion from **Azalia**. I should go see **Evergreen** at my store.”

- Go to the Light-World Store and attempt to speak to **Evergreen**.

Rend takes a swig from the vial, and offers **Evergreen** some sips for herself. Miraculously, the potion works! **Rend** can hear **Evergreen**’s thoughts, although they seem rather undeveloped. **Rend** uses this time to ask her some questions. **Evergreen**’s responses give some insight to the situation: The fae have been captured and may not be dead and **Annabelle** may have lost someone while defending the fae.

The mindlink potion runs out rather quickly, then **Annabelle** gives **Rend** a call, giving him the “all clear” signal. **Evergreen** flies back on her own, leaving an exhausted **Rend** to gather his thoughts.

12th Step: “I need a break after learning about all of this fae stuff. I wanna go to my room to take a nap.”

- Head to **Rend**'s Bedroom and Take a Nap.

Rend, after learning and exhausting amount of information on the fae, decides that he needs to take a break and sleep for a while. **Rend** has a different dream, relating to many of the things that have been going on with **Annabelle** lately. Afterwards, he awakens, expecting to see the energetic girl in his bed once again.

This is where the quest majorly deviates based on the player's decisions. Depending on what **Rend**'s favorite activity is, one of the following scenarios will unfold.

(Baking) An assortment of holiday themes desserts is left on **Rend**'s desk, with a note. **Rend** figures that these must have been made in his own home, and goes to the kitchen to see **Annabelle**. **Annabelle** is finally Captivated, and a scene plays out.

(Art) **Rend**, concerned that he hasn't heard from **Annabelle** at all, heads to her apartment on his own volition. After entering the apartment, he sees an assortment of paintings that **Annabelle** has made. She was trying to figure out which painting to give to **Rend**. Touched that she would go this far just to impress him, he realizes that he has feelings for her. **Annabelle** is finally Captivated, then a scene plays out.

(Singing) **Rend** receives a text from **Annabelle**, stating that she's been practicing something and wants to show him. He heads to a lounge in the Dark-World, and immediately notices **Annabelle** on the piano. She wrote a duet love song for him, and asks to sing it with him. The two put on a passionate performance, which leads to **Annabelle** finally being Captivated. A scene plays out.

(Games) **Rend** notices that there's a present in his room, along with a letter. The letter implies **Annabelle** has gotten him a surprise, and urges him to open the box. The box contains a myriad of collector's editions of his favorite game franchise, along with the newest DeoGame console to play it on. **Rend**, stunned by the act of kindness, immediately messages **Annabelle** and asks her to come over to play one of the games. She accepts and heads

over. The two play one of the games, and **Annabelle** is finally Captivated when they finish. A scene plays out.

(Writing) **Rend**, concerned that he hasn't heard from **Annabelle** at all, heads to her apartment on his own volition. After entering the apartment, he spots **Annabelle** writing something at her desk. He checks in on the situation with **Evergreen**, and everything seems to be okay. **Rend** is curious about what she's writing, and convinces her to let him see a single page. **Annabelle's** writing a journal of their time together, in excruciating and loving detail. **Rend**, realizing that she does truly care for him, accepts **Annabelle**, then Captivates her. A scene plays out.

(Sports) **Rend** wakes up, concerned that he hasn't heard from **Annabelle** at all. Before he's able to do anything, he hears a loud knock on the door. **Annabelle** comes barging him, and literally picks him up to go for a run. She's trying to get **Rend** to exercise more like he did when he used to play sports, and they take a jog downtown. He eventually gets exhausted and almost passes out. After he regains consciousness, **Annabelle** is upset at herself for letting this happen to him, when she just wants to protect him. **Annabelle** is then finally Captivated, and a scene plays out.

After the above scene plays out, the two discuss how **Annabelle** learned her new skill so quickly. She explains that she has a Revcrest, or Rapid Evolution crest, which helps her to adapt to new situations quickly. They also discuss **Annabelle's** missing friend, who happens to be named David.

Quest Complete!

Events/Images:

Annabelle

- Image 1: Unlocked after beginning Ch1 Main Quest 9.
- Image 2: Unlocked after completion of the 6th Step.
- Image 3: Unlocked after completion of the 8th Step.
- Image 4: Unlocked after completion of the 11th Step.
- Image 5: Unlocked after completion of the Ch1 Main Quest 9.

- **Baking:** Unlocked after completion of Ch1 Main Quest 9, if the Baking ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.
- **Art:** Unlocked after completion of Ch1 Main Quest 9, if the Art ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.
- **Singing:** Unlocked after completion of Ch1 Main Quest 9, if the Singing ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.
- **Gaming:** Unlocked after completion of Ch1 Main Quest 9, if the Gaming ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.
- **Writing:** Unlocked after completion of Ch1 Main Quest 9, if the Writing ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.
- **Sports:** Unlocked after completion of Ch1 Main Quest 9, if the Sports ending is chosen. If not, unlocked through the PC Shop for 500 **Solas**.

Fun Facts:

- **Annabelle** was designed to fit into the stalker/super fan character archetype, but in a way that organically deviated her from being creepy.
- **Annabelle's** quest was built to test player sentiment towards choice-based quests.
- **Annabelle's** connection to the fae was originally going to be its own quest to introduce the fae, but it made more narrative sense to have her connection to the greater plot be the focus of her quest.
- The Forest was originally not going to be explorable after her quest, but was made into a smaller explorable area to fit into quests that will be introduced in the second chapter.
- David's name was changed from Daniel, as to not mix him up between another character with a similar name.

Ch1 Side Areas

Chapter 1 features **three side areas** with several short stories to partake in. These are all **optional, but will be relevant to the later chapters**, depending on whether or not they are completed. The side areas are also where over half of the side characters for Chapter 1 are met. The following is a list of what events are available, and where to find them:

Light-World Downtown:

East → East → North: The Bar

- Will only trigger event if the Bar is owned (see [here](#) for details)
- Meet **Danny**
- Serves as a place to find hints on where to locate other side events

West → South → West: The Alley

- Meet **Kit**

South → West → South: Chios College

- Meet **Mrs. Akame**

West → West → South: The Park

- Meet **Gary**
- Short Fight sequence

South → South → West: The Café

- Will only trigger event if the Café is owned (see [here](#) for details)
- Meet **Jaz** and **Jez**
- Scene Unlock - **Jez: Closet Blowjob**

East → South → East: The Hot Springs

- Meet **Scout**

West → West → North: The Casino

- Will only trigger event if the Casino is owned (see [here](#) for details)
- Meet **Barry** and **Lucy**

- Access to Ch1 Side Quest 1 (see [here](#) for details)
- Access to Chios Card Counter minigame

Dark-World Downtown:

Exploration Hub: You sense a presence...

- Meet **Fortune**
- Serves as a place to find hints on where to locate other side events

East → East → East: The Merchant

- Meet **Paulie**
- Delosian Fabric can be sold here for a profit

West → South → West: The Alley

- Meet **Ellainia**

South → West → South: Chios College

- Meet **Mr. Rook**, **Philly**, and **Angelina**
- Access to Ch1 Side Quest 2 (see [here](#) for details)

Dark-World Forest:

West → West → North: The Bus Stop

- Meet **Goblina** and **Goblinb**
- Scene Unlock – Bus Stop

North → East → North: The Cave

- Meet **95** (don't forget to bring her to **Azalia**!)

South → South → South: The Graveyard

- Meet **Cindy** and **Cassandra**
- Access to Ch1 Rift Dungeon 2 (see [here](#) for details)

Ch1 Side Quest 1: Life's a Gamble

This side quest is unlocked by **visiting the Casino in the Light-World, after purchasing it** (see [here](#) for details on purchasing, and [here](#) for details on how to reach it).

Rend enters the casino, and heads over to the bar to check in with the place. The man at the bar, **Barry** (or **Betting Barry**, as the customers call him), informs him that a freelance worker by the name of **Lucky Lucy** has been bringing in more people recently. **Rend** goes to greet her, but is stopped by **Barry**, who is concerned that she may be bothered by the presence of her boss. Instead of just forcing his way into talking to her, **Rend** decides to play some games at her table.

Rend heads over to the table, and **Lucky Lucy** recognizes his name. She explains the rules to the game, and awaits his first hand.

1st Step: “My casino's got some hot new talent bringing in a lot of customers. According to **Betting Barry**, **Lucky Lucy** only speaks to people who are good at gambling. I figured I might as well get to know some more of my staff, so I should try playing a few games of Chios Card Counter. If I win 3 games or so, she may be willing to talk outside of the table.”

- Win 3 games of Chios Card Counter (see [here](#) for details), then talk to **Lucky Lucy**.

Rend approaches the table again, and **Lucky Lucy** informs him that she's going on break. **Rend** offers to go with her, and she hesitantly accepts. While the two are enjoying their break together, **Rend** asks **Lucy** about herself. Surprisingly, she's very forthcoming with how she got into the world of gambling. She once had to pay off a debt by working as an “escort,” which taught her that using her natural charm and good looks could help her get far in life. Their conversation is cut short by her alarm that her break is almost over.

2nd Step: “I got the chance to talk to **Lucky Lucy** for a bit, and she relayed some of her backstory to me. If I win 6 games total, she may be willing to speak with me again.”

- Win 6 total games of Chios Card Counter, then talk to **Lucky Lucy**.

Rend comes up to the table, but **Lucky Lucy** is going on break again. **Rend** accompanies her. On the break, **Lucy** admits that she believes one of the patrons has been stalking her. **Rend** offers to ban him from the casino, but apparently he's one of the highest payers at the place, and he would most likely still just stalk her outside of work. She asks that **Rend** just keeps an eye out for him. The break ends, so the pair head back.

3rd Step: “Apparently **Lucky Lucy** might have some kind of a stalker. He hasn't moved in on her yet, but I'm worried it may only be a matter of time. For now, I should just play more games to spend time around her. If I win 10 games total, perhaps I'll have time to talk to her again.”

- Win 10 total games of Chios Card Counter, then talk to **Lucky Lucy**.

Rend approaches the table, but notices that **Lucky Lucy** is nowhere to be found. **Rend**, thinking about her stalker, decides to check in on **Lucy** and goes to the park where they spent their earlier breaks. Upon arriving, he hears someone talking. The creep from before is attempting to assault **Lucy**, so **Rend** intervenes. A battle ensues.

Rend defeats the creep, sending him packing. **Lucy**, shaken up by what transpired, grabs a hold of **Rend**. The two sit on the bench, where **Lucy** cries into his shoulder. After the two confide in each other, **Lucy** insists that she returns to work.

Quest Complete!

Events/Images:

- Cherries: Available for purchase from the PC for 200 **Solas** after completion of Ch1 Side Quest 1.

Fun Facts:

- Chios Card Counter was originally going to be a blackjack reskin, but felt too involved for a short quest.
- The Casino's payouts were rigged to give the player a quick source of **Solas** after completing the business story.

Chios Card Counter

Chios Card Counter is a minigame available at the Casino found in the Light-World. The rules are very basic, but here's a run down on the specifics.

- The player can choose to bet either 100, 250, or 500 personal **Solas**. If the player wins, they will receive double what they bet. If the player loses, they will lose their bet.
- If the player loses once, they may speak to **Betting Barry** about buying a Cheat Item for 2000 personal **Solas**, which will automatically let them draw a 5 once per game.
- The player has a $1/12$ chance to lose, while **Lucky Lucy** has a $1/6$ chance to lose, giving the player a slight advantage against her.
- CCC is the most efficient way to farm personal **Solas**, should the player need it.

Ch1 Side Quest 2: Check

This side quest is unlocked by **visiting Chios College in the Dark-World** (see [here](#) for details).

Rend, upon seeing the Dark-World version of his old college, decides to take a quick look around the campus. However, he's caught almost immediately by a large and aggressive man. This man leads him inside to speak with his boss.

This boss, who goes by the name of **Mr. Rook**, is informed by the large man (**Philly**) of **Rend**'s transgressions. Instead of punishing **Rend**, **Mr. Rook** decides to allow him to run a small delivery job for him. If this mission is completed, **Rend** will see no punishment.

1st Step: "I've been tasked by a mob family known as "The Rooks" to deliver a package to the Bar on the East side of town in the Dark-World. If I want to feel safe around the city, I should probably do what he asks."

- Go Downtown, then head East → East → North to the Bar.

Rend enters the bar, and sits next to the man at the booth. They make a small transaction, and the man leaves. **Rend** returns to the park.

2nd Step: "I've made the delivery. I should return to the Rooks."

- Return to the Rooks and speak to **Philly**.

Rend returns to the Rooks with good news. **Mr. Rook**, pleased that there were no issues, offers **Rend** another business opportunity in the form of a few more deliveries. **Rend** accepts, and **Mr. Rook** offers him a family name. This seemingly enrages **Philly**, who storms out. **Rend** chooses his family name and is sent off on another delivery to the West side of town, to a local park.

When leaving, **Rend** is approached by a young woman. The woman identifies herself as **Mr. Rook**'s daughter. She offers him an odd looking gas inhaler, with the letters "K FF" on it. This inhaler happens to be a potent drug, and, for fear of angering her father, **Rend** turns her down. She walks away, disgruntled by his rejection.

3rd Step: "**Mr. Rook** gave me another job, along with a family name. He's having me deliver something to the park on the West side of town."

- Go Downtown, then head West → West → South.

Rend arrives at the park, and speaks to the two off-looking men on the nearby bench. He delivers the box, but one of the men offers him a puff of their “Fae Flight.” **Rend** declines the offer (or suffers the consequences of accepting it) and is sent back to **Mr. Rook**.

4th Step: “I delivered the "meds" to those druggies in the park. I should return to **Mr. Rook**.”

- Return to the Rooks with news of your delivery.

Rend is reluctantly escorted by **Philly** back to **Mr. Rook**’s office. **Mr. Rook** is pleased to hear of your success, and offers some payment as well as some answers. **Rend** asks about Fae Flight, in which **Mr. Rook** explains that it’s a highly addictive drug that is produced by his rival, Knight. The delivery **Rend** made was an experimental antidote.

Before **Rend** makes an exit, **Mr. Rook**’s daughter, **Angelina**, barges in. She asks about where her shipment of fabric is, so **Mr. Rook** sends **Rend** to retrieve it from a man named **Paulie**.

5th Step: “I’m supposed to pick up a shipment of fabric from **Paulie** on the East side of town.”

- Head East → East → East to speak to **Paulie**.

Rend approaches **Paulie**, who provides **Rend** with a sealed case. **Rend** takes the case back to **Mr. Rook**.

6th Step: “I picked up the shipment from **Paulie**. I should return to **Mr. Rook**.”

- Return to the Rooks.

Rend returns with the package, to the delight of **Angelina**. **Rend** is paid for the successful delivery, and **Mr. Rook** informs him that he doesn’t have any more jobs for him at this time. **Rend** takes his leave, but is interrupted by **Philly** on his way out. **Philly** confronts him, thinking that **Rend** is trying to be the head of the gang. **Rend** was completely oblivious to this, but apparently **Mr. Rook** is planning on settling down soon, so the position of head of the family is soon to be open. **Rend** walks out on an enraged **Philly**.

Quest Complete!

Fun Facts:

- The Rook family dynamic is an homage to Fallout 2's "Bishop Family," with Fae Flight being a parallel to the in-game drug "Jet."
- Taking the drug offer from the druggies leads to a game-over.
- Picking the name "Schmeckeldorf" will provide a different response from **Mr. Rook**.

Ch1 Miniquest: Man Hunt

This miniquest begins automatically **after completing the 6th Step of Ch1 Main Quest 8: Hostile Takeover** (see [here](#) for details).

Jasmine watches as **Rend** swiftly exits their house, seemingly heading over to speak with **Jodi** Deo. She has the idea to speak with the ladies that he's often around for information on where he could have gone.

1st Step: “**Rend** keeps running off to talk to **Jodi** Deo, and I want to know why he wasn't happy about DeoCorp leaving the Chios region. I don't know where they would be meeting up, so I should check his room to see if there are any clues around.”

- Travel to **Rend**'s room.

Jasmine tries to enter **Rend**'s room, but it's locked. She looks around for the spare key, but comes to the conclusion that he must have given the spare to one of the girls. She decides to track one of them down.

2nd Step: “No dice, door's locked. I should ask one of his girls to see if they know where he went.”

- Travel to the Church.

Jasmine heads over to the church, but is stumped on how exactly they travel between the Light-World and Dark-World. Luckily, **Eisheth** appears, happily singing a tune to herself. **Jasmine** pops out to speak to her, and asks where **Rend** might be. **Eisheth** claims that she was on the way over to their house, so they're both stumped. However, **Eisheth** remembers that she left something at the Dark-World store, so she asks **Jasmine** to meet her there. **Jasmine** reminds her that she has no way of travelling there, so **Eisheth** hands her a Telestone, which should give her enough power to transfer between worlds at the Church. **Eisheth** heads back to her store to wait for **Jasmine**.

Jasmine transports to the Dark-World and meets **Eisheth** at her store. She asks about **Rend** again, and **Eisheth** lists off some people he's been spending time with. When **Jodi** is brought up, **Eisheth** suggests that she talks to **Tsumi** about looking at the company ledger. **Eisheth** hands her a note with **Tsumi**'s address on it, as well as the spare key to **Rend**'s room.

3rd Step: “Eisheth gave me a key to Rend's room and an address to her servant, Tsumi's apartment. I should take some time to investigate what's going on, then return to Eisheth.”

- Speak to Tsumi at her apartment and check Rend's computer in his room for his journal entry about Jodi.

Jasmine goes to find Tsumi at her apartment, but it silently confronted by the woman before even getting to her door. Jasmine identifies herself as the manager at Rend's store, and that Eisheth sent her, so she lets her inside. When Jasmine asks about Rend, Tsumi pulls out the business ledger for her to look over. She discovers an outgoing transaction of 20,000 Solas to a woman named Gale, along with an approximate address and a picture of her.

Jasmine heads home, and uses the spare key (and parental authority) to breach Rend's privacy and enter his room. She scans the computer for any notes, and finds journal entries on many of the women he's met so far. The entry she's looking for is about Jodi.

After gathering the information she needs, Jasmine returns to Eisheth with good news. While Eisheth isn't familiar with anyone named Gale, she points Jasmine in the right direction for where her apartment complex is, at least in the Dark-World. Eisheth wishes her luck, and sends her on her way.

4th Step: “Apparently this Gale woman lives in a downtown apartment. I should investigate the area to see if I can find her complex.”

- Visit Downtown in the Light-World, and Look for her Apartment.

Jasmine takes a seat on a park bench to catch a breather after all of the walking she's been doing. She decides to spend some time people watching while resting, in hopes of finding Gale by chance. A few groups of people come by, but none of them fit Gale's description. Eventually, she notices two girls that look similar to Gale sitting on the bench opposite to her.

Jasmine approaches the two girls, and the pink-haired one immediately flirts with her. When she brings up Gale, the pink-haired girl, who her sister identified as Melody begins asking questions of her own, in order to figure out Jasmine's intentions. Melody reveals that Gale is their mom, and they offer to bring Jasmine to their apartment to talk Gale when she gets back from work.

Jasmine waits for a bit, studying **Gale**'s room. Eventually, **Gale** arrives, who apparently rushed home just to meet with her. **Gale** asks what she wants to know about **Rend**, and **Jasmine** asks about the 20,000 **Solas** **Rend** gave her. **Gale** reveals that the **Solas** were for paying for the twins' college tuitions. She also reveals that she just got back from having lunch with **Rend**, who just went over to the DeoCorp office. **Jasmine** gets the address, and leaves to go catch up with him.

5th Step: "I've got the DeoCorp address. I need to get over there to find **Rend**."

- Travel to the DeoCorp office.

Jasmine enters the building, but is stopped by the receptionist. The receptionist claims that **Jodi** is in an important meeting right now, so **Jasmine** assumes that **Rend** is talking to her at this moment. She bolts past the receptionist into the elevator. As she enters the elevator to her office, she hears the faint sound of footsteps behind her.

Jasmine reaches the outside of **Jodi**'s office, and hears **Rend** speaking to **Jodi**. Before **Jasmine** is able to act, she is tackled over.

Quest Complete!

See the [7th Step](#) of Ch1 Main Quest 8: Hostile Takeover for details on what happens next.

Fun Facts:

- This miniquest was made as the first instance in which the main perspective swaps off of **Rend**.
- The "Aunt" part of **Aunt Jasmine**'s name is never used in this miniquest, as only **Rend** sees her as his Aunt.
- The extra diary entries in **Rend**'s room change based on Main Quest progression.

Ch1 Rift Dungeon 1

This dungeon begins automatically **after completing the 10th Step of Ch1 Main Quest 7: Mending the Rift** (see [here](#) for details).

This is likely the first Rift Dungeon that you will come across, so be aware that the notes for the dungeon puzzle will be listed out for you in the top left corner of your HUD, labelled by a puzzle piece. **Steps required to complete the dungeon will be labelled with a “*”. A shortened version is supplied later in the guide.**

The goal of this dungeon is to find **Azalia** and get out. In order to do that, **Rend** and **Sarah** must overcome a few environmental puzzles.

In the first room, **Rend** has the ability to talk to **Sarah**, where she can give her thoughts on what they should do next. **Rend** can also ask how she's holding up with all of this.

When the pair leave their starting area, they appear in what seems to be an old music room. There are instruments laid about randomly. They come across two exits.

Heading to the left exit first, they find a nice looking bedroom. **Sarah** seemingly dislikes the décor of the room, as it reminds her of her old home. She refuses to give more details, and just asks to continue.

*Moving forward again from the bedroom leads them to what seems to be some kind of dining room. A voice booms out from the place, which belongs to **their captor**. She recognizes **Rend**, and she forces them back into her room. She coyly asks how the pair got out of their cuffs. **Sarah** immediately goes on the offensive, threatening **their captor**. She just laughs off the threats, as she knows that the pair won't be able to escape on their own regardless. She lets the two wander freely, and sends them on their way.

Rend and **Sarah** believe that **their captor** is just trying to toy with them, so they look for the exit on their own. They surmise that the woman may be crazy enough to have created a puzzle for the exit, and start searching for clues.

*Upon investigating the Bedroom, **Sarah** quickly leaves in disgust, and waits for **Rend** to finish. **Rend** wonders why she had that reaction, but

investigates on his own regardless. He notices 5 bears laying on the ground next to what seems to be a display stand. He figures that trying to order them in some way may help their situation.

If he attempts to reorganize them on his own, nothing seems to happen.

*Rend heads back to base to check in with Sarah. While she is initially abrasive towards him again, she relents. She admits that she grew up in a wealthy family, but abandoned them many years ago. Apparently they used to treat her like a trophy, rather than a child. Her current appearance is seemingly an act of defiance towards her parents. Rend convinces Sarah to help him search the room, as her familiarity with it may be important for getting them out of the dungeon. She cautiously accepts.

*The pair return to the bedroom. Sarah notices the bears, and realizes that the stand was actually upside down the whole time. She flips it over, and then notices how her old clock is working again. Although, it seems to be playing on a pattern, so she uses the lengths of the notes to formulate the correct. After she places the last bear, an electronic ping can be heard. The pair assume *something* happened, and go to investigate.

*Rend and Sarah the investigate the Music Room, but don't find much out of place, besides a drum set missing a single drum.

Travelling to the right of the Music Room seems to lead to an office building. A very familiar office building, specifically to Rend. This weirds him out, and he shares this odd detail with Sarah. They attempt to take the elevator up to Jodi's office, but are met with a loud buzz and a bright red light.

*Rend notices that a computer happens to be turned on, with an unread email on it. The email contains a video of Jodi talking to Ian over the phone. It has clear audio of the two of them arguing about Rend, with Ian in particular showing great disdain for Rend. Sarah realizes that this could be good evidence to show their captor that Rend isn't worth ransoming.

*The pair return to their captor to show her the video file. She's confused at first, but he explains that he's trying to get close to his wife, rather than help out his business. The woman lights up, then introduces herself as Blackheart Stephanie. As they seem to be friends now, Rend asks where he can go find Azalia. The only thing is, Azalia's been missing for a

while now. **Stephanie** offers the key to the room where she was going to be held captive, in case you are able to find any clues in the area. **Stephanie** then informs the two that she actually doesn't know how to get out of this place. She wishes them luck and sends them on their way.

*They return to the offices and investigate the door, revealing that the key does in fact open it. The only thing present in the room is a lone drum.

***Rend** and **Sarah** go back to the Music Room, and believe that the drum found in the Offices fit with the drum set that's missing a single drum. **Sarah** carries the thing over and clicks it into place. Nothing seems to happen.

*Out of ideas, the two run by the rooms again. In the Bedroom, **Rend** notices that the clock is still ticking, even though they solved the bear puzzle. This gives him an idea, and he returns to the Music Room.

*He hops back onto the drum, and attempts to play at the same pattern as the clocks ticking. After a few tries, they hear an elevator ping. They decide to check in on the elevator to see what changed.

They pair head over to the elevator, and try the button again. They expect to hear the blaring sound again, but are greeted by the opening of the two doors. **Rend** and **Sarah** cautiously enter, and the elevator begins to rise. It takes unusually long, even compared to the wait time in the normal office. Eventually, it suddenly stops, and the doors begin to open. They are greeted by **Azalia**, unconscious once again. However, next to her is a shadowy figure, who stuns **Rend** to the ground.

The figure begins speaking to **Sarah**, apparently to negotiate with her. The figure wants to trade **Azalia** for **Rend**. After a muffled conversation, **Sarah** tackles the figure, and tells **Rend** to take **Azalia** and leave. **Rend** argues with her, but she insists that she'd rather he leaves with **Azalia** than her. Before he is able to respond, a shot is heard in the room.

The shadowy figure dissipates, and **Stephanie** emerges from the elevator, brandishing a pistol. **Rend** says that he owes her, and she'll be sure to keep that in mind. **Stephanie** returns to the dungeon to get the rest of her crew, and sends the three on their way.

Rend, **Sarah**, and **Azalia** appear in the church once again. Before even being able to speak, **Sarah** lunges towards **Rend** to embrace him, and pull

him in a for a tight kiss. Afterwards, she just stares at Rend, nearly motionless aside from a few gulps. Rend has to snap her out of it to get them home.

The three get home, and both Rend and Sarah embrace each other once again, while Sarah cries into his shirt.

Quest Complete!

See [here](#) for what happens next! (Ch1 Main Quest 7: Mending the Rift, 11th Step.)

Puzzle Solution:

*note: the steps provided here do not all have to be completed in the order shown.

- "We should investigate the surrounding rooms for any clues."

- Recorded by attempting to enter the Dining Room for the first time.
- Completed by bringing Sarah to the bears in the Bedroom after asking how she's doing.

- "Sarah seemed bothered by the bedroom. Maybe she's familiar with the room and could help me figure out what's going on in there. I should ask her what's bothering her."

- Recorded by investigating the Bedroom for the first time.
- Completed by speaking to Sarah at the base, and asking "How are you doing?"

- "The only thing out of place in the bedroom is an assortment of 5 stuffed bears, which are toppled over. They seem to have a display stand where they could be placed."

- Recorded by investigating the Bedroom for the first time.
- Completed by bringing Sarah to the bears in the Bedroom after asking how she's doing.

- "We heard an electronic ping after organizing the bears."

- Recorded by bringing Sarah to the bears in the Bedroom after asking how she's doing.
- Completed by investigating the computer in the offices.

- "All of the instruments in the music room seem to be in perfect condition, aside from a drum set that is missing a single piece."
 - Recorded by investigating the Music Room.
 - Completed by investigating the Music Room after finding the drum.
- "There's a computer in the office that's turned on. Any attempts to click on the screen fails."
 - Recorded by investigating the Office BEFORE solving the bears puzzle.
 - Completed by investigating the computer in the office.
- "We have a recording of Ian Deo cussing me out. Jerk. We should bring it to that pirate lady to negotiate our release."
 - Recorded by investigating the computer in the offices after hearing the electronic ping.
 - Completed by returning to the Dining Room and Negotiating after finding the video file from the email.
- "We spoke to Blackheart Stephanie, and she quickly swapped to our side. She gave us the key to a room connected to the offices."
 - Recorded by returning to the Dining Room and Negotiating after finding the video file from the email.
 - Completed by returning to the Offices and investigating the door.
- "We found a lone drum in the office Reception Room."
 - Recorded by returning to the Offices with the key and investigating the door.
 - Completed by investigating the Music Room after finding the drum.
- "The drum is in place. Now what? Maybe there's a pattern we could play on it? Have we heard a pattern in this place?"
 - Recorded by investigating the Music Room after finding the drum.
 - Completed by investigating the Music Room after hearing the pattern of the clock, and finding the drum.
- "The clock in the bedroom is still ticking in an odd rhythm, with breaks in between every 5 notes. The weirdest part is that time doesn't seem to pass in here."
 - Recorded by investigating the Bedroom after completing the bear puzzle.

- Completed by investigating the Music Room after hearing the pattern of the clock, and finding the drum.
- "We heard an elevator ding. Let's investigate it."
- Recorded by playing the drum in the Music Room.
- Completed by travelling to the elevator in the Offices. This is the last step.

Fun Facts:

- This entire dungeon and puzzle were created in a single day, after 18 hours of inspired crunch.
- This was the first "contained sequence" coded for the game, where none of what was going on in the rest of the game was accessible or relevant.
- This was the first portion of the game to receive sound effects.
- **Stephanie** was one of the first designs made for Daybreak Nightbreak, along with **Rend**, **Eisheth**, **Jasmine**, and **Naamah**. She is the only one of those five who has never received an edit to their design.
- **Stephanie** was originally named Haley.
- **Stephanie** was originally intended to be the shopkeeper for the first chapter, but that position was moved over to **Jodi** due to a lack of accessibility and narrative difficulty.

Ch1 Rift Dungeon 2

This dungeon begins by **hopping into the open grave in the Dark-World graveyard** (see [here](#) for details).

Rend, for some delusional reason, decides to jump into an open coffin with a noticeable pit inside it. He takes a rough ride down into what seems to be a prison cell block. Upon readjusting his composure, he takes a quick look around the area. While investigating the area, he notices a long haired girl wearing all white.

Being knowledgeable of typical horror tropes, he immediately tries to find an exit. He dashes towards an exit he saw nearby, but it happens to be locked. Noticing a door on the other end, he sprints towards it, but realizes that the girl has disappeared from her cell. This door also happens to be stuck shut, leaving **Rend** completely locked in. While trying the door, he feels a cold breath on his shoulders. He turns around to see the girl floating behind him upside down.

She opens an eye and stares directly at **Rend**, causing him to scream. This causes the girl to scream in response, and she vanishes. Upon reappearing, the girl asks why **Rend** screamed. **Rend**, having previously been convinced that the girl was going to kill him, realizes that she seems to be friendly. He speaks to the girl, and she says that she's just been waiting for her parents down here.

Rend asks how to leave this place, and the girl states that he would need to find the key to leave, although she gives no indication of knowing where the key would be. The girl identifies herself as **Cindy**. **Rend** takes this opportunity to take a look around the cells.

Rend scans through several of the cells with **Cindy** in tow, but seems to find nothing out of the ordinary. Out of ideas, **Rend** asks **Cindy** if she has any ideas, considering the rooms are nearly completely barren. **Cindy** is seemingly confused by this comment, but realizes that **Rend** is missing something important.

Cindy hands him a strange device, which she identifies as a Correallight. She brings him over to a cell, and has him shine the light on its interior. Oddly enough, a variety of objects appear before him. **Rend** questions how **Cindy**

knew about all of this, and she gives a concerning response while dropping the name “Mrs. Nurse.” Rend is made somewhat wary by this, but keeps it in the back of his head for now.

Rend enters a few of the cells, shining the correalight into each of them. While doing this, he reveals Cindy’s bedroom, a room with a cup, a room with overgrown foliage, a room with what seem to be taxidermized animals, and a room with medical equipment. After scanning each room, he speaks to Cindy for assistance. She still has no clue how to help, so Rend returns to searching the cells.

Rend starts by looking around the closest cell to him, finding several items. He makes note of some peculiarities in the room, and continues. In the second cell, Cindy’s room, Cindy shows him her dollhouse, as well as her diary. In room 3, Rend grabs the lone cup. He next moves to the 4th room, where he’s surrounded by plant life. He quickly skims by room 5 and takes note of the animals. Finally, he swings by the last cell to take note of the medical equipment present in the room.

After investigating every room, Rend returns to room 4, and hacks away at some of the plants with the machete. Behind the only plant he could break lies a skull, which he decides to take with him. After he picks it up, a bell seems to go off within the cell block. Cindy begins to celebrate, then states that Mrs. Nurse is about to go do her rounds. She returns to her cell, leaving Rend in a state of panic.

Rend decides to hide in the bush in his cell. He overhears a conversation between Cindy and who is presumably Mrs. Nurse. While in hiding, Mrs. Nurse flies past Rend, and seems to be looking for something. She leaves to speak to “the Doctor.” Once the woman leaves, Rend goes to speak to Cindy.

Rend decides that it may be best to see if anything in the rooms has changed, so he does another sweep. In room 1, he decides to grab the rose. In Cindy’s room, Rend is given an opportunity to take a peek into her diary. The diary reads of a pregnant mother, who seems to be trapped somewhere with her husband and dog. The writing is cut off, and all of the other pages are blank. Rend is quite puzzled by the contents in this book, as this book seems quite alien to what’s going on in here.

In room 3, an altar has appeared, but nothing else seems to be changed in the remaining cells. **Rend** decides to place the skull on the altar, but nothing seems to happen. Upon noticing the lack of reaction, **Rend** goes to investigate the bush he just hid in for potential clues. He notices a small hole in the bush, and decides to place the rose in it. When he does so, a piece of paper slides out. It seems to be a second entry from the diary! The entry speaks about how some wolves killed the writer's dog, and that her husband has gone missing. She specifically mentions that she wishes the wolves would have "bled."

After reading that entry, **Rend** reluctantly returns to Room 5, and decides that cutting the wolf might help him out. He uses the machete to make a small incision. Upon doing so, the machete shatters and a clear, viscous liquid pours out of the wolf. He assumes the liquid may be important, and holds it with the cup.

Rend takes the cup back to the altar, and places it next to the skull. This causes the altar to suddenly disappear, leaving only a scrap of paper behind. This is another entry of the diary, and it seems as though the wolves killed the writer's husband. She also gives birth to the child, who starts floating around. She mentions that a strange man is coming, and that she hid a key in a box.

With this info, **Rend** returns to the first room and has **Cindy** rummage around in the box. She eventually finds a small key, which is used to open the closet. The closet has more writing from the diary, so **Rend** decides to read it aloud to **Cindy**.

The diary talks about how a strange man led the writer to somewhere to help her daughter, who is identified as a fae. Apparently the wolves had been sent after the reader because of her child being a fae, and he apparently has a drug that can help mask the fact that the child is a fae. The writer decides that she should take the drug along side her daughter, but fears that its potential side-effects may cause her to hallucinate. Before she takes the drug, she names her daughter **Cindy**, and identifies herself as **Cassandra**. Evidently, this seems to be the final entry of the diary.

Cindy, upon hearing all of this, begins to cry. Hearing her cries, **Mrs. Nurse** immediately floats in to see what's going on. **Mrs. Nurse** stops upon noticing **Rend**, and questions what he's doing there. In an effort to save himself, calls the woman by her real name, **Cassandra**. This calls the woman

to become apprehensive and aggressive. Rend continues to call her out for what she's done, but Cindy breaks into the argument, asking for her mother.

This action seems to have caused a shift in Cassandra's mindset, and she immediately goes to console her daughter. Oddly enough, she then asks Rend for his name, and asks what's going on. Cassandra recounts the few things she can remember, such as Dr. Correal, and asks for Cindy's age, which she states is 19. Cassandra, upon being prompted by Rend, admits that she knows a way out of that place, and asks Rend to meet her at the medical cell.

When Rend goes to her cell, Cassandra informs him that the exit is under the rug in Cindy's room. However, she states that he won't be able to see or interact with the exit without a shot of Correal Coagulant, the same drug that both women have been taking. Rend understandably questions this line of thinking, considering how Cassandra was just acting. Cassandra is insistent that this is the only way for him to leave, so Rend asks some questions first.

After his questions, Rend agrees to take the shot. They move over to the rug and slide it away, revealing a small hatch in the ground. Both ladies decide to come with Rend, and Cindy decides to leave her dollhouse behind. The young girl believes that Rend will be her new father after all of this, which embarrasses both him and Cassandra.

As they are about to leave, the loudspeakers in the cell blare to life. Dr. Correal seems to be speaking to Cassandra, and thanks her for the work she's done down in this lab. The three then exit.

Upon reaching the surface, Rend checks in with the girls. Cindy is quite curious about her new surroundings, and Cassandra insists that she's going to take Cindy to find them some help. Rend offers the pair some money, but Cassandra refuses, stating that Rend has done enough for the two of them already. Cindy and Cassandra exit.

Quest Complete!

Puzzle Solution:

*note: the steps provided here do not all have to be completed in the order shown.

- "I should look around all of the cells.."
- Recorded by starting the dungeon.
- Completed by investigating all 6 rooms.
- "I've checked all of the cells and found basically nothing. I guess I could ask Cindy for any ideas."
- Recorded by investigating all 6 rooms.
- Completed by asking Cindy "What should we be doing?"
- "Cindy gave me this correallight. I should shine it in all of the rooms."
- Recorded by receiving the correallight.
- Completed by using the correallight in every cell.
- "I've scanned every cell with the correallight. Might as well talk to Cindy about it."
- Recorded by using the correallight in every cell.
- Completed by asking Cindy "What should we be doing?"
- "I should investigate the rooms and see if I can find anything to help."
- Recorded by asking Cindy "What should we be doing?" after scanning every room with the correallight.
- Completed by taking the Skull from Room 4.
- "I should go check if anything's changed about the rooms."
- Recorded by taking the Skull from Room 4.
- Completed by finding the altar in Room 3.
- "I cleared out a fern in Room 4."
- Recorded by using the Machete on the Plants in Room 4.
- Completed by taking the Skull from Room 4.
- "I uncovered a bush in Room 4."
- Recorded by taking the Skull from Room 4.
- Completed by placing the rose into the bush in Room 4.
- "There's an altar in Room 3. I definitely fell like I should put stuff on it."
- Recorded by investigating Room 3 after taking the Skull from Room 4.
- Completed by placing the skull and filled cup on the altar in Room 3.
- "I need to be on the lookout for someone Cindy called 'Mrs. Nurse.'"

- Recorded by receiving the correalight.
- Completed by taking the Skull from Room 4.
- "Apparently Mrs. Nurse went to see "the Doctor." It may be a while until she is back."
- Recorded by taking the Skull from Room 4.
- Completed by opening the closet in Room 1.
- "I should keep an eye out for anything that might help me understand what happened to Cindy."
- Recorded by receiving the correalight.
- Completed by reading the first page of Cindy's diary.
- "I read the first page of Cindy's diary. Something about a pregnant mother lost in the woods with her husband and dog."
- Recorded by reading the first page of Cindy's diary.
- Completed by placing the rose into the bush in Room 4.
- "I read the second page of Cindy's diary. Seems like the writer wanted revenge on the wolves and wanted to see them bleed."
- Recorded by placing the rose into the bush in Room 4.
- Completed by placing the skull and filled cup on the altar in Room 3.
- "I read the third page of Cindy's diary. The writer seemed to have given birth to a flying baby, and was being chased by a strange man. Apparently she hid a key to her safe space in her box of things."
- Recorded by placing the skull and filled cup on the altar in Room 3.
- Completed by opening the closet in Room 1.
- "Mrs. Nurse is actually named Cassandra, and she's Cindy's mother. She seems to finally be sane, and she wants me to meet her in her room, Room 6."
- Recorded by opening the closet in Room 1.
- Completed by exiting the dungeon.
- "There's a locked closet in Room 1."
- Recorded by investigating Room 1.
- Completed by opening the closet in Room 1.
- "I grabbed a machete in Room 1."
- Recorded by investigating Room 1.

- Completed by using the machete on the wolves in Room 5.
- **“There’s a rose on a bed in Room 1.”**
 - Recorded by investigating Room 1.
 - Completed by taking the rose in Room 1 after finding the skull in Room 4.
- **“I grabbed a rose in Room 1.”**
 - Recorded by taking the rose in Room 1 after finding the skull in Room 4.
 - Completed by placing the rose into the bush in Room 4.
- **“There’s a box of junk on the floor in Room 1.”**
 - Recorded by investigating Room 1.
 - Completed by opening the closet in Room 1.
- **“Cindy’s diary is next to the dollhouse in Room 2.”**
 - Recorded by investigating Room 2.
 - Completed by reading the first page of Cindy’s diary.
- **“There’s a dollhouse that’s very special to Cindy in Room 2.”**
 - Recorded by investigating Room 2.
 - Completed by exiting the dungeon.
- **“There’s a rug in Room 2.”**
 - Recorded by investigating Room 2.
 - Completed by exiting the dungeon.
- **“I grabbed a cup from Room 3.”**
 - Recorded by investigating Room 3.
 - Completed by using the machete on the wolves in Room 5.
- **“The cup from Room 3 is filled with a viscous, clear liquid. I should bring it to the altar.”**
 - Recorded by using the machete on the wolves in Room 5.
 - Completed by placing the filled cup on the altar in Room 3.
- **“There’s a ton of foliage in Room 4.”**
 - Recorded by investigating Room 4.
 - Completed by using the Machete on the Plants in Room 4.
- **“I grabbed a skull from Room 4.”**
 - Recorded by taking the Skull in Room 4.
 - Completed by placing the skull on the altar in Room 3.
- **“There’s a ton of freaky animals in Room 5.”**
 - Recorded by investigating Room 5.”
 - Completed by using the machete on the wolves in Room 5.

- **There's medical equipment all over Room 6."**
 - Recorded by investigating Room 6.
 - Completed by exiting the dungeon.

Events/Images:

- **Bashful:** Available for purchase from the PC for 200 **Solas** after completion of Ch1 Rift Dungeon 2.
- **Lounging:** Available for purchase from the PC for 200 **Solas** after completion of Ch1 Rift Dungeon 2.

Fun Facts:

- Ch1 Rift Dungeon 2 was designed to test how players felt about more complex puzzles, while also being completely optional.
- The Correalight is an homage to the Dark-Light device from the Luigi's Mansion series.
- The prop themes for each room were initially chosen at random, with a story being formed around them.
- Dr. Correalight was originally intended to make an appearance in Chapter 1.

Intermission 1

Once he feels ready to start, **Rend** calls over the people he has Captivated. They gather around while **Rend** catches everyone up on what they'll be doing. **Jodi** is, reasonably, confused about the whole situation, but everyone else seems to be aware of what to do. The entire group enters the Lustcrest.

Miraculously, everyone seems to be in relatively good shape. **Tsumi** is fascinated by the structure built inside the crest. **Echo** seems to be doing quite well, herself, but she insists that everyone stays inside the crest for some time to ensure that everything goes according to plan. In order to pass the time, all of the ladies introduce themselves, as many of them are unfamiliar with each other.

Meanwhile...

Keli has just returned home from her little vacation, and she decides that heading over to Devilthread about her job would be a good thing to do.

1st Step: "I'm finally back from my vacation! I've got so much to do, though. I guess I should swing by Devilthread when I get the chance."

- Head Downtown and go to Devilthread.

Keli travels over to Devilthread to see what's going on with her position in the company. As she arrives, **Debra** escorts her to the studio in the back. **Stephanie** greets the girl, but is surprised that **Rend** is not accompanying her. **Keli** asks why, and **Stephanie** reveals that she's been trying to get a hold of him for a few days at this point. **Stephanie** admits that she's worried about the Cult of the Infinite being on his back, and believes that it's plausible that he could be in some sort of trouble with them.

Stephanie had one of her "crewmates" dig up some info on the cult, and she was going to inform **Rend** that they've been following him. She then asks **Keli** where he might be, which leads **Keli** to think that he may be in the Dark-World. She reluctantly spills the secret to the two others, but **Keli** is shocked to learn that **Stephanie** is already very aware of that place. **Stephanie** agrees to go with **Keli** to check it out.

2nd Step: “I went by Devilthread looking for work, but it turns out **Rend** is missing! **Stephanie** offered to go look for him in the Dark-World with me, so we should head to the church ASAP.”

- Travel to the Church, then talk to **Stephanie**.

The pair head over to the Church to investigate. The two are rather quickly able to transport themselves to the Dark-World. **Keli** is shocked by how easy this was, and they set it to see if they can find any clues about **Rend**.

3rd Step: “**Stephanie** got us to the Dark-World. We should take a look around.”

- Travel to the Store in the Dark-World.

The two exit the church, and are immediately visually assaulted. Both **Stephanie** and **Keli** believe that this visual effect might be the work of the Cult of the Infinite. They search around the store for any clues on what might have happened here, but come up empty-handed. **Stephanie** suggests that the pair goes Downtown to see if the Cult is causing trouble there as well.

4th Step: “Something in that store by the church is really messing with our eyes. **Stephanie** and I believe the Cult of the Infinite have something to do with it. We should go Downtown to see if anything is happening there.”

- Go Downtown to look for clues.

Stephanie and **Keli** travel downtown, and come across a group of grayed out people, walking in an odd fashion. **Stephanie** elects to take a look around, and asks that **Keli** stays back and out of sight. While she’s waiting, one of the grayed out people walks past her. Oddly enough, it doesn’t even seem to respond to her presence.

Meanwhile, **Stephanie**’s realized that this place is absolutely swarming with the grayed out people. She believes that **Rend** has something to do with what happened, and hopes to find him somewhere nearby. She plans to return to **Keli**, but is cornered by a group of **Eternal Souls**. They attack her!

Note: This battle is “winnable,” and grants an achievement if done successfully. This is a guide for how to get the achievement.

1. Fire
2. Disengage
3. Fire/Disengage
4. Disengage
5. Fire
6. Fire

After the fight, **Stephanie** retreats to go find **Keli** and escape. The two meet up, sprint away, then hide in a nearby building. They wait out the horde, and it seems to pass them. **Stephanie** double checks to see if they've left, and breathes a sigh of relief.

If **95** was rescued and reactivated, she immediately springs to action in an attempt to defend her location. After a very short fight, **95** enters a sleep mode or sorts, and becomes inactive. **Stephanie** must then make a decision to either permanently shut the robot down in order to make sure the two of them are safe, or leave it in its sleep mode.

Regardless of her presence, the two decide to search the building their in. **Keli** spots some notes, and **Stephanie** decides to read through them. Oddly enough, she finds mention of **Rend** in those notes. The pair ponder where he is at the moment.

Meanwhile...

Rend checks in with **Echo**, as well as everyone else. It seems as though things have been going well in here, and **Tsumi** informs **Rend** that Queen **Naamah** should be on the way over to see what they've researched about his Lustcrest. **Rend** elects to take **Tsumi**, **Eisheth**, and **Azalia** out with him to speak with her, leaving the rest of the girls in the crest to stress test the place without him being present.

Rend reappears in the lab, and is shocked to see both **Keli** and **Stephanie** are present. **Stephanie** is about to relay the message to him, but **Tsumi** interrupts them, informing the group that **Naamah** is about to arrive.

Naamah walks through the door to the lab, flanked by four oddly dressed women. **Azalia** informs her that they've been thoroughly testing the Lustcrest. **Naamah** requests that **Azalia** returns to her palace to answer more questions on the matter. She accepts, and leaves with one of the oddly dressed women. **Naamah** questions **Rend**'s knowledge on his own crest, and

he admits that, while he's only learned a little bit, he's learned how it affects the minds of other around him.

Upon hearing this, Naamah attacks Rend, or as she calls him, Red. The ladies on Rend's side are immediately freaked out by what's happening. Stephanie springs into action, but is immediately shut down by one of the girls. Naamah continues to zap him, and reveals that he has red eyes, which surprises the ladies. Worried for the safety of Rend, Tsumi attempts to intercept the continued attack. This frees him, but also causes her to be the target of the attack. Naamah is livid that Tsumi would defy her, and asks one of the ladies to search Rend's body. They take his notes, and prepare to leave. Two of the other ladies take Tsumi and Eisheth.

Once the captives have left, Naamah and her final servant discuss what to do next. They almost attack Keli, but decide to leave her alone because she has not crest, and they don't perceive her as a threat. They plan to take Rend back to the castle, but he suddenly disappears. Afterwards, both of the remaining women leave. Keli runs to check in on Stephanie.

Rend gasps for air as he finds himself back in Haven. He's surrounded by the ladies who were left in the crest, and they try to ask him what happened. Rend tries to explain the situation, but it's revealed that he's only in the crest right now because Echo saved him. She apparently had a violent reaction to his attack, and is currently unconscious.

Sarah asks where Azalia is, and starts to tear up when she realizes that she's gone. Jodi suggests that they check out the lab to see if they left anything behind, but Echo wakes up. She's seemingly okay now, so the group decide to return to the lab.

They awaken to Keli crying over an unconscious Stephanie. Sarah is, understandably, shocked to see that Stephanie of all people is in her house right now. Stephanie wakes up and explains herself, mentioning that she believes Naamah is the leader of the Cult of the Infinite. Stephanie then mentions Rend's new eyes, which freaks him out. Stephanie introduces herself to the group, then Annabelle tries to get them to form some sort of plan.

Jodi finds some sort of device and hands it over to Rend. The device responds to his touch, and seems to be automatically inputting his data.

Rend appreciates the find, but the group is suddenly struck by some kind of wild event. The world around them starts to shake, and the room becomes... lighter? Soon, the tremors stop, and everything seems to look like it does in the Light-World. Everyone is confused besides **Stephanie**, who reveals that the group were trying to trigger something called the “Cascade Event.” According to **Stephanie**, both the Light-World and Dark-World have merged into one. **Rend**, believing the lab to be unsafe, takes the Captivated ladies back into his crest.

When the group returns to Haven, **Echo** shows them an odd symbol on the ground that recently appeared. **Echo** urges **Rend** and another person to touch it, so **Aunt Jasmine** volunteers herself. They touch the symbol together, and appear in a near exact copy of her bedroom. They return to the group and explain what they found. **Annabelle** tries next, and finds her own apartment on the other side of the portal. It seems as though everyone has been giving a room to stay, of sorts. The four ladies go to their rooms to make themselves comfortable.

Rend then decides to go to his own room, yet doesn't find his bedroom on the other side. Instead, he finds the hotel room where he spent his youth with **Eisheth**. The device **Rend** picked up blares to life again, announcing that it has finished loading his social profiles. **Rend**, having sufficiently searched around the device, decides to see if this hotel room has any changes of clothes for him. He changes into a new fit, then decides to check in with **Echo**.

Quest Complete!

Fun Facts:

- Nothing about that was fun 😞

Chapter 2 UI Guide

Inventory (Phone):

- **Social Links (Chained Hearts):**

There are three different sets of social links. From left to right: Major, Minor, and Anti-Social links.

The Major Social Links are people who have been Captivated, or are generally very important to Chapter 2's story.

The Minor Social Links are people who have been friendly, but aren't necessarily vital to the plot.

The Anti-Social Links are people who are active antagonists.

- **Quests (Clipboard):**

A list of currently active quests, that can be clicked on for more information. There is also a completed quest list to inform the player which quests they've finished. This is also accessible on the main HUD.

- **Achievements (Medal):**

A list of currently earned achievements. These will unlock by performing certain actions in your playthrough.

Time (Clock):

A clock that updates to which part of the day it currently is. Clicking on it will also bring up a day tracker. Its primary function is to track what time of day it is, as certain events will only be available at certain times of the day.

Chapter 2 Alarms

Alarms are available as soon as Chapter 2 begins. To access the alarms menu, go to the main character's room inside Haven, access the extras menu, then access the alarms menu.

This will have a list of seven days, seven heads, and seven hearts.

- When clicking on the heads, they will change to the appearance of one of the girls in the Lustcrest. This will set them as your "alarm" for that day of the week, and that girl will wake you up after going to bed.
- The hearts have two settings: Love and Lust. On the Love setting, the girl will wake you up in a sweet way, mostly involving cuddling. On the Lust setting, they will wake you up with something a bit sexier. Each girl has at least one event of each kind, so don't forget to take a look at all of them!

The girls currently available for alarms are:

- Aunt Jasmine
- Jodi
- Sarah
- Annabelle

Chapter 2... Cascade

Rend readjusts to his surroundings, then decides that he should check in with **Echo**.

1st Step: "I should go speak to **Echo** back in the center of the crest."

- Travel to the Center of Haven.

Rend leaves his room and returns to the center of Haven. When he arrives, **Echo** suggests that he goes to meet with the rest of the ladies.

2nd Step: "**Echo** suggested that I speak to all of the girls in my crest."

- Go to each of the ladies' rooms in the Crestmap, then return to **Echo**.

Rend first checks in on **Aunt Jasmine** to see how she's doing. She's doing well, thankfully, but she's concerned about what happened with **Naamah**. **Rend** discusses how he plans to confront **Naamah** about all of this, and that he'll be saving the three girls she took from him.

Next, **Rend** goes to **Jodi**'s room. She happens to be asleep, but **Rend** nudges her awake. **Jodi** seems to be doing alright, all things considered. She is relieved to be out of the public eye for once. **Rend** mentions that he'll try to get her a proper bed, then leaves to check in on the next person.

Afterwards, he visits **Annabelle**, who seems to be the only one somewhat excited about what's been happening. In spite of the joy she feels for being closer to **Rend**, she admits that she's somewhat upset about what happened to the other girls. This surprises **Rend**, as **Annabelle** hardly knows anyone involved. She admits that she'd like to be friends with them once they return, especially considering that **Rend** is close to them as well.

Finally, **Rend** checks in with **Sarah**. Almost immediately, **Sarah** makes it clear that she's bothered by *this* being her room. **Rend** apologizes, although he's unsure how any of this really works. **Sarah** then asks about **Azalia**, and is reassured that she'll be okay. This settles her somewhat, but she's still very bothered by the whole situation.

Once he's checked in with the four of them, he returns to **Echo**. He reports that everyone seems to be doing well, considering the situation. **Echo** then suggests that he should check in on the others who are outside the crest.

Rend returns to the lab, and speaks to **Stephanie**. She asks about everyone in the crest, which prompts **Rend** to try to bring her inside. This attempt fails, which leads him to believe that people who are affected by the crest can enter it. **Stephanie** then brings up that she wants to fortify the lab from **Eternal Souls**, since they seem to have infested the area. **Stephanie** also lets him know that **Keli** wanted to see him.

3rd Step: “I should check in with **Keli** at the lab.”

- Go to the Bedroom in the lab in Chios.

Rend speaks to **Keli** and, in light of the Cult of the Infinite being on their tails, she believes that having a change in everyone’s attire may be beneficial for their safety. **Keli** is offering to make new outfits for everyone, **Rend** and **Stephanie** excluded. Luckily, **Azalia** seemed to have an abundance of Delosian Fabric stored at the lab. **Rend** thinks this is a solid idea, so **Keli** spends the majority of the day fixing up some new outfits, with his guidance.

Once **Keli** finishes the last outfit, she notices that the sky has become intriguingly less bright than it was before. She then asks **Rend** to pass around the outfits.

4th Step: “**Keli** made some new outfits for the girls. I should pass them out.”

- Give the four Captivated girls their new outfits, then return to **Keli**.

Beginning this step gives you access to the Outfits menu for many characters (see [here](#) for details).

Rend first goes to **Aunt Jasmine** to drop off her new outfit. She seems to like it, so she accepts it and puts it on straight away.

Next, **Rend** visits **Jodi** with her new outfit. She eagerly tries it on, and finds that the lack of a “corporate touch” is refreshing for her.

Afterwards, he heads over to **Annabelle**’s room, and delivers her new outfit. She enjoys the act of playing dress-up, and adores the new outfit.

Finally, he brings **Sarah** her new outfit, and hopes that a change in attire may brighten her mood. She appreciates the gesture.

Once he’s finished his rounds, he returns to **Keli**, who is wearing a new outfit of her own. **Stephanie** comes by, and says that she’s impressed with

Keli's work. She then steers the conversation towards **Rend**, asking what his next steps are. She suggests that **Rend** goes by many of the places he used to visit to see what's changed. While they're talking, the sky goes dark. The three are confused by this, but hope it isn't anything dangerous.

If **95** was present and not destroyed, she is left at the lab to protect it, and now refers to **Rend** as her commander.

5th Step: "I checked in with **Keli** and **Stephanie**, and we've decided to rest before we head outside. I should return to my room and sleep."

- Return to **Rend's** room in Haven, then go to sleep.

Exhausted, **Rend** finds himself quickly falling asleep when he enters his room. He wakes up in the morning, ready to check out what happened to the rest of the city.

6th Step: "I'm well rested, and feeling ready to see what's going on around Chios. I should go investigate some of the places I frequent during the day."

- Use the World Map option in the Lab to investigate the church, your house, and the Ex-DeoCorp building.

Rend, after informing **Stephanie** about what he's doing, travels across the city to visit some of the most important places he can. First off, he heads over to his house, which is covered by some visually distorting effect. Strangely enough, the door to his house is jammed shut, so he's unable to actually enter anything past the storefront. Next, he heads towards the church, which not only houses the same visual distortion, but also has several **Eternal Souls** seemingly praying to something. He decides it's best not to get involved.

Afterwards, **Rend** decides to head over to the Ex-DeoCorp building. Depending on the player's actions from Chapter 1, he may come across one of a few events. If the player never met **Ellainia**, he will come across a fancy looking hat, then continue on. Otherwise, she will approach him, begging to taste his blood once again. This understandably freaks **Rend** out. **Ellainia** explains that she has a Bloodcrest, which not only forces her to seek out the blood of others, but burns her in the sunlight under normal circumstances. Due to the Cascade, the rest of her clan has been entirely wiped out, and she's come to him to figure out why she hasn't died as well. **Rend** explains

part of the Lustcrest to her, and she begs even harder for some of his blood. **Rend** has a few options. He can deny her, for whatever reason, and leave her to her fate. **This will permanently remove Ellainia from the game.** Otherwise, if he's feeling generous, he will provide a blood tithe to **Ellainia**, presumably allowing her to live longer. Afterwards, she seems stunned, which gives **Rend** the opportunity to leave before she asks for more.

Regardless of what happened in the alley, **Rend** eventually makes it to the Ex-DeoCorp building, where he travels up to the offices. Upon reaching there, it seems rather empty, so he calls out for a response. Someone responds in a hostile manner, then attacks **Rend** when he gets too close. The attacker is none other than **Daniella**, who immediately apologizes for injuring the young man. Evidently, her, Sam, and **Delilah** have been trapped up here since the Cascade started. They are excited to see **Rend** again, and are presumably safe due to the **Eternal Souls** lack of the ability to properly use an elevator.

7th Step: "I've checked up on a few places. I should return to **Stephanie** while she's awake to catch her up."

- Speak to **Stephanie** at the lab.

Rend returns to **Stephanie** to report what he saw, and she informs him about a fight going on somewhere Downtown.

8th Step: "**Stephanie** tipped me off to some sort of brawl happening Downtown. I should investigate during the day."

- Travel Downtown any time during the day.

Rend, in an attempt to do some recon on what's going on in the city, decides to head over there himself. As he travels, he begins to hear the uproar of what sounds like a nearby riot. He then notices two DeoGrunts facing off against a strong looking woman. They're immediately cut down, which causes **Rend** to realize just how bad things have gotten. Before he's able to leave the scene, however, the strong woman catches up to him.

Oddly enough, she seems to have **red** eyes just like **Rend**. This causes the woman, named **Makoto**, claims that he is her new rival, and immediately attacks him. **Rend** is no match for the well trained warrior, who leaves him as a crumpled mess on the floor.

Depending on whether Gary was fought and beaten in Chapter 1, the next scenes will play out differently. If he was fought, he will pull Rend off the streets into safety, and they'll discuss the state of Chios. If not, Rend will crawl out of the road to hide. Regardless, Rend decides that heading to his bar may be a safe place to take cover for a while.

As he enters, he sees Danny under attack by a large group of Eternal Souls. Rend helps him, and Gary joins in if he's present. They eventually beat the Eternal Souls, and spend some time discussing the Cascade Event. Afterwards, Rend heads back to report what he saw.

Upon arriving at the lab, he sees a strange sight. Stephanie seems to be speaking to a cloaked woman, who identifies herself as Shade. She informs him that he needs to improve his SELF (Sturdiness, Efficiency, Lovability, and Fitness) in order to save those close to him, and that he'll need to find trainers in order to do so. She offers to be his Sturdiness trainer, and he agrees.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

SELF: Sturdiness

This quest starts automatically when you progress through the main story, far enough to be focusing on improving your SELF. Sturdiness focuses on both your physical and mental fortitude, and how to leave yourself without any weaknesses.

1st Step: “**Shade** wanted me to find some trainers for my other attributes before going to see her. After I've finished, I'll call her at the lab.”

- Unlock every other trainer for your SELF.

Follow the quest logs for each of the other SELF quests until this log changes to the next step.

2nd Step: “I've locked in a trainer for each of my SELF attributes. I should speak to **Shade** out in the field on the World Map during the day.”

- Travel to the Field on the Chios World Map during the day.

Upon arriving to the field, **Rend** notices a small shack, along with **Shade**, who is deep in thought. The two discuss the merits of each of **Naamah**'s guards, and what exactly is needed to defeat them. After rolling through each of the women, **Shade** urges him to start training immediately.

3rd Step: “When I'm ready, I should go to **Shade** to start my first lesson on Sturdiness during the day.”

- Speak to **Shade** about training.

Rend and **Shade** begin their first Sturdiness lesson, focusing on the value of strong Mental Sturdiness. In order to test where **Rend** is mentally, she begins to personally berate him in order to rile him up. This leaves him distracted, which allows **Shade** to incapacitate him. They try once again, but **Rend** keeps his focus. This allows him to notice that **Shade** has a “tell” for when she's going to strike, and prevents her from attacking him. She's impressed, and sends him on his way.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

SELF: Efficiency

This quest begins after **Rend** decides that he needs to improve his SELF (check the Chapter 2 story quest for details). He starts this by going to **Aunt Jasmine** to ask for suggestions on people who can train him.

Rend goes to **Jodi** and explains the SELF situation to her, then asks for her help. She agrees, as long as he can do something to help her “destress” from the whole Cascade situation. He gladly decides to help her, and a scene plays out.

1st Step: “When I’m ready, I should go to **Jodi** to start my first lesson on Sturdiness.”

- Train with **Jodi** in her room.

When **Rend** speaks to **Jodi** about Efficiency training, she suggests that you return to the ExDeo office with her. They are greeted by the three employees in the building, who are happy to see that **Jodi** is doing well. After going through some formalities, they both move up to her office. As they arrive, the phone begins to blare wildly.

Jodi picks up, and is seemingly being berated by the person on the other side. After a bit of back-and-forth, and some clarification that they aren’t part of DeoCorp, the phone is passed to **Rend**. The caller claims to have previously had a deal with DeoCorp for medical supplies, and asks for him to help them out in exchange for priority access their natural supplies. **Rend** agrees, and they inform him that they live in Delos.

This unlocks Delos as an option on the map!

2nd Step: “I should travel to Delos from the map during the day.”

- Use the World Map to go to Delos during the day.

Rend and **Jodi** take a long drive over to Delos, and bask in how rural the area is compared to Chios. When they arrive at the town square, they’re met by a woman named **Sophia**. She was the woman on the phone, and the head of the Farmer’s Co-Op in Delos. She has some workers move out the supplies, and gives her promise of priority access to a material known as Evertrees, which serve as an excellent supply of wood.

The two return home, and **Jodi** sees this as a successful day of training.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

Events/Images:

Jodi

- Ch2 SELF 69 – Unlocked through Quest progression.

SELF: Lovability

This quest begins after **Rend** decides that he needs to improve his SELF (check the Chapter 2 story quest for details). He starts this by going to **Aunt Jasmine** to ask for suggestions on people who can train him.

Rend, mentally blocked, decides to ask **Aunt Jasmine** for assistance. She believes that **Jodi** and **Stephanie** would be good fits to help him, but **Rend** also believes that **Aunt Jasmine** is “Lovable” enough to help train him as well. They have their “first lesson,” and a scene plays out.

1st Step: “When I'm ready, I should go to **Aunt Jasmine** to start my first lesson on Lovability.”

- Speak to **Aunt Jasmine** about training.

Aunt Jasmine suggests that **Rend** goes to speak to **Sarah** and **Annabelle** to see how they're doing.

2nd Step: “**Aunt Jasmine** suggested that I improve my Lovability by lending an ear to the stresses of some of the people around me. I should try checking-in with **Sarah** and **Annabelle** to see how they're doing.”

- Speak to **Sarah** and **Annabelle** about their troubles.

Rend first goes to speak to **Sarah**, who vents about her worries for his survival. She knows that what he's doing is dangerous, and is terrified of what might happen if he does not return one day. He soothes her, and she appreciates letting her vent.

Rend then speaks to **Annabelle**, who is concerned about her parents. As they're high ranking Infinite officials, she believes that they're being controlled by something. **Annabelle** believes they are good people deep down, and wants to try to help them. **Rend** reassures her that he'll do everything in his power to help them.

Rend then reports what he learned to **Aunt Jasmine**, and he unlocks the ability to headpat his Captivations!

3rd Step: “When I'm ready, I should go to **Aunt Jasmine** to start my next lesson on Lovability.”

- Return to **Aunt Jasmine** for training.

Rend returns to **Aunt Jasmine** for more training, and she suggests that he goes to speak to people around the lab.

4th Step: “I should talk to **Keli** to see how she's doing.”

- Speak to **Keli** in the lab when she's awake.

Rend goes to speak to **Keli** in the lab, and she hands him a letter addressed to **Sarah**. He delivers it to her in her room. **Sarah** immediately realizes that it's from her parents, and shuts down. Apparently they know she's living at the lab and are coming to pick her up. **Rend** offers to negotiate with them.

5th Step: “I should help **Sarah** through her problems, then return to **Aunt Jasmine**.”

- See [Prim & Proper](#) for details.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

Events/Images:

[Aunt Jasmine](#)

- Ch2 SELF Blowjob – Unlocked through Quest progression.

SELF: Fitness

This quest begins after **Rend** decides that he needs to improve his SELF (check the Chapter 2 story quest for details). He starts this by going to **Aunt Jasmine** to ask for suggestions on people who can train him.

Rend asks **Stephanie** for help with training his Fitness, and she agrees, on the condition that after his training, he helps her with a heist she's been planning. He's okay with this condition, so their training begins.

1st Step: "When I'm ready, I should go to **Stephanie** to start my first lesson on Finesse."

- Speak to **Stephanie** about training your Finesse.

When **Rend** goes to speak to **Stephanie**, **Debra** calls. **Stephanie** then sends him Downtown to meet her.

2nd Step: "I should meet **Debra** Downtown tonight."

- Go to Downtown Chios at Night.

Upon reaching the specified location Downtown, **Rend** meets **Debra**, who has him search the building for supplies. **Note: An achievement can be unlocked here if you are able to find all 3 objects.** After searching the place thoroughly, **Rend** returns to **Stephanie**, who he gives a report of his progress to.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

Personal Quest: Prim & Proper (Sarah)

This quest begins after **Rend** gives the letter from **Sarah's** parents to her (during Lovability Training).

1st Step: “Apparently **Sarah's** parents somehow found out where she lives, and are going to be visiting soon. We should wait for them in the lab during the day.”

Go to the lab during the day and wait for her parents.

2nd Step: “**Sarah's** parents want me to call them when we're ready to discuss her living situation. I should call them in the lab during the day when we're ready.”

- Go to the lab during the day and call her parents.

Events/Images:

Olivia

- Café Blowjob – Unlocked through Quest progression.

THIS IS THE END OF STORY CONTENT IN VERSION 9.9

Events List

Eisheth

Events:

Chapter 1

- Bridge Handjob: Unlocked after completion of the 1st Step of Main Quest 3.
- Ch1 Shop Handjob: Unlocked when viewed through the interaction menu after completion of the 1st Step of Main Quest 3.
- First Time: Unlocked after completion of Main Quest 3.
- Ch1 Shop Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 3

Images:

Chapter 1

- Image 1: Unlocked after completion of the 1st Step of Main Quest 3.
- Image 2: Unlocked after completion of the 1st Step of Main Quest 3.
- Image 3: Unlocked after completion of the 2nd Step of Main Quest 3.
- Image 4: Unlocked after completion of the 2nd Step of Main Quest 3.
- Image 5: Unlocked after completing the 7th Step of the Story Quest.

Aunt Jasmine

Events:

Chapter 1

- Confession: Unlocked after completion of the 7th Step of Main Quest 6.
- First Time: Unlocked after completion of Main Quest 6.
- Ch1 Home Handjob: Unlocked when viewed through the interaction menu after completion of Main Quest 6.
- Ch1 Home Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 6.

- Ch2 Love Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Lust Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Doggy Style: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 Against Wall: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 SELF Blowjob – Unlocked during Ch2 SELF: Lovability.

Images:

Chapter 1

- Image 1: Unlocked before beginning Main Quest 6.
- Image 2: Unlocked after completion of the 2nd Step of Main Quest 6.
- Image 3: Unlocked after completion of the 6th Step of Main Quest 6.
- Image 4: Unlocked after completion of the 7th Step of Main Quest 6.
- Image 5: Unlocked after completion of Main Quest 6.

Azalia

Events:

Chapter 1

- Sleep Blowjob: Unlocked before beginning Main Quest 5.
- Captivation: Unlocked after completion of the 2nd Step of Main Quest 5.
- Ch1 Lab Blowjob: Unlocked when viewed through the interaction menu after completion of Main Quest 5.
- Ch1 Lab Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 5.

Images:

Chapter 1

- Image 1: Unlocked before beginning Main Quest 5.
- Image 2: Unlocked on the third instance of Level 2 Research.
- Image 3: Unlocked on the second instance of Level 3 Research.

- Image 4: Unlocked on the third instance of Level 3 Research.
- Image 5: Unlocked after completion of the 2nd Step of Main Quest 5.

Jodi

Events:

Chapter 1

- Under the Desk: Unlocked after completion of the 3rd Step of Main Quest 8.
- Cheating/Captivation: Unlocked after completion of Main Quest 8.
- Ch1 Office Footjob: Unlocked when viewed through the interaction menu after completion of Main Quest 8.
- Ch1 Office Blowjob: Unlocked when viewed through the interaction menu after completion of Main Quest 8.
- Ch1 Office Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 8.
- Ch2 Love Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Lust Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Blowjob: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 Cowgirl: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 SELF 69 – Unlocked during Ch2 SELF: Efficiency.

Images:

Chapter 1

- Image 1: Unlocked after beginning Main Quest 8.
- Image 2: Unlocked after completion of DeoCorp Affinity 2.
- Image 3: Unlocked after completion of DeoCorp Affinity 5.
- Image 4: Unlocked after completion of your work at DeoCorp.
- Image 5: Unlocked after completion of Main Quest 8.

Tsumi

Events:

Chapter 1

- Masturbation: Unlocked before the start of Main Quest 4.
- First Kiss: Unlocked after completion of the third research session of Main Quest 4.
- Gravity: Unlocked after completion of the 11th Step of Main Quest 4.
- Acrobat: Unlocked after completion of the 12th Step of Main Quest 4.
- First time: Unlocked after completion of the 13th Step of Main Quest 4.
- Ch1 Astrologist Sex: Unlocked when viewed through the interaction menu after completion of the 13th Step of Main Quest 4.
- Ch1 Insurgent Sex: Unlocked when viewed through the interaction menu after completion of the 13th Step.
- Captivation: Unlocked after completion of Ch1 Main Quest 4.

Images:

Chapter 1

- Image 1: Unlocked before the start of Main Quest 4.
- Image 2: Unlocked after completion of the 6th Step of Main Quest 4.
- Image 3: Unlocked after completion of the 8th Step of Main Quest 4.
- Image 4: Unlocked after completion of the 13th Step of Main Quest 4.
- Image 5: Unlocked after completion of Main Quest 4.

Sarah

Events:

Chapter 1

- Alley Blowjob: Unlocked after bringing Sarah on a Bar Date for the first time.
- First Time/Captivation: Unlocked after completion of Main Quest 7.
- Ch1 Park Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 7.

- Ch1 Lab Sex: Unlocked when viewed through the interaction menu after completion of Main Quest 7.
- Ch2 Love Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Lust Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Back Cuddle: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 Doggy Style: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.

Images:

Chapter 1

- Image 1: Unlocked after completing the 4th Step of Main Quest 7.
- Image 2: Unlocked after completing the 8th Step of Main Quest 7.
- Image 3: Unlocked when starting the 11th Step of Main Quest 7.
- Image 4: Unlocked after completing the 12th Step of Main Quest 7.
- Image 5: Unlocked after completion of Main Quest 7.

Annabelle

Events:

Chapter 1

- Baking: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.
- Art: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.
- Singing: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.
- Gaming: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.
- Writing: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.
- Sports: Unlocked after completion of Main Quest 9, if the right ending is chosen. If not, unlocked through the PC Shop for 500 Solas.

- Ch2 Love Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Lust Alarm: Unlocked by sleeping with her love alarm set for that night (set in the alarms menu).
- Ch2 Love Press: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.
- Ch2 Ball Lick: Unlocked when viewed through the interaction menu after starting the 2nd Step of the Ch2 Story Quest.

Images:

Chapter 1

- Image 1: Unlocked after beginning Main Quest 9.
- Image 2: Unlocked after completion of the 6th Step of Main Quest 9.
- Image 3: Unlocked after completion of the 8th Step of Main Quest 9.
- Image 4: Unlocked after completion of the 11th Step of Main Quest 9.
- Image 5: Unlocked after completion of Main Quest 9.

Jez

Events:

Chapter 1

- Closet Blowjob: Unlocked after visiting the Café, after purchasing it.

Lucy

Images:

Chapter 1

- Cherries: Available for purchase from the PC for 200 Solas after completion of Side Quest 1.

Goblina

Events:

Chapter 1

- Bus Stop: Unlocked after visiting the Bus Stop in the Dark-World Forest.

Cindy

Images:

Chapter 1

- Bashful: Available for purchase from the PC for 200 Solas after completion of Ch1 Rift Dungeon 2.

Cassandra

Images:

Chapter 1

- Lounging: Available for purchase from the PC for 200 Solas after completion of Ch1 Rift Dungeon 2.

Olivia

Events:

Chapter 2

- Café Blowjob: Unlocked during Personal Quest: Prim & Proper (Sarah), if pursued romantically.

Outfit List

Starting in Chapter 2, you are given the freedom to change the outfit of many characters. These outfit changes won't affect any story cutscenes, but they will change parts of the UI, as well as effecting some scenes.

The following list is of each character who has alternate outfits, and how to unlock them:

Aunt Jasmine

Maternal – Unlocked automatically.

Devoted – Unlocked during the 4th Step of the Ch2 Story Quest.

Jodi

Confident – Unlocked automatically.

Obedient – Unlocked during the 4th Step of the Ch2 Story Quest.

Sarah

Unruly – Unlocked automatically.

Defiant – Unlocked during the 4th Step of the Ch2 Story Quest.

Annabelle

Compulsive – Unlocked automatically.

Fanatic – Unlocked during the 4th Step of the Ch2 Story Quest.

Keli

Eccentric – Unlocked automatically.

Offbeat – Unlocked by completing the 4th Step of the Ch2 Story Quest.

Achievements

Story:

Preparations: Complete Chapter 1.

Captain's Duel: "Win" the fight against the **Eternal Souls** during Intermission 1.

New Fit: Begin Chapter 2.

Main Quests:

Prospector: Find all the loot in the First Search with **Debra**.

Extras/Cheats

Cheats (Chapter 1):

Add Store/Personal Solas:

“Give me money please.” (THIS IS CASE SENSITIVE. DO NOT INCLUDE THE QUOTATION MARKS!)

Remove All Store/Personal Solas:

“This is a robbery!” (THIS IS CASE SENSITIVE. DO NOT INCLUDE THE QUOTATION MARKS!)

Spectator Toggle:

Adds/Removes the Spectator from Tsumi’s Chapter 1 Quest.