

Distant Horizon Walkthrough (0.7)

This walkthrough was created to help you play the **Distant Horizon**.

During the story, you'll meet different characters. Your choices determine relationships and events. In this walkthrough, I'll show you the choices you need to get the best ending.

Do character classes have an impact on the game?

Yes. Some tasks are easier for certain classes. For example, at the start of the game, you need to trigger Distant Horizon's artificial intelligence. If MC is a spacer (born on a space station), he automatically turns on the AI. All other character classes get a puzzle. Which class has which skill can be found under "special ability" when you select it.

In addition, each character has "social skills", which can be used to bring out specific options in certain dialogues to achieve better results.

Classes:

- **Earthborn:** MC was born on Earth.
- **Moonian:** MC was born on the Moon.
- **Martian:** MC was born on Mars.
- **Spacer:** MC was born on a space station.
- **Colonist:** MC was born on the Vega colony.

Hostile and Diplomatic, what's the difference?

It's like the Paragon and Renegade points in Mass Effect. As they grow, special opportunities and dialogue options will open up. Some characters will benefit from an aggressive approach, others from a diplomatic approach.

[v0.1](#)

On the bridge

- *I apologise* – Increases **Diplomatic** points and **Edwards Friend** points.
- *I'm going to my business* – Increases **Hostile** points.

DATAPADS

1. The Gift

(You get this automatically.)



2. The Irresponsible



v0.2

In the corridor

- *Bridge* – MC and Skye go to the bridge first.
- *Cargo hold* – MC and Skye go to the cargo hold first.
- *I'll ask Skye* – Increases **Skye Love** points. They also go to the bridge first.

In the engine room

You will only need the next one if MC was not born on a space station, i.e. not a Spacer.

The correct startup sequence:

1. Power supply
2. Processor
3. Memory modules
4. Storage unit
5. AI core

DATAPADS

3. The Pirate Queen



v0.3

In the engine room

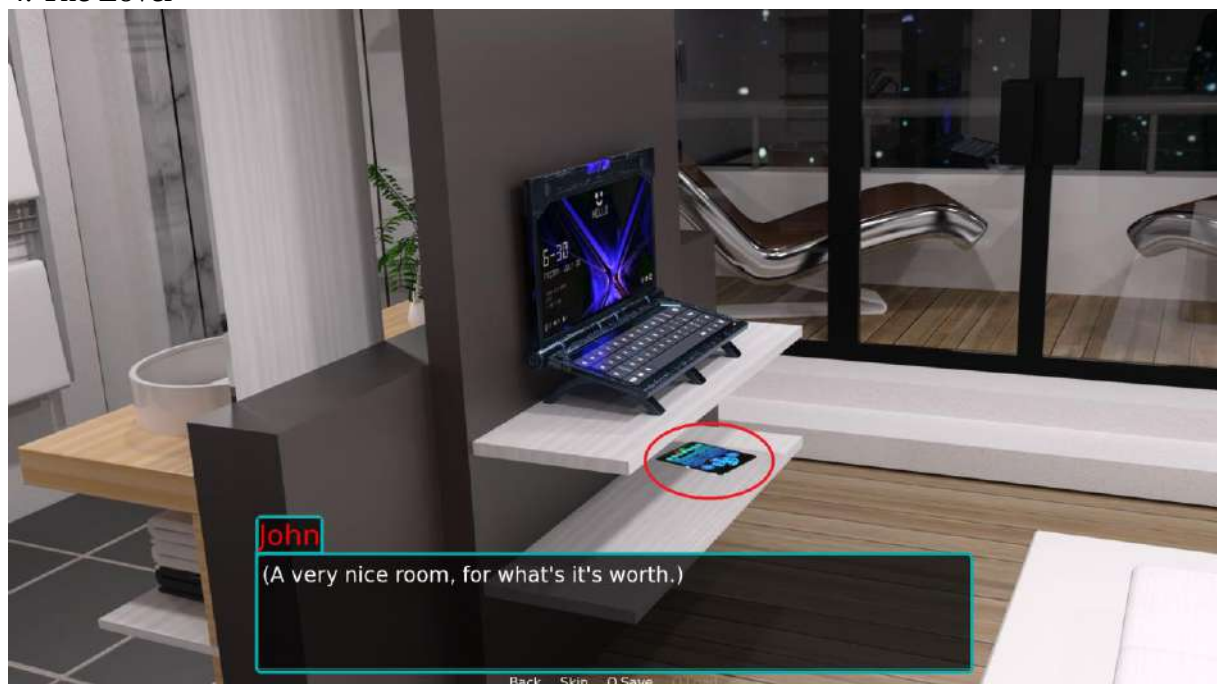
- *Let's see where we go with honesty.* – Increases **Exo Friend** points.
- *Son of a bitch, is that a threat?*
- *It's just a programme.* – Better increases **Exo Friend** points. This option only appears if MC is Spacer.
- *How do I get out of this?* – Better increases **Exo Friend** points. This option only appears if MC is Moonian.

In the kitchen

- *Skye, you don't have to do this.* – Increases **Skye Free** points.
- *Thank you.* – Increases **Skye Bioid** points.

DATAPADS

4. The Lover



v0.4

Note: During the events of the 2200s, MC has 5 opportunities to get close to Hannah. If he say the right things in all 5 cases, Hannah will be "very grateful". If he gives 4 good answers, she will only be "a little grateful". If it's less than 4, she expresses her gratitude only verbally. Good answers are written in green.

In the bar

- You are beautiful.
- *You're magnificent.*
- You are the most beautiful woman here.

- *I agree with her.*
- But what difference does it make?

- He's no better.
- *He's a real jerk.*

- I can be a jerk like her.
- *Okay, I won't be rude.*

In the hotel hall

- *That cheeky bastard.*
- I agree with this.

Hint Towards the end of this update, a side mission will be launched, linked to the datapads that can be collected. In the previous update, there was already one datapad related to this mission, and in this update there are two more. Below you will find pictures of both. Although collecting these does not affect the start of the side quest, if you have all four, you can complete the first round of the side quest sooner.

In the bridge

If MC is born on Earth or Mars, he doesn't have to choose, automatically makes the right decision.

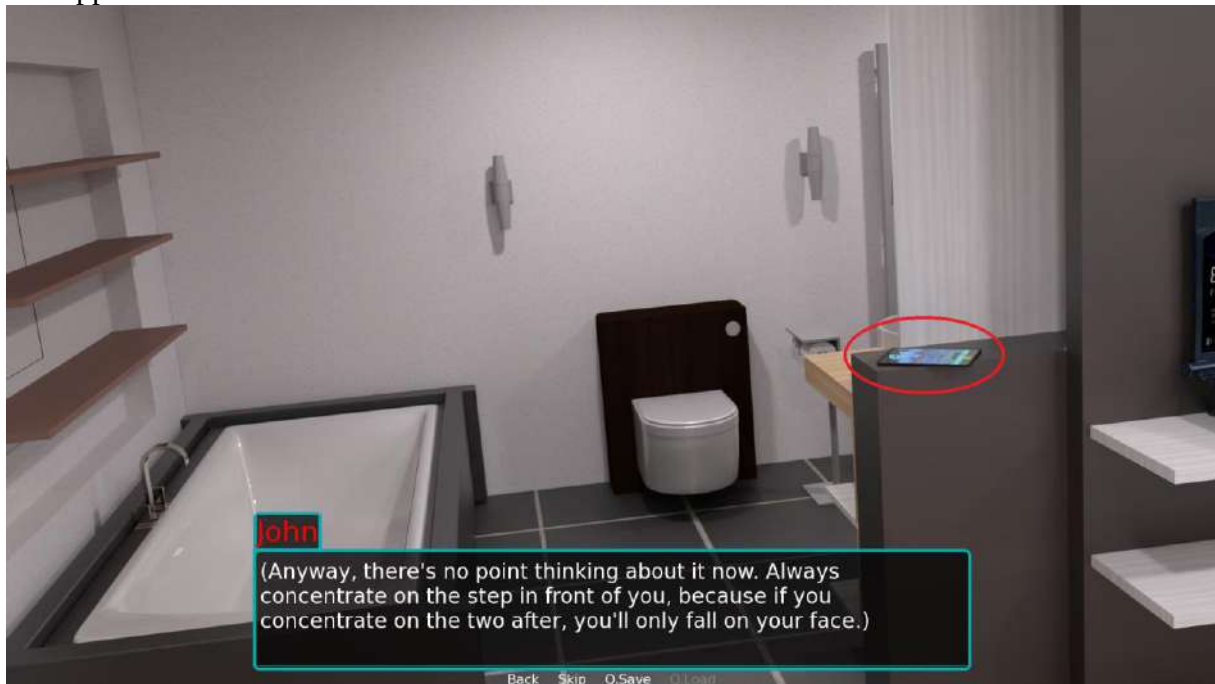
- *We break.* – If they put on the brakes, our heroes could be in for an unpleasant surprise later.
- *No brakes.* – This will avoid unpleasant surprises.

This choice only appears if no braking manoeuvre has been initiated and MC is not born on Earth or Mars.

- *The shield is not a bad idea.* – It also causes unpleasant surprises.
- *Not sure it's a good idea.* – This will avoid surprises.

DATAPADS

5. Happiness

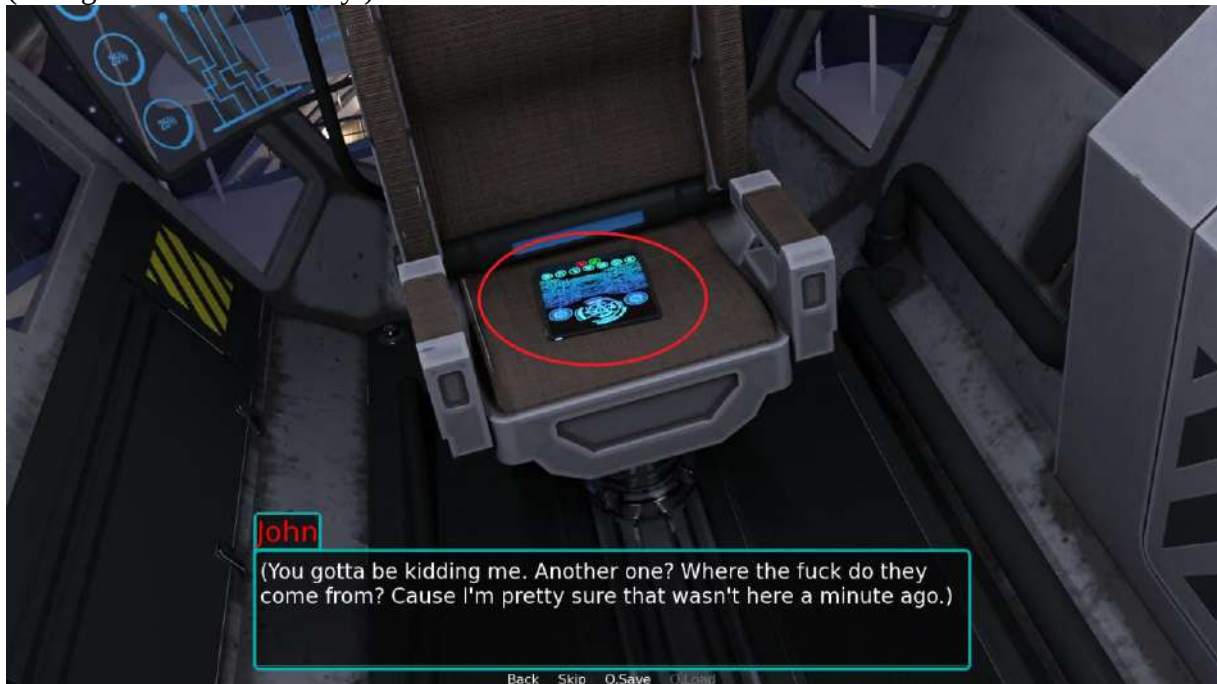


6. Serenity



7. Wish

(You get this automatically.)



v0.5

In the hangar

- „*I'll get the gun.*” – Increases **Hostile** points. This can only be successful if MC was born on Mars. If you manage to disarm Jynx, you increase **Jynx Love** points.
- „*I'll let Skye play it out.*” – Increases **Diplomatic** points.

This option will only appear if you have selected in the previous option: „I'll let Skye play it out”.

- „*Roll the dice.*” – This can only be successful if MC was born on the Moon. If you manage to convince the intruders, you increase **Certhia Love** points.
- „*I'd rather not push it any further.*” – Increases **Skye Free** and **Skye Love** points.

On the bridge

- „*Pretend to be crazy.*” – Increases **Skye Free** points.
- „*Remain general purpose.*” – Increases **Skye Bioid** points.

In MC's cabin

„*I'm going to see Skye first.*” – If you choose this, you increase **Skye Love** points.

„*I'll start with Certhia.*” – MC goes to Certhia first.

„*I'll call Exo.*” – MC can learn about a new technology and do some cyber voyeurism.

Hint: MC will visit Skye no matter what you choose, however, if MC goes to her first, it could strengthen their relationship.

In Skye's cabin

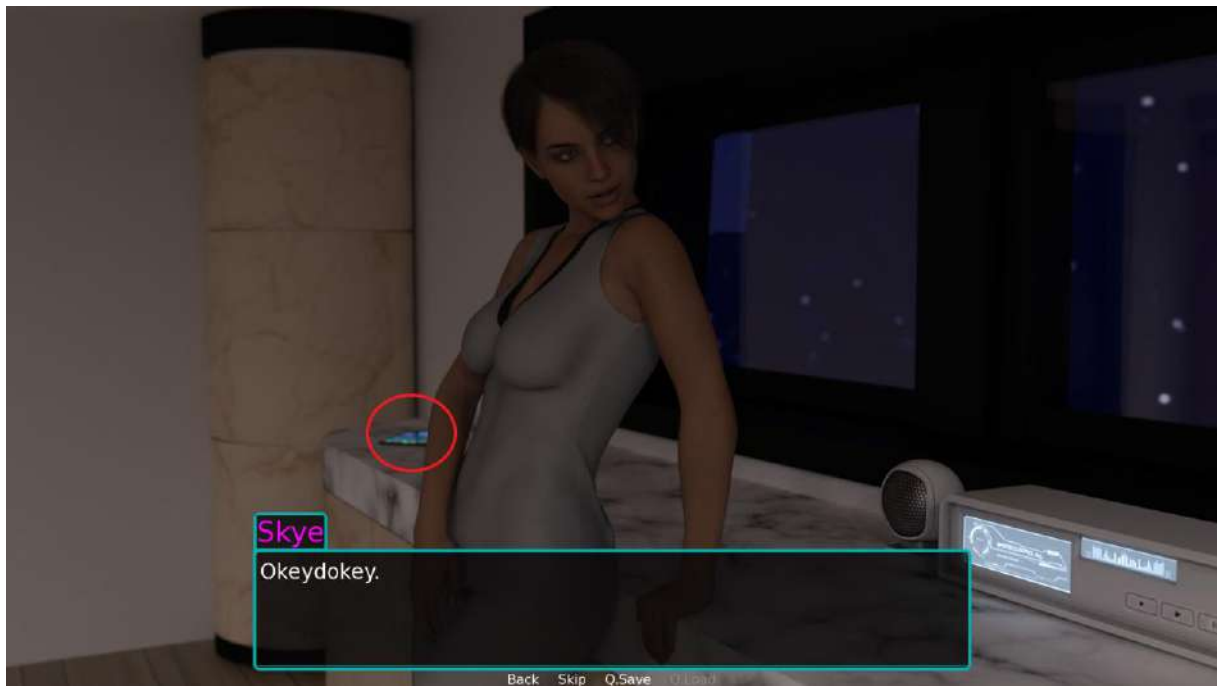
- „*I'd rather go.*” – MC leaves without a word.
- „*I'll tell something.*” – Increases **Skye Love** points. It may be important later.

In Certhia's cabin

- „*Jynx, speaking of which.*” – Increases **Certhia Love** points, and will also be useful for Jynx later.
- „*The Triumvirate, for that matter.*” – MC will learn a few things about the Triumvirate that may be useful later.

DATAPADS

8. On Water



v0.6

In the dining room

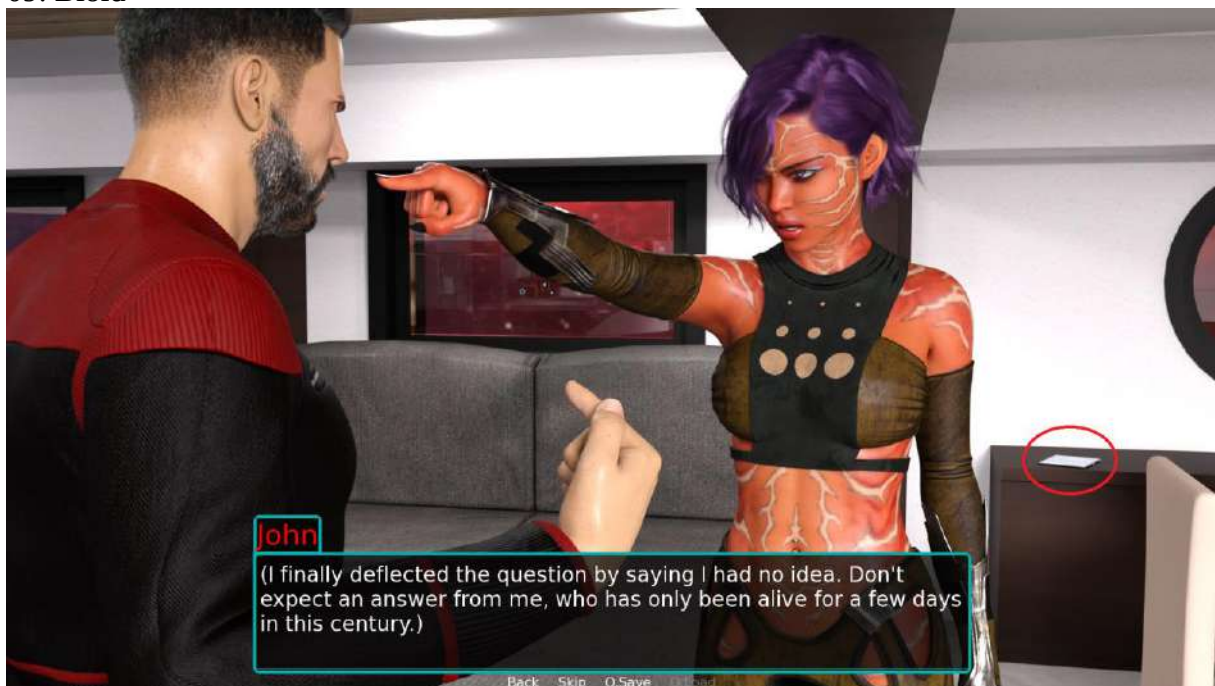
- „*Alien.*” – This leads to Game Over.
- „*What's that word?*” – This option only appears if MC has previously discussed Jynx with Certhia. It is also the best option because it increases the **Jynx Love** points to a greater extent.
- „*I would say...*” – This option only appears if MC has not discussed Jynx with Certhia. Increases **Jynx Love** points to a lesser extent.

In MC's cabin

- „*Skye deserves praise.*” – Increases **Skye Free** and **Skye Love** points.
- „*With some rebuke. / Boundaries should remain.*” – Increases **Skye Bioid** points.

DATAPADS

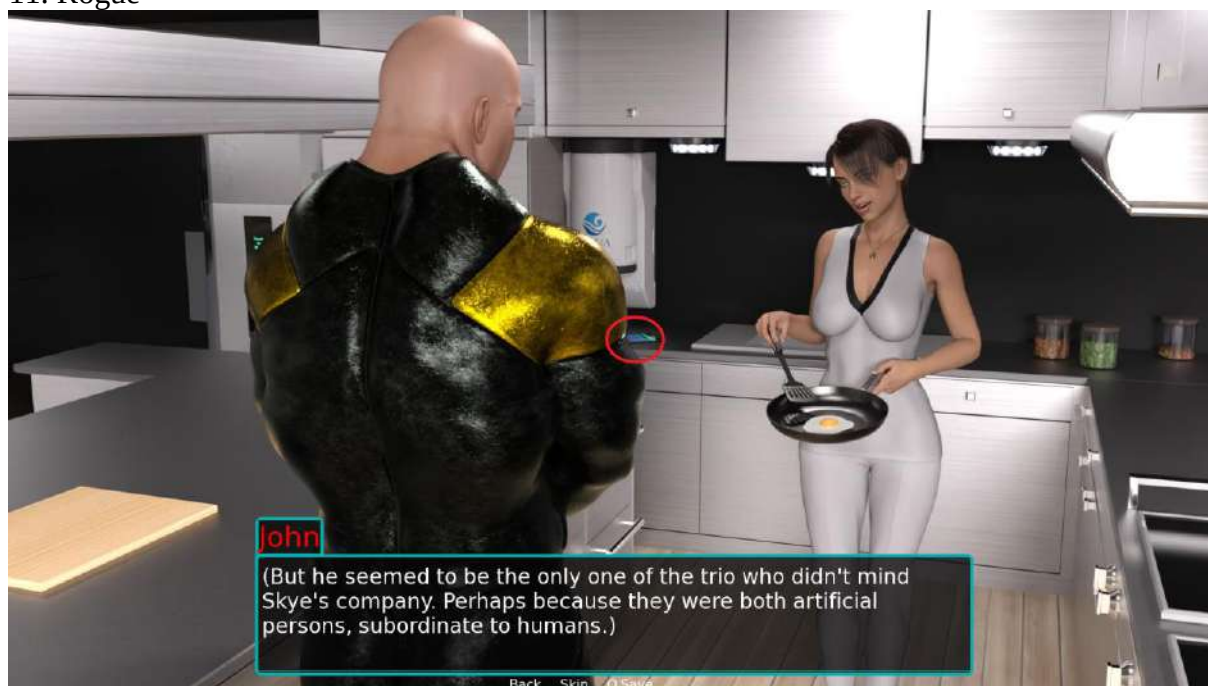
09. Bioid



10. Power



11. Rogue



v0.7

In the brig

- „*It's better if she doesn't know that...*” – This could result in a decrease in **Jill Love** points later on.
- „*She's heard enough to know that...*” – Increases **Jill Love** points.
- „*Maybe the Doc will be willing to talk.*” – Increases **Hostile** points.
- „*Maybe it really is better if I don't know.*” – Increases **Diplomatic** points.

In the corridor

Depending on the character class, this decision increases **Nora Love** points as follows:

- „*Let the fight begin.*” – Martian/Earthborn + 2, Spacer/Moonian +1
- „*I'm going to be tricky.*” – Moonian +2, Martian/Earthborn +1
- „*I put my knowledge to use.*” Spacer/Colonial +2, Earthborn/Moonian +1

DATAPADS

Due to the story, there are no datapads in this update, as they are part of a side mission and only appear on the Distant Horizon. However, our heroes don't spend much time on the titular ship. Several datapads will appear in the next update.