

# The Arson Betrayal v0.7.0 Walkthrough

[CharL]: Character's Love Points

[CharT, CharF, CharH, CharLo, CharV]: Character's Trust, Friendship, Honesty, Loyalty, and Vigilance Points

[CharC, CharB, CharS, CharHe]: Character's Corruption, Break, Submission, and Hesitancy Points

[Var]: Sets variable to true unless otherwise specified

[Var]: Misc. Variables

## Prologue

1. Thoughts: "Should I help? I could act as if I know her."
  - a. Help her out. [AliceL++]
  - b. She's fine. I think.
  
2. ?: "Do you live alone?"
  - a. I do. Please don't kill me. [AliceT++]
  - b. No. My girlfriend should be .... [AliceT--] [LiveAloneC01 = False]
  
3. Narrator: "They were indeed policemen. At least, ...."
  - a. Signal to the policemen that she's inside. {Bad End}
  - b. Tell them you haven't seen anyone. [AliceT++]
  
4. Thoughts: "Heh- just my luck."
  - a. Peek. [PeekShowerC01] [AliceT--] [AliceC++]
  - b. Prepare Breakfast. [AliceL++] [AliceT++]
  
5. Alice: "Hmm?"
  - a. Why don't you stay for breakfast? [AliceL++]
  - b. Never mind.

## Chapter 1

1. MC: "Sorry about that ma'am. One..."
    - a. Chocolate Lemon Latte with Caramel ... [BaileyF--]
    - b. Chocolate Caramel Latte with ... [BaileyF++] [BaileyL++]
    - c. What was that again? [BaileyF--]
  
  2. Bailey: "Gladly. But you'd have to make it up to me by taking me out for dinner ...."
    - a. Sure, why not? [BaileyL++] [BaileyF++]  
[BaileyGoDateC02]
  
    - b. Sorry Bailey, my schedule's full.
  
  3. Jessica: "Looking at the state of this place, it looks like you weren't expecting customers either."
    - a. Where's Sydney? [SydneyWhereC02] [JessicaB++]  
[JessicaL--] [SydneyL++]
      - i. Are you a cheerleader too? [SydneyCheerC02] [JessicaB++]
      - ii. What about you? [JessicaL++] [JessicaH++]
        1. That's awesome. [JessicaL++]
        2. That's nice.
    - b. What brought you here? [JessicaL++]
  
  4. MC: "Well..."
    - a. I think you're cute.
    - b. You're beautiful. [JessicaL++]
  
  5. Jessica: "Mhmm."
    - a. Pat her head. [JessicaL++]
    - b. Do nothing.
  
  6. MC: "Jess, I-"
    - a. Fuck her. [JessicaVirgin = False]
      - i. Cum inside.
      - ii. Cum outside.
    - b. Stop for now.
- Note: If had sex with Jessica above and [JessicaL] >= 3, then [JessicaPetName].
- ~~7. Thought: "Is Bailey mad because I 'disappeared', or because she's jealous?"~~
    - ~~a. She just wanted a drink. [BaileyL++] [BaileyF++]~~
    - ~~b. Say the first thing that comes into your mind. [BaileyL--] [BaileyF++] [BaileyS++]~~

8. Thought: "\*Chuckle\* Typical old Bailey."
- a. Visit Sydney.
    - [VisitSydneyC02] [SydneyL++]
    - [SydneyH++]
    - i. Sydney: "And there was finally someone I could actually call 'friend' ...."
      - 1. Hold her hand. [SydneyL++] [HoldSydC02]
      - 2. Give her space
    - ii. Sydney: "Where do you study? ...."
      - 1. Open up to her. [SydneyL++] [SydneyH+=2]
      - [OpenUpSydC02]
      - 2. Just tell her what she .... [SydneyH--]
  - b. Go home. {Go to 10}

Note: Choice 9 only if you visited Sydney.

9. Sydney: "Thanks for visiting MC."
- a. Kiss her. [SydneyL++] [SydneyS++]
  - b. Leave.
10. Unknown: "Where's Alice Arson?"
- a. Tell him you don't know where she is. [AliceT--]
  - b. Tell him you don't know anyone named Alice. [NoKnowAliceC02] [AliceT++] [AliceL++]
  - [KennyT++]
11. Thought: "What do I do?"
- a. Tackle him.
    - Warning: Choices "i" and "ii" are time based.
    - i. Go for the gun. {Bad End}
    - ii. Knock him out [AliceT++] [KennyT++]
  - b. Flee. {Go to 15}
12. Kenny: "Do you still want to know?"
- a. Yes. [AliceL++] [KennyT++]
  - [GunFromKennyC02]
  - b. No. I have nothing to do with all of this. {Early End}
13. Ben: "Don't have to go through all the details. Just what's bothering you man."
- a. Tell Ben some of the details. [ToldBenC02] [BenT++] [BenLo++]
  - [BenF++]
  - b. Tell him nothing's wrong. [BenF++]
14. Thought: "Fuck. Should I follow them?"
- a. Intervene. [AliceL++]
  - b. It's none of my business.

15. Thought: "This is it... No turning back. It's now or never."

Note: Choice "a" will only show if [GunFromKennyC02].

- a. Use the fun you got from Kenny.
- b. Go for the shotgun.

Warning: Choices "i" and "ii" are time based.

- i. Fight for the shotgun. {Bad End}
- ii. Grab his gun.

Note: Will get [PulledTriggerC02] if you pull the trigger.

## Chapter 2

Note: If [PulledTriggerC02], then [AliceT++], [AliceL++], and [KennyT++].

Note: If [ToldBenC02], then [BenT++], [BenLo++], and [BenF++]; else, [BenT--].

1. Thought: "Maybe I should keep her company..."
  - a. Go back to sleep.
  - b. Check up on Alice. [AliceL+=2]
  
2. Alice: "So..."
  - a. About your dad... [AliceFamC03]
    - i. Insist [AliceL--]
    - ii. Let it go. [AliceT++]
  - b. About the gun... [AliceGunTruthC03]
    - i. It actually made me worried about you. [AliceL++]
    - ii. Let her continue.
  - c. About the hard drive... [AliceHardDriveC03]
  - d. About the cabin... [AliceCabinC03]
  - e. About your future plans... [AlicePlanC03]
    - i. Tell her you've got her back. [AliceT++]
    - ii. Stay silent.
  
3. Alice: "It's a little unfair letting you stay on the couch and all."
  - a. Tell her a joke. If [AliceL] >= 6, then [AliceC++]; else, [AliceT--].
  - b. Be a decent human being.

Note: Choice 4 is only for those who obtained [BaileyGoDateC02].

4. Bailey: "I'm really sorry. Dad came home, so mom wanted us to have..."
  - a. Be understanding. [BaileyL++] [BaileyS++]
  - b. Tell her you're disappointed. [BaileyF++] [BaileyS--]
  
5. Thought: "Who should I call first?"
  - a. Call Sydney [SydCallC03] [SydneyL++]
  - b. Call Jessica [JessCallC03] [JessicaL++]
  - c. I'll call them later. [NoCallC03]

Note: If NOT [JessCallC03], then [AliceT++].

Note: Choices 6-8 are only for those who obtained [JessCallC03] and will obtain [VisitJessicaC03]; else, [KissAliceC03].

6. Thought: "I think I know where this is going..."
  - a. Let her continue. [JessicaL++] [JessicaB++]. If [JessVirgin], then [JessicaL++].
  - b. Interrupt her. [JessicaH++]. If not [JessicaVirgin], then [JessicaL+=2]; else, [JessicaL++].

7. Thought: "Fuck."
- a. 'Ablesmith Institute Cover-up' [NewsC0301]
  - b. 'Henry Arson - Missing/Dead' [NewsC0302]
  - c. 'Victor Pedrinski' [NewsC0303]
  - d. 'Police Drug Den Raid' [NewsC0304]
  - e. 'Shooting on Belleveau Park' [NewsC0305]
8. Jessica: "\*Giggle\* I see dad's detective stuff's gotten you real hooked."
- a. Warn Jessica. [WarnJessC03]. If [JessicaL] >=4, then [JessicaH++]; else, [JessicaH--].
  - b. The less she knows, the better.

Note: If [NewsC0303], then [AliceT++].

9. Victor: "YOU DON'T UNDERSTAND! WHAT'S IN THAT HARD DRIVE I...!"  
Warning: Choices "a" and "b" are time based.
- a. Intervene. [AliceT++] [AliceL++]
  - b. Let Alice handle it.

10. Thought: "I can't let her walk to the bus stop alone, though."
- a. Fine. [TiffanyV--] [BenF++]
  - b. Do I really have to? [TiffanyV++]

Note: Will get [TiffanyV--] by default.

Note: If [SydCallC03], then [VisitSydneyC03] and Choices 11-13; else, [GoHomeC03].

11. Sydney: "And I got free donuts as well."
- a. I like spending time with you as well. [SydneyL++]
  - b. Stay silent.
12. Thought: So does that mean she knows about what happened back at the cafe?
- a. Fess up. [SydneyH++] [SydneyL++] [JessicaH++]
  - b. Admit nothing. [JessicaL--] [SydneyL--]
13. Sydney: "Why don't you stay?"
- a. Stay for the night. [StayWithSydC03] [SydneyL++]
    - i. Kiss her goodnight...
      - 1. Go further. [OralSydC03] [SydneyS+=2]  
[SydneyL+=2] [SydneyH++]
      - 2. That's enough for now. [SydneyL++]
    - ii. Go to sleep. [SydneyL++]
  - b. Go home. [GoHomeC03]

14. Alice: "So, how do we distract him?"

Note: Choice "a" will only show if [ToldBenC02].

a. Call Ben.

[BenDistraction] [BenLo++] [BenF++]

b. Have Alice create a distraction.

[AliceDistraction] [AliceT++]

15. Narrator: "You ran to get the machine gun. But ...."

Warning: Choices "a" and "b" are time based.

a. Try harder.

{Bad ending}

b. Use your handgun.



## Chapter 3

Warning: Choices 1 and 2 are time based.

1. MC: "Hey... Shit."
  - a. Let Alice handle it.
  - b. Defuse the situation yourself. [AliceT++] [AliceL++] [YouHandleC04]

Note: If [ToldBenC02], then [BenLo++].

2. Thought: "The fact that they're here means they're already involved ...."
  - a. Tell Tiffany to leave. [TiffanyV++]
  - b. Tell them the story. [TiffanyV--] [TiffanyL++]
3. Narrator: "You knew that you both had to start planning your next steps very carefully."
  - a. Break the silence [AliceL++]
  - b. Say nothing.

4. Alice: "..."

Note: If [AliceT] >= 10, then Choice "a".

- a. Hug her. [AliceL+=2] [AliceT+=2] [AliceC++]  
[AliceHugC04]

Note: If [AliceL] >=10, then [AliceL++].

- i. Compliment her for being thoughtful. [TiffanyV--] [TiffanyL++]
- ii. Tell her you understand.
- b. Tell her you're there for her. [AliceT++]

5. Kenny: "Can you promise me you'll get her to the cabin safely?"
  - a. I promise. [KennyT++] [ThePromiseC04]
  - b. I'll try.

6. Alice: "So... how is it?"
  - a. It's great! [AliceL++]
  - b. It's okay.

7. Thought: "The more time we spend here increases our chances of getting caught..."
  - a. Make her see reason. [AliceL--] [KennyT--]
  - b. Find a way to compromise. [AliceL++] [AliceT++] [KennyT++]

Note: If [VisitJessicaC03], then [AliceT++] & [JessicaH++].

Note: Choice 8 if [BaileyGoDateC02]; else, go to 9.

8. Thought: "What do I say?"
  - a. Meet up with Bailey. [GoToBaileyC04] {Go to 12}
  - b. Meet up with Tiffany. [GoToTiffanyC04]

9. Thought: "Why is Tiffany acting all tame? It's like I've seen this before..."

Note: If [TiffanyV] <= -2, then Choice "a".

- a. Test Tiffany's limits. [MadeAMoveTiffanyC04]
  - i. Open your mouth. [TiffanyV--]
  - ii. Stick out your tongue. [TiffanyC+=2]
- b. Let her go. [TiffanyV++] [TiffanyL--] {Go to 11}

10. Tiffany: "P~Please don't stop..."

- a. Stop for now. [TiffanyV+=2] [TiffanyL--] [TiffanyC++]
- b. Go further. [TiffanyV++] [TiffanyL++] [TiffanyC+=2]

11. Thought: "Looks like I've still got time. Should I go visit Jessica?"

- a. Visit Jessica. {Go to 15}
- b. Go home. {Go to 19}

12. Bailey: "It's a little tight on my backside but..."

- a. Does not matter.

13. MC: "Bailey..."

- a. Kiss her. [MadeAMoveBailey04]
- b. Leave. (Closes Bailey Route) [BaileyRouteClosed]

14. Thought: "Looks like I've still got time. Should I go visit Jessica?"

- a. Visit Jessica.
- b. Go home. {Go to 19}

15. Jessica: "You know what I could use? A kiss."

- a. Kiss Jessica. {Go to 17}
- b. Don't kiss Jessica. {Go to 17 if not [JessicaVirgin]}

16. Thought: "Jessica's serious. ..."

- a. Tell her you want to start a relationship ....
- b. Reject Jessica (Closes Jessica Route) [JessicaRouteClosed] {Go to 19}

17. Jessica: "C~CUM INSIDE ME~ F~FUCK!!"

- a. Cum inside. [JessicaL+=2] [JessicaH++]
- b. Cum outside. [JessicaL++] [JessicaH++]

Note: If not [VisitJessicaC03], then Choice 18.

18. Thought: "That doesn't sound good. If Jessica's dad keeps this up, ...."

- a. Warn Jessica. [JessicaH++] [WarnJessC03]
- b. Don't warn Jessica.

Note: If [AliceL] >= 10, [AliceC] >=2, and [AliceT] >=10, then Choice 19.

19. Alice: "Is she... Taking off her tank top?"

- a. Let her continue. [HumpedAliceC04] [AliceC+=2]  
[AliceL+=2] [AliceT+=2]
  - i. I can't do this when you're drunk. [AliceC++] [GentemanLeoC04]
  - ii. I don't think I can do this with you. [RejectAlice01]
- b. Stop her. [AliceL++] [AliceT+=2]
  - i. Not tonight.
  - ii. I don't think I can do this with you. [RejectAlice01]

Note: Choice 20 only if you did not stop her in Choice 19.

20. Alice: "\*Hic\* So I'm- \*Hic not cute when I'm sober?"

- a. Kiss her. [AliceL++] [AliceC++]
- b. Hug her.

21. Thought: "I don't know what to tell her. What do I do?"

- a. Agree to let her and Alice meet. [TrustLunaC04]
- b. Tell her you don't trust her.

## Chapter 4

Note: Will get [SydneyRevealC05] by default.

1. Thought: "But Alice won't move without Kenny, and our timeline's just changed. Shit."
  - a. Tell her about Kenny. [TellLunaKennyC05] [AliceT++]  
[LunaLo++]
  - b. Keep Quiet
  
2. Alice: "Hmm?"

Note: Choice "a" only if [AliceL] >= 12.

  - a. Kiss her. [KissedAliceC05] [AliceL++]  
[AliceT++] [AliceC++]
  - b. Make small talk. [AliceT+=2]
  
- Note: Choices 3-4 and [C05LionessHelp] if [BaileyGoDateC02].
3. MC: "That's mean."
  - a. Make a joke. [BaileyL+=2]
  - b. Let it pass.
  
4. Tiffany: "Learn to lock the fucking door!"
  - a. Grab Tiffany.
    - i. Let Tiffany go. [TiffanyV+=2]  
Note: Choice "ii" only if not [MadeAMoveTiffanyC04].
    - ii. Test your theory. [TiffanyFunRestoC05] [TiffanyV-=3]  
[TiffanyL+=3] [TiffanyC+=3]  
Note: Choice "iii" only if [MadeAMoveTiffanyC04].
    - iii. Have fun with Tiffany. [TiffanyFunRestoC05] [TiffanyV-=3]  
[TiffanyL+=3] [TiffanyC+=3];  
If [TiffanyV] <= 5, then  
[TiffanyVirgin = False]  
[TiffanyV++]
  - b. Let Tiffany go.
  
5. Alice: "I'll be able to pay you. Keep helping me and I promise to be generous."
  - a. I just believe it's the right thing to do. [AliceLoveR] [AliceL+=2] [AliceC++]  
Note: Choice "b" only if not [RejectAlice01] AND [AliceL] >= 10.
  - b. I'm not asking for money... [AliceLoveC] [AliceC+=3]
  - c. I'll hold you to that. [RejectAlice02]
  
6. Alice: "Take a shower while I prepare breakfast."

Note: Choice "a" only if [AliceLoveR].

  - a. Joke about getting in the shower together. [AliceL+=2] [AliceC++]  
Note: Choice "b" only if [AliceLoveC].
  - b. Tell her to join you. [AliceL++] [AliceC+=2]
  - c. Take a shower alone.

Note: Choice 7 only if not [JessicaRouteClosed].

7. Thought: "I've got some free time. I'll have to be there to plan with Alice, ...."
- a. Go with Jessica and Sydney. [SydJessC05]
  - b. Go home.

Note: Choices 8-10, [SydneyL+=2], [SydneyH++], [SydneyS+=2], [JessicaL++], [JessicaB++], and [JessicaH++] only if [SydJessC05].

8. MC: "Okay then."
- a. Does not matter.
9. Sydney: "It's my turn to get fucked now, right?"
- a. Let Sydney take the load.
  - b. Take the lead.
- Note: Choice "b" only if [SydneyS] >= 1.

10. Jessica: "I love you."
- a. I love you too. [JessicaL++]
  - b. See you, Jess.

11. Narrator: "To your surprise, she warmly smiles back at you."
- Note: Choice "a" only if not [RejectAlice02].
- a. Comfort Alice.
  - b. Give her some space.

Note: Choice 12 is timed.

12. Narrator: "No time to hesitate..."
- a. Save Alice. [SaveAlice05]

## Chapter 5

1. MC: "I better be careful on what I say. Julia's one of the most powerful people in Ablesmith, ...."
  - a. Apologize. [ApologeticLeoptsC06++]
  - b. Act confident. [ConfidentLeoptsC06++]
  
2. Julia: "Go on. Tell me why you're here."
  - a. I'm a bodyguard for Miss Chrysler. [JuliaHe++]; [JuliaT--] if [Chap603Lie]
    - i. I have experience [ApologeticLeoptsC06++]
    - ii. Miss Chrysler like me enough [ConfidentLeoptsC06++]
  - b. Make up some random lie. [Chap603Lie] [JuliaT--]
  - c. Tell her the truth. [JuliaHe--]; [JuliaT++] if not [Chap603Lie]
    - i. Vacation with friends
    - ii. Parents [ApologeticLeoptsC06++]
    - iii. Girlfriend [ConfidentLeoptsC06++]
      1. Yes [TiffanyL++] [BaileyS++]
      2. No [ConfidentLeoptsC06++] [BaileyL++] [TiffanyV++]

**Note:** Choice 3 only if [BaileyRouteClosed].

3. Julia: "But... Do reconsider?"
  - a. I will. [BaileyRouteReopen]
  - b. I'll think about it. [BaileyRouteCon]

**Note:** Will get [BaileyRouteCon] if not [MadeAMoveBailey04] and not [BaileyGoDateC02].

4. MC: "I can try asking her for electronic passes. ...."
  - a. Ask for help regarding the electronic passes. [C06PassesJulia]
    - i. Say please. [ApologeticLeoptsC06++]
    - ii. Flirt with her. [ConfidentLeoptsC06++]
  - b. Take your leave.

**Note:** Choice 5 if [C06PassesJulia].

5. Narrator: "Julia bends to get the passes from her table."
  - a. Check her out. [JuliaH--] [JuliaT--]
  - b. Look away.
  
6. Tiffany: "Just make sure you'll make it out of there alive."
  - a. Kiss her. [KissTiffC03S02]
  - b. Run back to the building.
  
7. Alice: "Come on. \*Cough\* I'll take point."
  - a. Promise her you'll explain. [TellSydAllC06]
  - b. Leave

Note: Choice 8 is timed.

8. Alice: "Left or right?!"  
a. Does not matter
9. Alice: "But I don't know if I can trust her... If we can."  
a. Vouch for Sydney [C06VouchSyd]  
b. Stay silent.

Sandbox: Talk to everyone. Can get variables [TiffTalkBenc061], [AliceTakSecondFlrC06], [BenFirstTalkC06], [C06BenRoam1] to [C06BenRoam4], [BenRoamTalk1C06], [TiffTalkRomanceDoneC06], [C06TiffRoam1] to [C06TiffRoam8], [TiffTalkBenC06], [C06KenRoam1] to [C06KenRoam5], [TiffAliceNotDoneC06]

Note: Will get [AliceT++] and [AliceL++] if not [C06PassesJulia] AND [AliceT] >= 12.

10. Narrator: "And no one knows what Eastranch Beach has in store for all of you."  
a. Kenny [AliceTakC061]; [AliceT++] if [C06KenRoam1]  
b. Tiffany [AliceTakC062]  
c. Plan [AliceTakC063]  
d. Sydney [AliceTakC064]  
i. ... it's complicated. [AliceSydComplicated]  
ii. ... we're just friends.  
e. Luna [AliceTakC065]; [AliceT++], [LunaLo+=2] if [TrustLunaC04]  
f. Eastranch Beach [AliceTakC066]  
g. Continue

Note: Will get [AliceL+=7], [AliceT++] if [AliveLoveR]; or [AliceC+=7], [AliceT++] if [AliceLoveC].

11. MC: "Alice is preparing breakfast. Should I help her?"  
a. Help Alice. [ABFastC06]  
i. Tell her a joke.. [AliceL+=2] if [AliceT] >= 12.  
ii. Just do as she says.  
b. Wait for breakfast.

Note: Will get [KennyT++] if [C06PassesJulia].

Note: Will get [BenT++] if [BenDistraction]

Note: Will get [JessicaRouteClosed] if Jessica is still a virgin.

Note: Will get choice 12 only if [JessicaRouteClosed].

12. Jessica: "You know."  
a. Date Jessica. [JessicaRouteReopen]  
b. Say goodbye. [JessicaB+=3]

Note: Will get [JessicaL+=3], [JessicaH+=2] if not [JessicaRouteClosed].

13. MC: "Sure."

- a. Nemesis [C06NemesisTalk]
  - i. Thank her [C06NemesisTalk1]
  - ii. Team Misfit? [C06NemesisTalk2]
  - iii. Plan [C06NemesisTalk3]
- b. Prometheus [C06PrometheusTalk]
  - i. Name [C06PrometheusTalk2]
  - ii. Team Misfit? [C06PrometheusTalk2]
  - iii. Plan [C06PrometheusTalk3]
- c. Kenny and Helios [C06HeliosTalk]
  - i. Kenny [C06HeliosTalk1]
  - ii. Team Misfit? [C06HeliosTalk2]
  - iii. Plan [C06HeliosTalk3]
- d. Azeios [C06TalkAzeios]
  - i. Members [C06TalkAzeios1]
  - ii. Team Misfit? [C06TalkAzeios2]
  - iii. Ask about team [C06TalkAzeios3] [MisfitT+=5]
- e. Atlas
  - i. Nothing?

14. Sydney: "I-"

- a. Comfort her. [ComforSydC06]
- b. Give her some space.

15. MC: "\*Chuckle\* I guess she thought the sound of water

- a. Peek
  - Note: Choice 'i' if Tiffany not a virgin
  - i. Tiffany: "Fuck~"
    - 1. Go to her. [TiffanyCrC06]
      - a. Cum inside. [CreamTiffC06]
      - b. Cum outside.
    - 2. Leave
  - Note: Choice 'ii' if Tiffany is a virgin.
  - ii. Tiffany: "F~Fuck..."
    - 1. Tease her.
      - a. Go in. [TiffanyCrC06Virgin]
        - i. Inside
        - ii. Facial
    - 2. Leave.
- b. Let Tiffany be.



Note: Choice 16 if you chose to peek on Tiffany above.

16. Tiffany: "What are we?"

- a. "Tell her she's someone special to you." [TiffanyLoveR] [TiffanyL+=5]
- b. "Tell her she's your slave from now on." [TiffanyLoveC] [TiffanyC+=5]

Note: Choice 17 only if [BaileyRouteClosed].

17. Bailey: "You better get your ass back here as soon as you can."

- a. Kiss her. [BaileyL+=5] [BaileyS++]
- b. Leave. [BaileyL+=2] [BaileyS--]

Note: Choice 18 only if not [BaileyRouteClosed].

18. Narrator: "'An oasis in a desert of lies and death!'"

- a. Hug Bailey [BaileyL+=2] [BaileyS+=2] [BaileyF++]
- b. Leave {Go to Choice 17}

Note: Will get [SydneyL+=2], [SydneyH+=2] by default; will get [SydSecondTime] if Sydney not a virgin.

19. Alice: "You'll need someone to help you. It'll be faster that way."

- a. Go with Luna. [LunaGoAptC06]
- b. Go with Alice. [AliceGoAptC06]

20. Narrator: "What you tell her now would decide on what happens to her in the future."

- a. Tell her every detail. [C06JessDetails], [JessicaH+=2];  
[JessicaH++] if [WarnJessC03]
- b. Tell her the things she needs to know [C06JessHalfDetails], [JessicaH+=2]

Note: Choice 21 and sub-choices are timed.

21. MC: "SHIT!"

- a. Save Atlas.
  - i. Try again. [SavedAtlasC06]

22. MC: "MC, last shot!"

- a. Take out the helicopter. [Shot1] {Prometheus dies}
- b. Take out the humvee. [Shot2] {Helios dies}

23. Narrator: "It was reassurance."

- a. Kiss Sydney [KissedSydC06]
- b. Back off

## DLC – The Assistant

1. Girl: "Do you think that we're all capable of being monsters? Deep down?"
  - a. Yes. [DLC1HM]
  - b. No.
  
2. Heather: "So..."
  - a. I missed you. [DLC1MissedHeather]
  - b. Long time, no see.
  
3. Henry: "Do you think mankind can achieve progress without sacrifice?"
  - a. We can.
  - b. We can't. [DLC1Sacrifice]

**Sandbox:** I will point out the possible variables that exist (they may or may not matter, but just in case): dlcrm1\_01firsttalkpeters, dlcrm1\_01firsttalkabby, dlcrm1\_01firsttalkjade, dlcrm1\_01firsttalkjohn, lcrm1\_01firsttalkarbyako, dlcrm1\_01random1, dlc01peterstalk1, dlc01peterstalk2, dlc01abbytalk1, dlc01abbytalk2, dlc01johntalk1, dlc01johntalk2.

4. Nurse: "Vitals are critical. Serum is at 75 percent. ...."
  - a. Stabilize subject with the limiter. [DLCStabilize1]
  - b. Continue Serum Transfusion. [DLCTransfuse1]
  - c. Keep it steady. [DLCHold1]
  
5. Nurse: "The subject's life is now in your hands."
  - a. Stabilize subject with the limiter. [DLCStabilize2]
  - b. Continue Serum Transfusion. [DLCTransfuse2]
  - c. Keep it steady. [DLCHold2]
  
6. Nurse: "Vitals are critical. ...."
  - a. Stabilize subject with the limiter. [DLCStabilize3]
  - b. Continue Serum Transfusion. [DLCTransfuse3]
  - c. Keep it steady. [DLCHold3]

**Note:** If you chose all transfusion options, skip choice 7 and get [DLC1PatientDead] and [DLCTestSuccess].

7. Nurse: "Vitals are ...."
  - a. Stabilize subject with the limiter. [DLCStabilize4]
  - b. Continue Serum Transfusion. [DLCTransfuse4]
  - c. Keep it steady. [DLCHold4]

**Note:** Here are the results:

- ([DLCStabilize2], [DLCTransfuse1], [DLCStabilize3], [DLCStabilize4]) OR ([DLCHold2], [DLCHold3], [DLCHold4], [DLCStabilize1]): [DLC1PatientDead]

- [DLCStabilize2], [DLCHold1], [DLCStabilize3], [DLCStabilize4]: ----
- [DLCTransfuse2], [DLCTransfuse3], [DLCTransfuse4], ([DLCStabilize1] OR [DLCHold1]): [DLCTestSuccess]
- [DLCHold2], [DLCHold3], [DLCHold4], ([DLCHold1] OR [DLCTransfuse1]): [DLCTestSuccess] and [DLC1PatientDead]

Note: Choice 8 only if patient is alive and [DLCTestSuccess].

8. Nurse: "You can also flush her system with the limiter. ...."
- a. "Push through with the serum." If NOT [DLCTransfuse2,3,4] AND [DLCStabilize1], then [DLC1PatientDead].
  - b. "Flush it with the limiter." If [DLCTransfuse2,3,4] AND [DLCStabilize1], then [DLC1PatientDead].
9. Henry: "Everyone get changed and get some rest. We'll have a conference tonight."
- a. Head back to the lab.
    - i. Talk to Dr. Obyako. [DLCTalkObyako]
    - ii. Leave.
  - b. Talk to the girls. [DLCTalkGirls]
  - c. Go to the lab annex. {Continue}
10. Bianca: "Maybe a little bit of both?"
- a. Kiss her. Note: [DLCFuckedBianca] should be set, but it is not, bug?
  - b. Not now.
11. MC: "But all for different reasons now."
- a. Does not matter.
12. Heather: "\*Chuckle\* We both know you're not talented enough."
- a. Talk about the team. [DLC01\_15Talk1]
  - b. Talk about your old professor. [DLC01\_15Talk2]
  - c. Talk about her personal relationships. [DLC01\_15Talk3]
  - d. Continue.
13. Nurse: "As such..."
- a. ...it was a missed opportunity, and as such, ....
  - b. ...this might be the opportunity to get some .... [DLC1Opportunity]
14. MC: "More... Time..."
- a. Hold them off with your gun.
  - b. Use the serum. [DLC1InjectedSerum]

## Act II Start - Chapter 1

**Note: Choice 1 only if [KissedSydC06].**

1. Sydney: "Unless you're getting all shy on me..."
  - a. Stay with Sydney. [A2C1SydSex] [A2C1SleptSyd]
  - b. Sleep in the RV. [A2C1SleptRv]

**Note: Choices 2-3 only if not [A2C1SleptSyd].**

2. Tiffany: "I'm leaving. Good night."
  - a. Offer to make her coffee. [A2C1TiffCoffee]
  - b. Let her leave.
3. Tiffany: "I-I mean, I'm just worried about you and all ...."
  - a. Stay with Tiffany. [A2C1TiffRvSleep] [A2C1TiffSex]
  - b. Tell her you're fine on your own.

**Note: Choices 4.d and 4.e are determined by [Shot1] and [Shot2].**

4. MC: "I should take this time to talk to everyone...."
  - a. Talk to Tiffany. [A2C1Tiff1]
  - b. Talk to Atlas and Nemesis. [A2C1AtlasNemesis1]
  - c. Talk to Azeios. [A2C1Azeios1]
  - d. Talk to Helios. [A2C1Helios1]
  - e. Talk to Prometheus. [A2C1Prom1]
  - f. Talk to Pallas and Ben. [A2C1BenPallas1]
  - g. Talk to Alice. {Continue}

**Note: Choice 5 only if [AliceLoveC] OR [AliceLoveR].**

5. Narrator: "The sun's rays were a respite of warmth, ...."
  - a. Hold her hand.
    - i. Kiss her. [A2C1AliceHj]
    - ii. Restrain yourself.
  - b. Avoid it.

**Note: Choices 6.c and 6.d are determined by [Shot1] and [Shot2].**

6. MC: "Let's see how everyone's doing."
  - a. Go to Tiffany and Nemesis. [A2C1TiffNemesis2]
  - b. Talk to Ben. [A2C1Ben2]
  - c. Talk to Prometheus. [A2C1Prom2]
  - d. Talk to Helios. [A2C1Helios2]
  - e. Talk to Atlas. [A2C1Atlas2]

## Act II - Chapter 2

1. Unknown Man: "Where'd you come from?"
  - a. Does not matter.
2. Heather: "Do you remember me?"
  - a. Does not matter.
3. Narrator: "And all it takes is a moment to decide."
  - a. Intervene. [A2C2Intervene]
  - b. Do nothing.
4. Centurion: "YOU KILLED NED!"
  - a. Only 1 choice.

**Note: Choice 5 only if not [BaileyRouteClosed].**

5. Bailey: "Sorry... Let's talk once you're done."
  - a. Tell her to stay.
    - i. Choice 1
      1. Make a move.
      2. Just kick back and relax. {Go to choice 6}
    - ii. Choice 2
      1. Thighjob [A2C2BaileyH1.1]
      2. Finger her. [A2C2BaileyH1.2]
      3. Continue

**Note: Choice "iii" only if not [MadeAMoveBailey04]. Else, go to iii.a.**

    - iii. Choice 3
      1. Fuck her. [A2C2BaileySex]
        - a. Inside/outside does not matter
      2. Tell her it can wait.
  - b. Let her leave. {Go to Choice 6}

**Note: For Choice 6, you will get the next choice after doing the choice before it.**

6. MC: "I guess I have time to spare."
  - a. Talk to Heather.
    - i. Does not matter for sub-choices.
  - b. Talk To Luna.
  - c. Talk to Grandma Marjorie and Bailey
7. Maxi: "So where are you from?"
  - a. I don't usually go out of the house.
  - b. I'm not from around here. [Census++]
  - c. Stay quiet. [Census+=2]

8. Thug: "What'cha gonna do about it, huh?!"
- a. Threaten them. [AC2CTheAliceWay]
  - b. Give diplomacy a chance.
9. Narrator: "Heather stares at you, as if waiting for anything you might add to the conversation."
- a. Thank her for convincing Sheriff Adam. [A2C2ThankedHeather]
  - b. Stay quiet.

**Sandbox Variables:** [A2C2Heather0], [A2C2Heather1], [A2C2Heather2], [A2C2Heather3], [A2C2Heather4], [A2C2Hayley0], [A2C2Hayley1], [A2C2Hayley2], [A2C2Hayley4], [A2C2Gran0], [A2C2Emilia0], [A2C2Heather5], and [A2C2Bailey0].

**Choice 10: Part of the sandbox, but choice will pop up if you walk to Heather twice.**

10. Heather: "I-I know."
- a. Ask for her advice. [A2C2HeatherAdvice]
  - b. Take your leave.
11. Tiffany: "Tiffany was obviously vulnerable and fragile."  
**Note: Choice "a" has corruption and love variant.**
- a. Take her.
  - b. Leave.
12. Luna: "Tiffany sure does know how to make cute nicknames."
- a. Talk about Alice and Sydney [A2C2LunaTalkRoam1]
  - b. Talk about the Orcos. [A2C2LunaTalkRoam2]
  - c. Talk about Jessica. [A2C2LunaTalkRoam3]
  - d. Continue.
13. Luna: "Her eyes were trained towards you, and yours to hers...."
- a. Kiss her. [A2C2KissedLuna]
  - b. Avoid her gaze.

**Note: If [Shot1], then [HeatherAssist]; if [Shot2], then [HeatherLead].**