

Pathologic also known as Pestilence (The Utopia).



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The Bachelor Scenario Walkthrough.

Day 1.

You appear on the second floor of the Slough, Eve Yahn's cottage. Open the door ('E'), go downwards and speak with Eve. You will get acquainted with her and with yourself, and at the same time learn, that for the meeting with Simon you will be prepared by Georgiy. Also she will mention about noise in the court yard. Later you will be able to take a quest from Eve, so come from it later.

Leave the house. Before you there will be two Masks - the Bird mask and the Tragedian. You can talk to them - it's sort of a tutorial. Pass deep into the court yard - it appears, that Eve heard right. Two people were making the noise, sitting at the rustling fire. They are a factory man and a morlock. You will meet the last one later. You can attack them, learn how to fight. Take revolver ammo from their corpses. Go to George's house - the Horns. He will stun you with the news that Simon is killed. And you receive the first task.

Quest of the day "Pursuing the killer": find the murderer of Simon.

Victor has some guesses on this account - come visit him, it in the next house. Learn, that shortly before death Simon Kain was visited by Isidor Burakh, a healer, a man, very much respected in the city. Your way lies to his house - it is in the Earth, east part of city. The way lays long.

On your way not to waste time, I recommend to take a quest from Lara Ravel. Go in the western part of city (the Stone court yard) to northern bridge, and pass it, walk upstairs. You will find yourself in the central part of the city (the Knots) to the north from Theatre. Go forward, and on a fork come downstairs at the left and go to Lara's house. Lara will give you a quest.

Quest "Version: multilegged fugitive": find the cache of "powders" - according to rumors, an open house, that can almost be seen from Eve Yahn's house windows. A couple of years ago children were playing plague and mixed random medicine together. Many got poisoned. Now they are looking for the old "powders" and Lara wants you to confiscate them from the cache.

The cache is called Mold. To the south of the Theatre one of the ruins, "Stairways into the sky", is located - the target house is the first one to the south. But meanwhile - from Lara's house head in the east direction on the road, leading by one more «Stairway into the sky» and pass through the bridge. Go along the fencing around the Stem, Saburovs' mansion, to the left; at the corner turn right and take the road behind a drugstore and Peter's house on the north - then this road smoothly turns to the east. Isidor's house is there nearby - be sure to check with the map and not to miss the right turn.

Volunteer patrol is standing in front of Isidor's house. Sad news - Isidor Burakh has been killed this night by his own son. Go talk with Saburov for explanations. Go back, and come into the Stem from the east. Saburov will advise to speak with Julia, and also will tell that on the waste ground of the bone pole people want to burn a girl, he has sent his patrolmen there.

For now - go to Julia. Back through the bridge, walk upstairs and go on the north, to her private residence ("Seine"). She will notice, that Isidor has visited Simon late at night, and has returned to the town still before dark - meaning, he has also met someone else. Most likely, he came to Vlad Olgimskiy. Also you will learn from Julia that at Anna Angel's place some stained with blood murderer has hidden.

Go back through the bridge, right after the bridge go on road to the south. After a tavern turn east and enter the Verbae, Anna Angel's mansion. There's a dead person lying there. He is not a murderer. Anna has a bad past, therefore she asks you to help her bury the man quietly, for what you will need to go to the cemetery.

Quest "Version: bloody fugitive": take care of the murdered person's burial.

You will be charged 2000 coins for the burial - so decide, whether it is necessary for you to spend so much for the reward in the form of a heap of female ornaments (which can be exchanged at girls for ammo, and in the future - for medicine). In any case, from Anna's private residence pass a couple of meters to the south and take the east road. Almost at once you will see two three-storey houses to the left, connected by an arch, and two more behind them. Pass through the arch to find yourself at the waste ground of a bone pillar. Watch the script scene of the dancer being burnt, and pick up a revolver and some ammo from the corpses of patrolmen. Now return to the road and go south. Pass by three greater three-storey houses (in the last one can buy food) and turn off on the West.

Having got over through the bridge, come to Vlad Olgimskiy. He doesn't want to talk about Isidor. Curses his son, who is acquainted with morlocks. But where his son is - he wouldn't tell. Oh well, leave the house and wait some time - a worm will appear (as in Eve Jan's court yard, it is represented in a picture opposite to an input in private residence Olgimskiy). Run after it - it'll lead you to Olgimskiy's house and then attack. You can also finish Eve Yahn's quest, so that she could tell you, where he is as a reward.

Anyhow, you will find yourself near a house, in which the windows are bricked up. Enter. Talk to Vlad - he will offer you a quest to murder the butcher - you can refuse, if you want to take Eve's task to help the butcher escape into the Steppe. He'll also say, that his father didn't believe Isidor, even though he came all wrapped up in draping, reeking of immune herbal mixtures speaking about the decease. So Younger Vlad locked up the Apiary to isolate it from decease.

It becomes evident, that Simon died of the illness that he caught from Isidor, who wasn't killed by his son... In the evening Rubin wanted to examine the body - you must warn him. He will be at the Horns with Victor until 9:00, and with Grigoriy after.

Quest "Version: beastlike fugitive": (if taken from Younger Vlad): kill the butcher in Ospina's basement. Reward - money.

Quest "Version: beastlike fugitive": (if taken from Eve Yahn): persuade Ospina into helping the butcher escape into the steppe. Reward - golden ring, bronze bracelet, earrings.

On your way to Ospina's house exchange the junk you found for useful items with kids and drunkards. Talk to Ospina. You may ask her to take the butcher into the Steppe, or go to the basement from the other side entrance and kill the butcher. Depends on what quest you have chosen to do.

Head to the cemetery - Laska is not there. The gravediggers ask you for 2000 coins in exchange for burying the corpse without any noise. If you sold all the items you exchanged before, you should already have enough money. Pay the gravedigger, return to Anna for the reward.

Return to Vlad for the reward, or if you helped the butcher escape - to Eve. On your way there enter the "powder cache" house - talk to the Dogheads. It seems that the cache was ransacked. Pick up all the items lying all around, including a powder. Return to Lara - you may decide to keep or sell the powder for 1000 coins. I recommend you keep it - you'll need it later.

Having taken Eve's reward, go to Victor in the Horns, talk to Rubin. Talk to Georgiy. Quest completed.

On the second day the prices will go up significantly, so if you're short on food, you should buy some.

Day 2.

On this day prices for food will be 10 times higher, 5 times higher for other items, than on the first day. There won't be such leaps in the future, so it's important to overcome this day, as you can..

Quest of the day "Opposition": find proof of the beginning of the epidemic. Given by Alexander.

How to find: Saburov's night and morning letters.



If you have already completed the "house of Living" quest, you can tell Alexander about that house. Otherwise, talk to Anna - she'll say that children are talking about houses smeared with blood, called silent houses and Kapella might know something. Talk to Kapella, but don't ask her about the beginning of the plague. Children really did come running to her with scary stories about such houses, but they forgot the important part - where the houses are. But Spichka might know. Go to Spichka's house. He'll say there's one nearby, but won't give any further directions. Go to Isidor's house, put on all the clothes you have, take some immune medicine and enter. Find a woman close to the second room, talk to her, take the

key and prepare to run - her sisters have appeared close to the entrance and will infect you if you come too close. Take the key to Saburov. He'll request you telling the other rulers of the proof - talk to Georgiy Kain and Olgimskiy - they'll agree to give Alexander emergency powers. Return to Alexander - you'll get a used revolver (30% repaired) and some ammo.

Quest "House of Living": establish a shelter for people for the time of epidemic. Given by Lara ravel.

How to find: talk to Kapella, from a letter.

Solution:

You'll have to collect money from Julia Ljuricheva (3000), Younger Vlad Olgimskiy (4000) and Maria Kain (2000) and buy food supplies with the money. The required minimum of food is 3 loafs of bread, 3 meat jerky and 3 dried fish. In case you have already found the evidence of the plague, Maria will tell you to visit Victor - he'll give you some extra money (4000). The money received is ALMOST enough for the products - you'll have to get the rest by selling your items or having saved food the day before.

Having bought the products, return to Lara. She'll mark the house you need to bring it to on the map - it's a two storey building west of the Clot. Head there. Talk to the Executor in front of the house - he'll say the house is already infected and thus unsuitable, so bring the products back to Lara. Quest completed. Your reward is: hazelnut (3), peanut (3), walnut (2) and a lens.

After completing the quest you will be able to use the results as proof in the main quest.

Quest "Let's run from here!": set up Eve Yahn's and the Stamatins brothers escape from the town. Given by Eve.

How to find: talk to Eve, Eve's letter.

Solution:

Eve will say, that Andrey Stamatins is able to help escape from Town. Go to the pub, talk to him - he agrees on Eve's plan, but won't go anywhere without his brother - Peter. Peter doesn't want to leave, because he's the one who made the Polyhedron. Return to Andrey, then to Eve. Talk to Maria, but don't ask her directly, for the least thing she wants is the departure of the architects. She'll inform you of Alexander having a grudge against Peter for quite a long time. Convince Peter with

the fact Alexander is getting emergency powers tomorrow. Talk to Andrey at the pub. He'll tell you to arm yourself - for that you need to visit Gryph and tell him that "Andrey is going to the kennel". Gryph will give you a used revolver for free. Return to Andrey. The meeting was arranged for 22:00 in the evening.

When you come to the Station, you'll see, that it's blocked - Saburov closed it as a quarantine measure. Talk to the main guard (near the machinist). You can agree to cancel your escape or refuse - in that case you'll have to kill them. Anyway, you won't be able to talk to the machinist without Andrey. Quest completed. You can also ask the other participants, why haven't they come.

Day 3.

The first infected district appears - the Tanners district. Starting today, you can buy a map of infected and locked up districts from Younger Vlad for 1000 coins. You can visit Lara - she'll offer you bread and milk. You can get a bottle of twyrine at the pub from Andrey, having talked about working with dead bodies.

At morning you'll receive Georgiy's letter with the request to come visit him ASAP.

*Quest "Body of immortal": find Simon's body. Given by Georgiy.
How to find: Georgiy's letter.*

Solution:

Yes, Rubin's house is infected and Simon's body is gone. Rubin might be dead. Georgiy suggests you talk to Victor for hints on where to start looking. It turns out, that younger Olgimskiy knows best about Rubin. Head to Vlad's house. As Victor suspected, he wants to make sure the family gains more than loses from this affair - he wants to make sure, that everything is all right in the Polyhedron. (If it is, then the Apiary is all right too, because it was closed earlier and was further from Simon.) Talk to Victor Kain - he'll unwillingly agree on not insist on examining the Apiary and let you examine the Polyhedron.

Use the letter to get to the very top. Tell the Doghead that you're a friend of the Kains family and he'll lead you inside. Kaspar Kain, a.k.a. the Khan, claims that everything's fine inside, the illness hadn't gotten there. Return to Vlad.

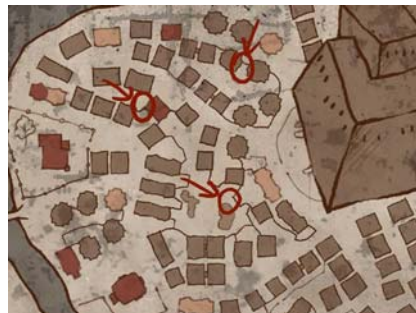
Young Vlad supposes the butchers could have stolen the body - a Ripper has appeared in the Knots. He'll mark the house, where the fugitives might be hiding, on the map. Prepare your weapon and come inside. In the last room on the second floor you will find two butchers near a dissected corpse - when you come closer a diary message appears and the butchers turn hostile towards you. Kill the butchers, collect all the loot in the house from all the shelves, drawers etc..

Although, the body doesn't belong to Simon, Georgiy will give you a reward of 4000 in cash. Not long after the completion of the quest you receive a letter from Rubin - he's alive and working at his secret projectory at the warehouses.

Quest of the day "Imperceptible enemy": obtain infected tissue. Given by Rubin in his projectory in Gryph's warehouses.

Solution:

The local customs prohibit dissecting bodies to the ones, who don't know the lines, so Rubin suggests you getting Saburov's permission... By the way, Simon's body is not gone - it's just Rubin experimenting with it. If you give Rubin in to the Kains you'll get 5000 money, but Rubin ask you not to. Head to Saburov - he's powerless in this situation, but he gives you a recommendation to ask the butchers. Ospina is hiding butchers again, but won't give any, unless Olgimskiy guarantees not to pursue them anymore. Head to the Clot, talk to Vlad. He'll agree in case you talk to Kain about young Burakh, the Haruspicus. Return to Ospina - you'll be given three butchers heading to the Tanners



district. All three will die - look for them here: the wasteland of the bone pole, behind Isidor's house, the north side of the yard south-east of Spichka's house. Two dissected bodies will be carried away to their relatives; the third hasn't any, so the corpse was taken to the cemetery.

Head to the cemetery. Today you can get a powder from Laska. For that talk to her, and when she tells you about a scary doctor, dissecting bodies without the right to, tell her, that it's for a good purpose and then ask about the powder. If you let Laska keep it, you get +30% reputation.

At the cemetery head to the further wall, where the body is lying and where two patrols guards are standing. They'll demand 10000 for the body. If you don't have such money or don't want to give it, they'll attack you, your reputation falls by 30%. You'll find yourself at Saburov's - you can no go to the cemetery freely. Take the blood from the corpse, go to Rubin's projectory, examine the blood under microscope and talk to Rubin. You'll get a visor lens as a reward.

Quest: find and try out a "powder" - a mixture of various medicine made by children. Given by Kapella.

How to find: talk to Kapella, there are no other hints.

Solution:

Head to the Tanners district. To be exact, into the closed yard to the right of Spichka's house. There, in the arc of a building, you'll find Idler (check the Devotress solution for better instructions on how to find him). Take the powder from the kid - you'll get a 50% infection. Use the powder. And DON'T tell the kid to get out of here - you won't get either: the powder and Kapella's gratitude. Return to Kapella. Quest complete.

That's all for today's quests. You may also want to talk to Georgiy about Burakh's innocence. Stock some ammo - there's a quest on the next day, where you'll need plenty...

Day 4.

The Tanners district gets locked up. Some other districts get infected.

← Partially translated →

In the morning you might consider buying a map from Younger Vlad. And he has a quest...

Quest "Tests of medicines": collect medicine from the women and test them in an infected house. Given by Vlad.

How to find: talk to Vlad. You'll be there on the quest of the day.

Solution:

Lara, Anna and Julia were entrusted to test various medicines: analgesics, antibiotics and immunity pills. Visit the women and take the medicine from them. Here's what you'll get: $\beta/\gamma/\delta$ immunity tablets, neomicine, feromicine, monomicine, novocainum, morphine, etorphine. Having collected all, head to the house, marked on the map.

Your task is to stay for 1 hour (in game time. In real time it's 5 minutes.) in an infected house. It's not necessary to use all the medicine - just get out alive. Use protective clothing. When you're ready, talk to the Mask. Having spent the hour inside, talk to the Mask to receive a powder. Quest completed, it's time to collect your reward.

Younger Vlad will give 3000 coins. Anna will give you a silver ring and 5 β -tablets from her private stock. Julia will give you an extremely useful cape-repellent, which will appear in stores only after day 7.

Quest of the day "Sanitary measures": establish an isolation ward, a mortuary and a hospital. Given by Older Olgimskiy.

How to find: Olgimskiy's letter.

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| Talk to Rubin - get a blue vaccine. |
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Solution:

In the morning you'll receive a letter with the proposition to discuss what buildings to choose for an isolation ward, a mortuary and a hospital. The mortuary will be at a warehouse at the other side of the river. Lara Ravel agreed to set up a hospital at her residence. Talk to her to learn, that she was most likely forced to do it and that there's no water in the building. Talk to Younger Vlad about it - the water system was destroyed. Talk to Heavy Vlad - there are two buildings that are supplied with water by underground springs - the Cathedral and the Theatre. Head to the Theatre to find it's locked. A Tragedian in the Rib district has the key to it - he's standing close to the letter to the sky. Lead the poor sob out of the infected district and get a duplicate of keys. Head to the Cathedral to find it's also locked. ☺ Look for a young man in the Vein district not far from a closed pub. Having led him out, you'll get a bottle of cool freshly brewed twyrine. Return to Olgimskiy with the keys to complete the quest.

Mini-quest: find out why the water system is destroyed.
Talk to Younger Vlad. Talk to Ospina. Talk to Lara. She'll confess, that she told some father Yaklah, that water should be boiled to prevent infection, which he could have understood differently - "water is bad". Return to Ospina. She'll reveal the end of the mystery.

On the 4-th day you can buy lockpicks from Spichka for 2000 coins.

Quest "Rubbers' own": destroy the shavers' hideout.
How to find: Alexander's letter.

Solution:

Alexander is concerned by the amount of bandits with knives in locked-up districts. Talk to Gryph - it turned out, that it's not his men doing it, because he expelled the ones who did and their leader - Braga. He'll point to Braga's hideout in the Plants. Go to the warehouse and be sure to be well armed before you enter. There are 7 bandits inside - use the revolver. The loot you get is +3% reputation each, 7 razors, 4000-5000 coins and maybe a knife or two. If you are having trouble killing the bandits try the following:



- Use a well repaired weapon - the repair status significantly influences shooting accuracy.
- "Sneak" before you enter - before you're noticed you'll kill 2 or three bandits. For sure.
- Use clothes - it gives extra defense.
- Use headshots. ☺
- When you need to reload - run to the back of the warehouse, where there is enough space for maneuver.

Return to Gryph - he'll reward you with 10000 money. Return to Alexander - he'll give you 5000 coins, and if you refuse - 12 revolver bullets.

Quest "Locked district": examine a locked up house and bring a crowbar.
How to find: Victor's letter.

Solution:

The disease is gone from the district and the marauders working without any defensive equipment appearance is the best proof. Victor will ask you to examine a house to make sure and the Bachelor's conscience demands to bring a crowbar as proof that you've been there. The marauders are very good in hand-to-hand combat - you have no chance against them without using the "standing on items" bug. So use ranged weapons and sneak. Having killed a marauder, pick up the crowbar from his body, collect all the valuables in the house and return to Victor. Quest completed.



Day 5.

Quest of the day "Vaccine": obtain a beating heart of someone, dying from Sand Plague. Given by Rubin.

How to find: Rubin's letter.

Solution:

The Haruspicus can help you with the heart. To find out his location, talk to Older Vlad Olgimskiy. It turns out, he was arrested by Saburov's order. Head to the Stem and talk to Alexander. But it's no use - he disagrees to free him on any conditions. Talk to Kapella, then to Lara Ravel: Burakh is held at the Plants, the third block. Go there. There he is - standing behind the bars. It's no use lying to the guards, but you may kill them for a significant drop of reputation -100% (-2x25% from



"deputies" and -50% from the "sheriff") in total. (Loot = 2 α-tablets and 2 revolver ammo.) Anyhow, it's better to entrust the job to professional - head to Gryph and settle the deal for 10000 money. In this case you'll only have to kill one patrol man. Pick up the key to the cell from the main guards body and unlock the bars. Talk to Burakh. He agrees to help and will be waiting for you in the Tanners district an 21:00 in the evening. When you come to the meeting spot, Burakh will already be gone - there'll only be a corpse of a steppe girl near a water barrel. Pick up her heart and bring it to Rubin. Examine it under the microscope and talk to Rubin to finish the quest.

Quest "Fire starters": get money from the hump-man. Given by Anna.

How to find: Anna's letter or Gryph's advice.

Solution:

Anna and Var were in the Diamond Ace Caravan together before only he got rich afterwards and she didn't, so she wants to blackmail him for some money. Go to Var's house and talk to him - there's no need in blackmail. His daughter is gone and he's offering a lot of money for you to find her; he even gives you 10000 in advance. Return to Anna - she knows that his daughter is Vera the dancer, who often appears at Stamatina's pub. If you've already rescued Burakh - she won't appear in the bar. Otherwise, go there and talk to her. She'll agree to meet her father at 21:00 behind Isidor's house. Return to Var, take the 50000 coins. Should I mention, that Vera is the girl Burakh has killed? No, don't reload - there's no way you can save her, because she was already infected...



Quest "Innocent people": free the prisoners in the Town Council. Given by Younger Vlad or Victor.

How to find: talk to Younger Vlad, get hints from Alexander, older Vlad and Gryph.

Solution:

Saburov has begun mass arrests. Victor and Younger Vlad would like to free some people, who are innocent, as they suppose. Go to the Stem. Saburov doesn't want to hear your words - he won't release them. Go to the prison - it's in the same building as the Town Council. Talk to the Executors - they turned out to be quite greedy and request 10000 coins for each person, 60000 in total. Victor and Vlad will give 25000 and 20000 correspondingly. Give the money to the Executors. Quest completed.

Return to Vlad and Victor for a +30% reputation reward from each.

Day 6.

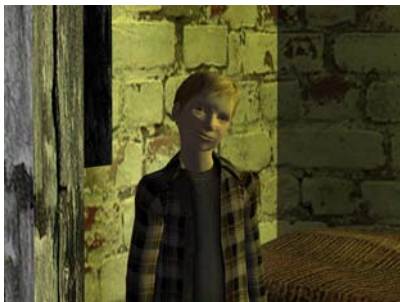
On this day arsonists appear in the streets. Their health is their weak point - they have as much as a usual citizen, so it's no problem killing them with accurate headshots.

Right after midnight you'll receive Rubin's letter. Visit him to receive a *white vaccine* and a *lens*, after which you can go to Georgiy Kain to ask his forgiveness to Rubin.

In the morning you will receive a whole bunch of letters concerning the events in the cathedral - a spreader of the disease has gotten there and infected everyone inside. Your task for today will be comparing blood samples of possible spreaders with the infected blood sample and thus finding the real one.



*Quest "Witch-hunt": find the disease spreader. Blood can be checked under a microscope in Rubin's projectory or at Eve Yahn's.
How to find: Victor's letter.*



Solution:

Having talked to Victor, go to Heavy Vlad and then to Saburov. The first suspects Ospina and Anna Angel, the second - Julia and Lara. You may take all their blood samples, but Anna's would be enough - she'll say that you should suspect Klara instead. (If you give in any of the women the task will be failed and on the 7-th day Georgiy will be infected.) Go to Catherina - Klara is there, but you won't be able to take her blood. Go talk to Saburov. Klara tricked you and ran away and God only knows (and Laska too, by the way) where to look for her. Talk to Laska in her

lodge. If you killed the Albino, Klara will be mourning at the place of his death. Otherwise, she'll be at Eve Yahn's mansion, waiting for you. Take her blood sample. If you don't the task will be failed. Check it under the microscope - it seems Klara isn't the infection carrier either. Quest completed.

*Quest "The thing coming from Steppe": find the disease spreader that Spichka has tracked down. Given by Spichka.
How to find: Spichka's letter.*

Solution:

Walk around the Apiary counterclockwise. The Albino will be standing not far from the end of the ropeway. If you come closer to the creature your health will begin to drop, so restore it beforehand. You may talk to it and leave or you may kill it. Anyhow, return to Spichka. If you killed him, you'll find Klara in the main quest at the place of his death. But although it's hazardous to come close to it, it's not the spreader..



*Quest "They want to burn Apiary»: kill the Hump-man. Given by younger Vlad.
How to find: talk to Kapella.*

Solution:

Younger Vlad knows that the Hump-man and his arsonists want to burn the Apiary. His father closes his eyes on the fact - he says that the Apiary can hold even a greater threat and he's right at some point. Anyway come to the Apiary at 22:00 and solve the problem with your own methods - you need to kill the Hump-man. There are 4 fire starters supporting him. The patrol guards will help a little, but there shouldn't be any problems killing them with the rifle or even the revolver, if you learned to handle it properly. Return to Younger Vlad for your reward - 10000 in cash.

Day 7.

The day of the Inquisitor's arrival. The prices are lowered by her order and are significantly lower, than on the 6-th day. Olgimskiy will notify you in his morning letter, that the Apiary is now open.

This morning will be the last time you see Eve in the Bachelor scenario. Having returned you will find Ayan, a charming steppe girl, which I like even more ☺. At 7:30 you'll receive Eve's farewell letter. Talk to Ayan - she'll explain that Andrey was going to save Eve.

Quest "Eve is gone»: find out what happened to Eve.

How to find: Eve's farewell note at 7:30 in the morning.

Solution:

Head to Andrey Stamatina's pub. The architect himself isn't there, so talk to the two young men. By blaming them for their cowardice in the dialogue you can get a rifle and 10 bullets. Andrey went into the swamps, afraid that Eve is going to become a twyrine bride. Go to the swamp near the station and head to the island, which a small bridge is leading, but beware of the 3 hostile worms and 3 aggressive butchers waiting for you. Pick up nice twyrine mixtures from their corpses. The characteristics seem to be random, though. From the talk with Andrey you'll understand he has mistaken - Eve committed suicide by jumping of from the balustrade in the Cathedral.



There is no way to save her.

Quest of the day "Truth, Lie and some more between truth and lie»: collect the spectators' reports and find the traitor.

How to find: Aglaja's letter.

Solution:

All this time spectators were operating in the Town giving people bits of false information, such as in case of the non-existent disease spreader. First off you need to find them, what could be easier? They are in the center of each part usually close to the hand mark. Look at the map to the left for their exact locations. Be sure to take their logs - they'll fall onto ground if you haven't got enough space in inventory. Return to Aglaja. One of them is honest, another is lying and the second can't make up his mind. You need to find the traitor. If you mistake, you'll die instantly. Ways of doing it:



- Using logic. Ask each one about his colleagues and figure out, who the deceiver is, from the answers. The one hesitating will call him and another one honest. The traitor is behind the Theater.
- Save-load. ☺
- Find a mask and a cape of the outcast and talk to them anonymously.

Having found the traitor tell him that - he'll confess everything. Talk to Aglaja. The quest is completed.

At 10 o'clock you'll get Burakh's letter with his request to find a mask and an overall of an Executor and not to give it to Klara if she asks for it. Burakh won't be able to take it, though. Neither will Klara ask you for it. So it's a hint. Ask about the costume in the Theatre.

*Quest "Mask and Overall»: find a mask and overall.
How to find: Burakh's letter. You will only be able to talk to Mark after Aglaja got the reports!*

The overall is on the corpse near the pit opposite to the cemetery. The mask is not there. Talk to Saburov - he made Peter in charge of cremation. Talk to Peter. He's ready to give you his Mask if you guarantee his protection for three more days. Talk to Aglaja and return to Peter. He'll reward you with a lens and a bird mask. Aglaja wants you to take one small errand..



*Quest "Family reunion": arrange Aglaja's and Maria's meeting.
How to find: Aglaja requests it during the "Mask and Overall" quest.*

Solution:
Talk to Maria - seems like she doesn't want to meet Aglaja, but what's peculiar, was about to go out somewhere. Talk to Victor - it turned out, she's going to Peter Stamatin the architect. Talk to Aglaja and head to Peter's house. Talk to the furious Maria. Head upstairs and talk to Aglaja - she'll offer you a reward of your choice: a shotgun and 5 shells; feromicine and 2 neomicine; white vaccine (worth 20000 coins).

The day is over.

Day 8.

At midnight you'll receive Aglaja's letter with her thoughts on things. In the morning you'll receive Younger Vlad's note.

*Quest "Black market of panacea": take care of the fake panacea, made in the Apiary.
Given by Younger Vlad.
How to find: Younger Vlad's letter.*

Solution:
Go to the long block of the Apiary and talk to Burakh. He's on the first floor in the room to the right from the entrance. He saw the worms boiling something at the second floor. You may also take the blood check task from him. Go to the second floor and talk to the worms, but don't kill them - they'll tell you that Younger Vlad bought the entire REAL panacea in Town and wants to hold the entire market. Return to Vlad - he confesses that he did buy all the panacea for that purpose, but now has changed dramatically and sold it for miserable money. Mark Immortal will confirm that he bought a panacea for just 500 coins. Also Lara, Julia and Anna got it. Quest completed.



*Quest "Mysterious sample»: check the blood under microscope.
How to find: talk to Burakh in the Apiary.*

Solution:
Go to the projectory or to the Slough and check it under the microscope. Return. Burakh will offer a panacea - don't refuse it.

*Quest "Between Apiary and Polyhedron»: make sure the Polyhedron is not infected.
Given by Dogheads at your home.
How to find: Aiyana's letter at 12:00.*

Solution:
The Dogheads somehow came to the conclusion that you are still meddling about their Polyhedron. They won't let you inside, but Kapella can confirm their words. And she will not only confirm, but also ask you to give Taya 2 feromicine tablets. When you

talk to Taya, note, that the tablets are from Kapella - she'll agree to take one (+10% reputation) and you get to keep the other. Quest completed.

In the afternoon you receive Aglaja's letter. Go to the Cathedral.

*Quest of the day "Underground decay»: check the version of the decease underground appearance.
How to find: Inquisitor's letter.*

Solution:

Start with the wells - go talk to Younger Vlad. He wouldn't speak up, but as you can see, his well was buried. Talk to Ospina, the Olgimskiy family old enemy. Talk to Vlad - the well had no infection... Let's dig deeper... (Literally).



Go talk to Taya in the Apiary. She'll agree to open the Abattoir for examination if you bring her the one, who locked them up. You can refuse to bring the man to an inevitable doom - then you'll have to find her toy bull in an infected building, the candidate for the "house of living". Look for it on the second floor on a bedside-table. Bring the toy to Taya. In this case Big Vlad will go surrender to the Termites himself.

You can give in Younger Vlad, but he's your Adherent and you won't be able to end the game successfully. Or you can bring Older Vlad, all the more he wants to do so himself.

The Abattoir will open at 23:00 in the evening. I recommend you sleep well before going. Watch the script scene; wake up at 14:00 tomorrow at Blok's outpost.



Day 9.

On this day the army appears so soldiers and disinfectionists will be standing at the Town's key spots. In the clothing shops you'll be able to buy rifle ammo and army clothing - extremely useful when it comes to protection from the disease. The prices rise.

*Quest "Messenger": Talk to Burakh in the Apiary. Given by Aglaja.
How to find: Aglaja's letter.*

Solution:

Head to the Apiary - you'll find the Haruspicus on the second floor in the room, where the worms were brewing fake panacea the day before. Talk to him and return to Aglaja. You'll receive 7000 coins as reward, or 5000 if you tell her that there weren't any expenses except for the waste of ammo.



Quest of the day "Miracle of children»: fulfill Khan's request and bring him 5 rifles.

Given by Victor. Ascend to Khan at the Polyhedron - tell the Dogheads that you need to get into the Agate Hole. Kaspar asks you to bring 5 rifles for the children to scare off soldiers. There are two ways to solve the quest:

- Buy 1 rifle from Gryph, take 3 rifles from the guards at Julia's house after the completion of the "Three parks" quest and add yours. In total - the required 5 rifles.

- Steal the rifles from a weaponry wagon at the railroad. Beware, it's guarded heavily. You can kill them - your reputation will be down to zero. Or you can sneak (hold "shift" while moving) past them late in the evening - then they won't shoot you. But you'll lose 35% reputation for every disinfectionist and 7% for every soldier, which noticed you.

Bring the rifles to Khan. Examine the Polyhedron and talk to Khan about your impressions.

Quest "Three Parks: Julia plays with fate": tell Block, that Julia was going to kill her. Given by Julia.

How to find: Julia's letter or from Anna.

Solution:

Buy the pistol from Gryph or take it from Anna and bring it back to Lara. As a reward you'll receive panacea.

Quest "Three Parks: Lara tries a murder": Lara asks to bring her a pistol.

How to find: Lara's letter or from Julia.

Solution:

Bring the weapon to Lara and return to Anna. As a reward you'll receive panacea.

Quest "Three parks: Anna participates": Anna asks to give Lara a fake pistol, so she wouldn't use a real one.

How to find: Anna's letter or from Julia.



Return to the general and tell him what Julia asked you to. He'll send three soldiers to her house. Return to Julia - the riflemen turned out to be rebels and will attack you with butts of their rifles. Kill them to get a reputation increase: +3% times two and one times 15%. Pick up 3 rifles from their bodies. Report to Julia to receive a panacea as reward.

Day 10.

Right after midnight you'll receive the Inquisitor's letter. If you don't come, you'll receive another one at 8:00 in the morning.

Quest of the day "Seized focus": find the Polyhedron draught. Given by the Inquisitor.

How to find: Aglaja's letter after midnight or in the morning.

Solution:

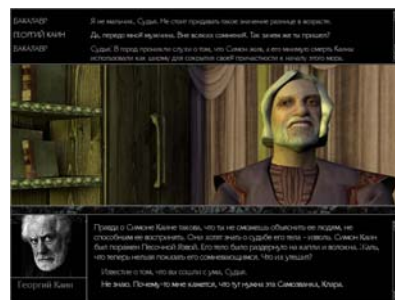
Go to Peter's house - there are soldiers there wanting to arrest him for the murder of disinfectionists - they have mistake, of course. Talk to Andrey - Peter is looking for something near his old masterpieces - the stairways to the sky. Head to the ladder in the Rib district - Peter is standing inside. (You can simply walk in with a lot of clothes on, but you can also jump over the fence from a strange contraption to the south. Talk to Peter - he wants 5 bottles of twyrine for the plans. Bring them to him and convince him not to do anything stupid. He's your Adherent, remember? Return to Aglaja with the plans.

Quest "Chimeras. Madness of the Kains": find out what Catherina's presentiment about Simon means.

How to find: Catherina's letter at noon.

Solution:

Catherina has the feeling that Simeon's revived. Check with Rubin - he'll decline that possibility. Talk to Victor - he'll ask you to tell everyone, that Georgiy has gone insane, thinking that he's Simon. He'll give some money just in case - 5000 coins, or



7000 if you say that shutting mouths is expensive nowadays. Return to Aglaja - she'll understand everything, but will pay 7000 coins for the job.

*Quest "Chimeras. Pictogram": take care of what happened at the waste ground. Given by Mark.
How to find: Mark's letter at 14:00.*

Solution:

Go to the wasteland of the bone pillar and talk to the man looking like a shop salesman. Return to Mark - looks like the army can help. Head to Blok - he'll send disinfectionists. Quest completed. You'll be doing a similar task for the Haruspicus - a look from another point of view that will be.



Day 11.

This day is penultimate ☺ - on the 12-th day you'll only need powders, panacea, food and any medicine you'll need for yourself. You can use or sell everything else. Even ammo. After midnight Aglaja will mail you about the missing detail and will remind you at 11:00 if you haven't come to her before that.

*Quest of the day "Base of the miracle»: find out, how the Polyhedron was assembled.
How to find: Aglaja's letter.*

Solution:

Go to the pub - Andrey is not there. Talk to the steppe girl - he was caught and is now being led to an execution. Ask Blok - it seems, the rivals caught him, so he's powerless. Head to the station and follow the rails to the very end - you'll see a well guarded wagon. (You can sneak-kill all the "secondary" riflemen (worth +5% reputation each), but don't kill the leader standing on the rails next to the wagon.) Talk to the leader. He thinks you're Andrey and can release you for panacea. You shouldn't give the panacea, but be ready to run back, so that he can't hit you with his gun. If he does, you'll wake up at the cemetery with only money left. Jump on the postament and kill the dogs from there with your iron fists. Of run to the lodge. You can ask Laska for help - she'll give you a knife, a tourniquet and a bandage. Sneak-kill the two soldiers guarding the exit for a rifle and 20 ammo. Then head to the wagon for revenge - all your items are safe on his corpse.

Go to the pub, talk to Stamatin, take the plans and return to Aglaja.

*Quest "Execution": save the children's father from execution. Given by children at the Town Council.
How to find: you will be visiting the Town Council on the quest of the day.*

Solution:

Head to the rocks to the south-west from the cemetery. You'll see four soldiers preparing to shoot. You'll have limited time - if you don't act they'll shoot. Kill the soldiers (+6% reputation each) from a rifle, or a revolver if you haven't got one. Return to the council - the little girl will give you a powder, and the little boy will give you a round of bullets for the revolver.

*Quest "Preparations for crowning": bring Maria symbols of power from the future Mistresses.
How to find: the Kains' letter at 12:00.*

Solution:

Take the beads from Kapella and the rings from Klara in the Town Council. Go to Maria - you'll be told to carry the signs of power to Nina's crypt. Head there and talk to Maria (Nina, actually ☹). Quest completed.



Quest "Prosecutors": find out, whether Maria is at fault of the bull story. Given by Aglaja.

How to find: you will be returning to Aglaja with the building draughts.

Solution:

Aglaja suspects Maria Kain to be guilty in the bull accident the day before. Talk to Khan - Aglaja will give you a panacea to make him talk, but he won't take it, so keep it. Then go to Younger Vlad's house - you'll meet a bandit (Loot: bandage, 4 γ -tablets, 100 coins and a knife) at the front door. Talk to Vlad and prepare to make a headshot, when you come out. There will be a bandit (9 β -tablets and a knife) and two hostile men (2 tourniquets, 5 β -tablets, 300 coins) waiting for you. If you gave Vlad in on the 8-th day, look for him at Taya's room. Quest completed.

Day 12.

The Town is clean. Everything unnecessary is now gone. You'll be walking the empty streets accompanied by peaceful music and the faint sound of your own footsteps - the only in the Town. Only the soldiers are standing at their posts. If you look up, you'll see that the sky is clear again, for the first time since day 1. At 19:00 a council will be held at the Cathedral, the Inquisitor and the General are waiting for your decision. However, law is law, and if any of your Adherents are dead or infected, you won't be able to come. The only talk for today is the main quest.



Quest of the day "Last decision on Town".

How to find: given automatically at the beginning of day.

If you complete all the quests of the day properly, haven't given in false spreaders on day 6 and checked Klara's blood before letting her go. If you remembered that you need Younger Vlad, before giving him in to the Termites. If you haven't told Peter to die on the 10-th day... Everything will be all right. With your Adherents that is. Visit the last theatre performance before 7:00 in the morning. The Theatre will be locked later.

Klara and Burakh will send you a letter, asking to heal their Adherents. Klara is in the short block of the Apiary and Burakh is at the Plants. If you have enough panacea and powders - do so, but don't forget about your own Adherents - you can't invite just somebody instead of yourself. Having healed a group of Adherents you'll be able to invite the correspondent character to the council and choose his decision on the Town. Here are the lists of Adherents:

The Utopians: Eve, Grigoriy, Victor, Andrey, Peter, Mark, Maria, Younger Vlad.

The Termites: Khan, Kapella, Mishka, Notkin, Spichka, Laska, Taya.

The Humbles: Lara, Julia, Gryph, Rubin, Alexander, Catherina, Anna, Ospina and Oyun.



If you cured at least two groups of Adherents, a letter of the Authorities will arrive, but not earlier than at 8:00 in the morning. Ascend to the top of the Polyhedron and talk to Khan, enter the inner chamber. Descend to the bottom and step on the drawing. You'll appear in a secret room. Talk to the ones inside and return.

If you saved all the Adherents, then you'll receive an invitation to the Theatre. Talk to the mask at the entrance and come inside. Talk to the tragedian and the bird mask on the stage.

At 19:00 the council in the Cathedral begins and you should come to the Cathedral, if you had saved all your Adherents. Besides you, there'll be Aglaja, General Blok, Maria, whomever you invited (Burakh and Klara) and another person at the very top. Use the stairs to ascend. Having talked to everyone, make up your mind and tell your decision to Blok.

On some conditions you'll see an extra ending sequence after the main outro. If you were inside the Polyhedron, but haven't been at the theatre, when you choose to leave everything as it is, there will be a script cut after the final outro. If you visited the theater, the script scene will appear, when you choose the character's "right" decision. After you decide - sleep until midnight.

At this point the Bachelor's scenario may be considered over. Independent of what you have chosen. May I congratulate you?



The Haruspicus Scenario Walkthrough.

Day 1.

You find yourself at the station. Your health, reputation and exhaustion are low. Talk to the two Bird Masks. Until having restored your reputation, move around holding the "shift" button, avoid grown-up men. You won't be able to buy anything at shops with such reputation. Don't attack peaceful citizens - you'll only decrease your reputation even more. In case someone is chasing you, get inside a shop or an Adherent's house - the pursuers will be gone.

Burakh has some significant differences in gameplay from Dankovskiy. For a first, he is able to collect twyre - you will be able to see stems, which you can pick up, in the steppe and in Town. (Check the Twyre locations map in the appendix.) For a second, he can cut organs out. That's why you should check all the dead bodies, including the one you haven't killed yourself, when Dankovskiy and Klara won't find anything on them. But that's also Burakh's tight spot - 4 types of normal organs, infected organs, and 5 types of twyre... The "Misc." section of your inventory fill's up to quickly. That's why you shouldn't pick up everything you find. For example, keep only saviyur, brown twyre, blood, hearts and infected blood. And don't pick anything else up, unless you have enough free time and space. Set up a schedule: do quest during day, collect twyre and organs at night. At daytime carry only the "gentlemen set" of organs and twyre, mentioned above. At night pick up all the healthy organs and herbs that you find, trade the organs with worms, stash extra herbs in your hideout at the Plants. You won't need most quest items - keys, tavro, recipes - for the second time. Put them in the chest too. Burakh can exchange food and organs with worms for herbs. He can also buy medicaments from the Hump-map at the cost of 4 organs each.

Go to the right of the railway station. Watch the script scene of Burakh running away from the crowd and entering Notkin's warehouse. Talk to Notkin:

Quest "Some git is troubling the kids": kill Lickah, a traitor and murderer, hiding somewhere behind the Plants, not far from the cemetery.

Leave Notkin's ground and go talk to Gryph:

Quest "Some git is troubling the smugglers": kill the traitor and murderer, hiding somewhere behind the Plants, not far from the cemetery.

Also Gryph will inform that one of the men who attacked you at the station ran away to Laska's lodge at the cemetery. Also you will learn about the ambush at the station. The place where Lickah is at is market on the map. Head there. Follow the rails to be sure not to stumble into anyone on your way there. He'll be next to the water tower. Talk to the midget - it's up to you, whether to kill him or not. If you do you will get a slight fall of reputation (-10%) and will get a reward on return: 5 shells for the sawn-off shotgun from Gryph (or +5% reputation if you refuse to take it) and a 30% repaired revolver and 6 bullets from Notkin. And you get the powder from the midget's body. If you let him go you will get a +10% reputation increase from both Gryph and Notkin. And another thing: if you don't kill him, he will help out on the 9-th day, even though you can handle it yourself then.

Enter Laska's lodge at the cemetery. A dying person is lying there - one of those, attacked you at the station. You can kill him, but since you will be able to kill many, let him live for now. Talk to Laska.

Quest "The surviving factory worker": find blood for transfusion from the Hump-man. The Hump-man is at the Stone yard, at the other end of the town. The house in the court yard opposite to Eve Yahn's mansion.

Head back to Notkin and Gryph to report the results of meeting with Lickah. Afterward, head back to where you began your game. Save your game and go kill the bastards in ambush. (+3% reputation each of the two). In Burakh's scenario you will have to shoot and kill a lot, so it's unreasonable to be afraid of fights - if not sooner, than later, only in a worse situation. Be careful with the bandits - they

throw knives. As soon as they swing their hand turn left or right and run for some time. Only then turn to him and fight by standard means - "come, hit, return". On the corpses a sawn-off shotgun and some shells will be found. Get to Heavy Vlad's house. His house is opened at 11:00 in the morning. He will give you a quest.

Quest of the day "Simon's killer, Isidor's killer...": remove the accusations, dishonoring your honest name. On the first day the quest of the day must be completed.

Vlad will tell that bachelor Daniel Dankovskiy is looking for you, and it would be better to come to him himself, or he may even kill you. The prophecies on your account are quite cheerless - about you spilling rivers of blood and feeding the land with it; and the fact you have just come and were just self-defending on the station can't be proved. Vlad recommends talking to his children. Go to Kapella. She'll mark Isidor's house, tell to talk to Notkin and will give you the list of your Adherents - the characters, whose lives you must save, if, of course, you can. If you fail the main quest of the day - an Adherent of yours will die. Other adherents will get infected regardless of your actions.



Now head to Younger Vlad. He'll recommend talking to Gryph. Go to Notkin - he'll inform of the Bachelor having visited him. The Bachelor, though, unable to find anything out, decided to talk to the thieves - what if they sell young Burakh out? Go to Gryph - he'll say Dankovskiy is staying at Eve Yahn's place. He'll be there after 18:00, so you can spend some time on various useful activities.

- Sleep. Beforehand it's recommended to take meradorm, which you can exchange from teenage boys for razors and watches.
- Head to the Stone Yard to the Hump-Man. If you have sufficient health, he can take some of your blood for transfusion, which you can then bring to the man at the cemetery.
- Head for the cemetery, transfuse the blood (+30% reputation), - if you have dropped your reputation a lot by stupid actions, this should do to restore it to the extent, at which citizens won't attack you. You can ask the man for a knife.

Head for Isidor's house. There's a patrol guard. Talk to him.

Quest "Father's home": make your way inside the house, find out the circumstances of your father's death.

The guard will attack - kill him. Then head to the Apiary and fight two more patrol men - you'll find some bandages and tourniquets and a key. Return to Isidor's house - be prepared to fight the rats inside. Or hold "shift" and kill them one by one in stealth mode. Or shoot from a gun into the air - they will be running from you for some time. Talk to Spichka - he's one of your Adherents, by the way. He'll say that he was hiding in the closet at night, heard Isidor come and then heard someone heavy, a steppe inhabitant come and then all went silent. It wasn't the illness, which killed Isidor in the end... He'll also tell, that Mishka and Laska saw father too. Talk to Laska in her lodge. Head to Mishka's wagon to the north-east from the railway station. It turns out, that she saw Burakh arrive and can, if necessary, confirm it in front of evidences.

Now head to Eve Yahn's mansion, go to the second floor and talk to the Bachelor. The accusations have been removed, although some stubborn people will still ignore the facts. Simon was killed by a contagious decease.

On the second day the prices will be the worst all time, so buy some food. Just in case.

Day 2.

On this day prices for food will be 10 times higher, 5 times higher for other items, than on the first day. There won't be such leaps in the future, so it's important to overcome this day, as you can...

Recipes:

In the game you will come across a sheaf of herbs on a string, in which description it is written, what herbs you need and that will turn out - in the sixth combination of grasses « thirty two only to three ». There are only five grasses:

Brown twyre, bloody twyre, black twyre, saviyur and white whip.

This is a description of the mixture's useful effect (increases in immunity) and harmful (harm to health). You can make the mixtures by yourself in the hideout, which Young Vlad will tell you about. The big device is used for mixing herbs, small one - for mixing mixtures and organs (the dead porridge which reduces the infection will turn out and is injurious to health). You can mix any herbs - from 1 to 4 in amount, and the rules are rather simple. There are many recipes. Here are the recipes which you come across in the game during the completion of quests (immunity/health):

| | Structure | imm. | HP |
|----------|------------------------------|------|------|
| I | Black, brown, 2 saviyur | +100 | -9 |
| II | 2 black, brown, saviyur | +64 | -3 |
| II I | Brown, bloody, 2 saviyur | +56 | -9 |
| IV | 2 black, brown, white whip | +32 | -1.5 |
| V | Brown, 2 saviyur, white whip | +80 | -7.5 |
| VI | 2 black, brown | +32 | -3 |
| VI I | Black, 2 brown, saviyur | +92 | -24 |
| VI II | Black, brown, saviyur | +52 | -9 |
| IX | 2 brown, saviyur, white whip | +80 | -15 |
| X | 3 black, brown | +38 | -3 |

Quest of the day "Hierophants heritage": accept your father's heritage. Given by Older Vlad Olgimskiy.

How to find: Olgimskiy's letter or talk to Dankovskiy.

Solution:

Alexander Saburov has the key to your heritage, so having talked to Olgimskiy, and go to him. He's powerless now, but don't expect a pleasant meeting. With the key make your way to the north-east most corner of the city, into Ospina's house. She'll tell you what's what and will give you the chest with your heritage. Open it and take what's yours by right:

- Money - 4700 coins
- Tavro
- Herbs - 2 bloody and 1 brown twyre, saviyur and white whip.
- Recipes: the 6-th and 8-th herbal combinations.

They are, most likely, your first recipes.

After receiving the heritage go to the Bachelor and Younger Vlad (in any order). The first will suggest you to make a mixture; the second will lead you to the Plants, where the distilling machine is. If you don't visit Jr. Vlad first, the Bachelor will hint to do so, but since you will be going through the middle part of the Town anyway - why not pay him a visit?

Go to the 4-th block of the Plants (the Machine) and enter through the north-east door. Since you have the herbs, mix them and bring the result to the Bachelor. The quest of the day is now completed.

Quest "Gatherers' bride": return the bride to the Worm, to whom she had been sold. Given by the central Worm at swamps.

How to find: get the heritage and talk to Ospina about herbs.

The bride ran away to the gatherer near the cemetery - wouldn't hurt to check with the map again. You just need to go there and talk to the bride. She will request to stay with the worm she loves. If you agree, you'll get 3 saviyur and 3 white whips. If you tell her to return to her father and follow his will, she'll agree. Return to her father and get your reward - the 9-th herbal combination.

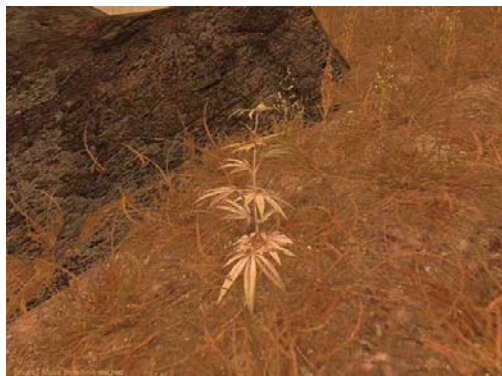


Quest "Brown twyre": collect 10 stems of brown twyre for Andrew Stamatina. Given by Andrew.

How to find: Andrew's letter.

Quest "Obvious to anyone": persuade the architects not to leave town. Given by Maria in the pub.

How to find: Maria will appear at the pub some time after taking the "Brown Twyre" quest. You can meet her on the way back.



Solution:

In the first case you need to find 10 stems of brown twyre. Not a problem! It's the most noticeable herb and can be found very often. Besides, the herb gatherers sell it near the station and at the cemetery. If you killed bandits at night, you should have enough organs for exchange. If not - offer them food. For the 10 stems of twyre you will be rewarded with 4000 money and the location of the shop, that buys items for better prices - it's the clothing shop behind the Horns, in the Bridge Square district.

In case you decided to help Maria, tell Andrey, that you've found new mixtures. He'll be interested enough to stay in town. In reward Maria will give 5000 coins and the fifth herbal combination.

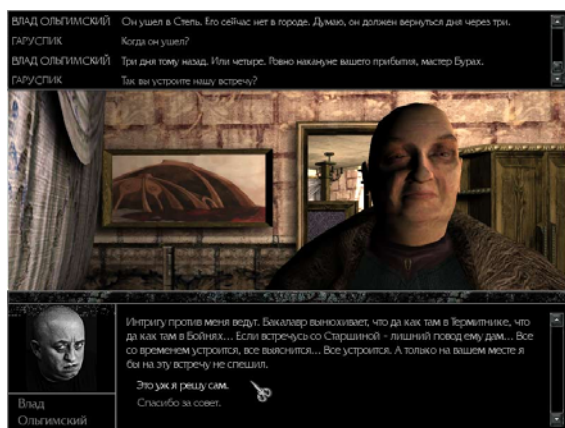
Day 3.

In the morning you will receive Olgimskiy's letter with the request to come and talk with him. Please do so. ☺

Quest of the day "The Brand": find a butcher and learn what the Brand means.

How to find: Olgimskiy's morning letter.

Solution:



Do you remember the symbol, you found in your heritage? Boos can't explain it's meaning to you, but supposes the butchers know what it means. And he is ready to tell you, where they can be found, but he wants you to give the butchers in to him... well... it's worth a try. Go to Ospina - she'll point you to a house in the Tanners district, where a butcher is hiding (on the second floor of the kitchen). He doesn't know what it exactly is, but says that it's something big and important. The one, who knows for sure, is the Elder of the Abattoir. Return to Olgimskiy. Yes - the Elder really can

know the meaning of the tavro, only he isn't in the Abattoir now... The quest is complete.

Quest "Dead tissue": bring Dankovskiy tissue of an infected person.

How to find: Dankovskiy's letter at 10:00 in the morning.

Solution:

- 1) You can visit the cemetery, kill the patrol man and take the blood from the corpse. The blood is special, so you better take it.
- 2) Another way is to take the organ from any infected person.

Dankovskiy will reward you with immune tablets of your choice: either 5 β -tablets, or 1 δ -tablet; one antibiotic of each type: neomicine, monomicine, feromicine; pain relievers: Novocain, morphine, etorphine; 2 bandage kits. What a haul! ^_^

Quest "Kapella's worries": make the thieves stop harassing the Dualsouls.

How to find: Kapella's letter at 15:00

Solution:

Having talked with Kapella go to Notkin. The door is guarded by two bandits. In case you choose a violent solution, 4 more bandits will appear at different places in the warehouses to bug you personally, after that the problem is solved. On the first talk Notkin will give you a 30% repaired sawn-off shotgun or +10% reputation if you refuse to take it. You can now return to Kapella. (+3000 coins)



You can visit Gryph, and then, on his request, go to Dankovskiy. Tell him, that Gryph is bugging the boys, then he'll agree to help you at the warehouses. Return to Gryph, got to Notkin. Having talked to the bandits come inside. As before, Notkin will give the shotgun or the reputation. Kapella will give only 1000 coins.

Quest "...On the known recipes of the Burakh family": bring 10 immunity mixtures. Given by Notkin.

How to find: Notkin's letter or while on Kapella's quest.

Dependant on whether you have helped the Dualsouls or not, the price on the map will be lower or higher on the following days. (See Appendix.) To complete the task, mix any 10 mixtures and bring them to Notkin. Since he takes the first 10 mixtures from your inventory, be sure to throw the ones you need on the floor, before talking to him. In reward Notkin will warn you, that starting from tomorrow, he will be selling the map of infected regions for money (instead of razors).

Starting from this day you will be able to mix so called "dead porridges". For that you need immunity mixtures and infected organs (unique organs, received during quests, give a better result). Anyhow, you will not be able to mix Panacea until day 7. When made from ordinary organs, the characteristics of the dead porridge will be defined only by the mixtures properties. **The malicious effect (Health damage)** will be the same as the mixture's. **The useful effect** will be equal (100 - mixture's effectiveness) % - that's exactly how many percent of the decease will remain after you use it. For one exception - the mixture, which gives 100% immunity, will turn into dead porridge leaving not 0%, but 3%.

Day 4.

At morning you will receive Dankovskiy's letter. From him you will receive the main quest for today - but don't hurry to finish it, for the next day will come directly after you do so. And you won't be able to do anything else.

← Partially translated →

Quest of the day "Mysterious blood": find out the source of blood Rubin is working with.

How to find: Dankovskiy's letter at 7:15 in the morning.

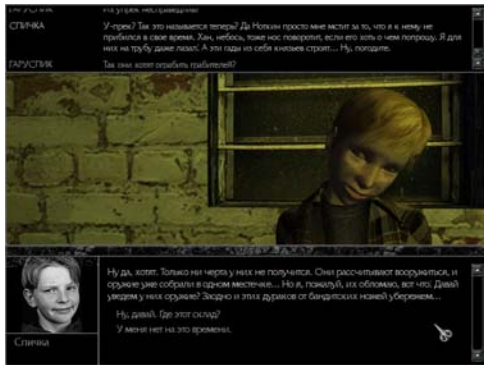
Solution:

The quest can be done surprisingly fast. It's enough to visit Lara (if you have less than 70% reputation, raise it, or she won't talk to you), and then go to Rubin at the razors warehouse. (You can take the blood in the shelf in Rubin's projectory and discuss it with the Bachelor. He will take the blood, although, and it's rather good.) Beforehand you should stash all your weaponry somewhere, if you haven't - in the trunk near the exit. Talk to Rubin. Exit the warehouse, get beaten up by 4 patrol guards and find yourself at prison on the next day at 14:00. ☺ If you manage to shoot them all, for example, from the revolver, you'll be jailed anyway 6 seconds after leaving the building... Believe me, I tried.

If you don't want to go to jail that much, wait until 23:30, enter the warehouse, talk to Rubin, wait for the next day and then leave - the guards will be gone. But don't expect too much of a positive effect - the 5-th day is rather short and can be completed in the designated time. Well, you'll have a lot of time for marauder activities (to kill, or to become one yourself). ☺

Quest "The weapon secret": ravage Notkin's weapon stash. Given by Spichka.

How to find: letter.



Solution:

It turns out, the Dualsouls want to attack the Razors. So it's better to steal the weapon anyhow - they might change their minds. Go to the cemetery and talk to the boy named Stub. He'll lead you to the house, where the stash is. On your way you will encounter 3 bandits (+2% reputation for each one's death). Or you can just ignore them. Open the house using a lock pick (One can be found on the bandits' corpses.) and come inside. It's infected, so quickly get to the second floor bedroom. Take the shotgun and shells (10x) lying on the bed. The quest will be complete as soon as you leave the house. Talk to Spichka - he'll tell you to keep the weapon for yourself.

Quest "Marauders": Notkin asks you to bring 4 crowbars.

How to find: Notkin's letter at 12:00.

Go to the locked up district - the Tanners district, where Spichka lives - and enter any house, holding "shift". Kill the marauders, take the crowbars and check the house for useful items. Return to Notkin - get 5 revolver bullets, 5 shells and 10 rifle ammo.

Day 5.

If you had completed yesterday's quest as you were supposed to, you will wake up at 14:00 in the prison under the Plants without weaponry, badly beaten and with 20% of reputation. Every 10-20 seconds clouds of infection appear and fly towards you, two patrol guards are walking around and a dead third one is lying next to the cell. Pick everything up from his body; take the revolver (3 ammo), the ninth herbal combination and immune medicine. Shoot a guard in the head, when he's close - the door will open.

Get out of the prison. Before that, consider easing the pain of the infected lying around for reputation.

Check the mail.

Quest of the day "Thrilling heart": get a heart of an infected steppe dweller.

How to find: Bachelor's letter in the morning.

Solution:



Go talk to Ospina or to the pub. You can talk with Vera there - she'll inform you of having arranged a meeting with someone at 21:00 behind Isidor's house. Afterwards you can head directly to the worm in the Stone yard to get the bride. The Bachelor will ask not to take her heart, if there will be such a possibility. Ospina will share the news, that three butchers have decided to dissect a twyrine bride at one of the herb gatherer's. If you talk to the butchers and disagree to dissect the Herbal Bride, they will attack you and you will have to kill them. Check the Bride's corpse to find the heart, the fourth herbal combination. If you kill her, you get +40% reputation. And Vera will really be waiting the appointment behind Peter's house. You may kill her too for a -10% decrease of reputation and her heart.

Having gotten the heart, return to the Bachelor. He'll thank you for your cooperation and will reward you with:

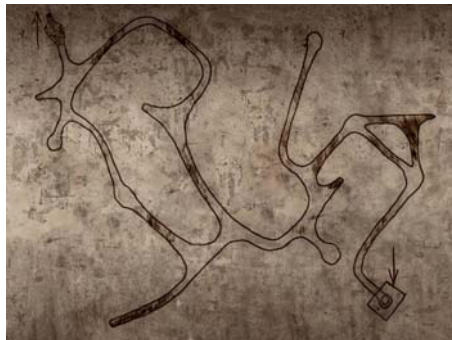
- Case: butcher's heart: 3000-4000 money, 2 black vaccines;
- Case: herbal bride's heart: 2000-3000 money and a blue vaccine;
- Case: Vera's heart: nothing. ☹

Anna will send you a letter - you can pay her a visit to find out she'd like Vera dead. If you kill Vera, return to Anna for a 3000 money reward or 10000 if you know how to blackmail. ☺

*Quest "Well": find out, what's going on in Younger Vlad's well.
How to find: Younger Vlad's letter.*

Solution:

You can disagree to stake the price up - get 14000 coins in advance. The workers ran away at some point remembering the superstition not to dig wells in the ground. You'll be offered to go down the well and see for yourself - they couldn't have done it for no apparent reason. Vlad will give you 50 kerosene containers even if you refuse to take money for the job. The tunnels are a simple maze. The walls are unusually red and you hear steppe voices in your head.. Check with the map or use the left hand method - always turn left, when you can. Talk to the strange creature in the last room; get out only finding yourself near the Theatre. Return to Vlad for your reward - 7000 coins, second and third herbal combinations.



*Quest (activity ☺) "Rat races": bring rat's to the doghead.
How to find: letter.*

To catch a rat, sneak up behind it and press 'E'. A thin rat has the chance of winning equal to $\frac{1}{4}$, the fat ones - $\frac{1}{2}$. Then bring them to the warehouse to the doghead. Each win results in 500 coins reward.

Day 6.



Right after midnight you will receive Bachelor Dankovskiy's letter, but he's busy at night as usual, so visit him at 7:15 in the morning.

*Quest of the day "Bull's blood": find out, whether the bulls are infected. Given by Dankovskiy.
How to find: Bachelor's letter.*

What to begin with? There aren't any bulls in the town anymore. In 25 minutes after receiving the task you will get Klara's letter. Go to Laska's lodge, don't refuse her help. Then - to the short block of the Apiary. On your way there exchange

stuff for α -tablets with kids. Go to the topmost floor and talk to Taya - she's ready to give you a bull if you bring her 50 α -tablets. Check all the pharmacies, the kids and so on. Bring the drugs to Taya - she'll give you the first herbal combination and head for the Raga Burrow behind the cemetery. You'll now need any infected organ. Watch the script scene, take the blood to the Bachelor. Talk to the Bachelor after the examination of it. Quest completed.

At 7:00 you will get Anna's letter - Klara (yes, another one) visited her and now Anna is trying to hold her inside so you could talk to her. Go to Anna.

*Quest "The Devotress is looking for answers": find out who exactly Klara is: the plague or a wonder monger.
How to find: Anna's letter.*

If you refuse to help Klara in your first talk, you drop your reputation by -10%, although you will be able to take the quest if you talk to her again. Walk around the Theatre and get to the tunnels. This time be careful - the underground is infected by static clouds. Talk to the Prophet, return to Klara. She'll give you the seventh herbal combination.

*Quest "Knocking on Mistresses' door": bring Maria's diary from the crypt. Given by Maria.
How to find: talk to Victor, Victor's letter.*

Solution:

Go talk to Victor - he'll apologize for hunting you down and will ask to talk to his daughter, who will ask to bring her diary from the crypts... Head for the crypt, it's not too far away. Take the diary and exit - some arsonists and infected persons will appear. You can kill them, ignore them or just enter and leave the crypt - they'll be gone. Return to Maria with the diary - receive 2000 money.



Day 7.

On this day the inquisitor arrives to Town - Aglaja Lilich. It's peculiar, that she's the sister of Nina Lilich, Maria's sister.

Concerning clothing, the cape-repellent will appear in shops, as well as a unique item - the mask. It's unique because you can wear it with any other clothing, including headwear, and gives protection from the infection of 20-25%.

The Circle of Suok is opened in front of the Apiary, where you can fight butchers hand-to-hand to get blood for reward. Since you'll have a close combat "boss battle" in the end, you should start training - it's not so hard, and doesn't take much time.

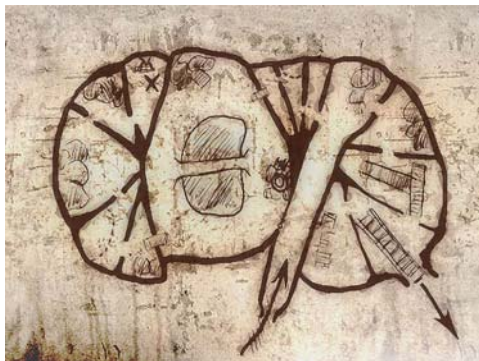
You will receive a letter from Dankovskiy in the morning. Go to him. Seems that he's going to the Inquisitor as if to an execution - he recommends you to go visit her to at least get the right to move around freely, and to inform that you're dissecting bodies for the cause of fighting the plague, until someone else told her the opposite. Go to the Cathedral.

*Quest of the day "A hybrid of man and bull": explain your intentions to the Inquisitor and fulfill her request.
How to find: talk to Dankovskiy, Dankovskiy's letter at night.*

When you reach the cathedral, the Inquisitor will already be gone elsewhere. You'll have to go after Aglaja to the Apiary - go to Taya's room. From this day and on she'll be on the third floor of the long block. Just follow the lit corridor until you find a door you can open. Having talked to Mother Keeper you'll learn that Elvis... khem, I mean Aglaja... has left the building... She's now at the Town Council taking care of the prison problem - remember Saburov



causing mass arrests? The patrol guards at the Council will say that the Inquisitor has finished her job there and went to investigate the arsonists. Head to the Hump-Man's house. Naturally, you won't find him there - you'll only find corpses of the arsonists and young men accusing the Inquisitor of unfairness - they recommend talking to Victor for information. Victor will say, that Aglaja has been death sentenced and turned out here instead of Karminskiy or Orf as a last chance. Head to the Cathedral.



She's already there. Having talked to you, she suddenly decides to help you out and will ask you to take the blood from Elder Oyun. The Abattoir map is on the picture below. You enter from the bottom; the Elder is marked on the map with an 'X' sign. Excluding the main entrance there is also an entrance to the railway at the right half. (Marked with the second arrow.)

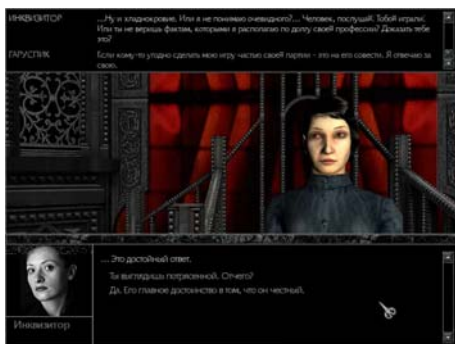
Prepare panacea from the blood and return to Aglaja - the quest is completed.

Quest "Testing of the panacea": test the acquired panacea.

How to find: talk to the Inquisitor after completing the main quest.

Solution:

Besides the details, this will be a waste of panacea - you'll need it later. But if you wish so - why not? If you actively exchanged powders from little girls you should be fine with the panacea you'll receive on day 10. You'll have to go into the theatre, talk to the Mask - it'll infect you. Then you need to heal yourself and head to Aglaja. Or better head to Aglaja first and then heal yourself or you might catch the disease on your way and fail to demonstrate anything. ☺ That's it - the panacea works.



Quest "Sacrifice": find out, what the worms have done. Given by Taya.

How to find: letter.

Solution:

The Worms have carried out some sort of ritual and are now hiding in the short block of the Apiary. You just need to talk to them and return to Taya. This time the short block will be infected - there will be static clouds of infection at some places. Two bandits will be waiting for you outside.

Day 8.

Right after midnight you will receive Aglaja's letter. She won't give the task at night, so wait until morning. At about 10:00 the Bachelor will remind you of his choice by mail. His Adherent's list will be in the letter.

Quest of the day "Whose blood is this?": find, whose blood was given to you yesterday. Given by Aglaja.

How to find: Aglaja's letter at night.

In order to enter the Abattoir you need to come to an agreement with Taya (she's at the same place as yesterday). Taya will ask you to find out the ending of the story, Klara began telling her. You can ask Notkin and Kapella about Klara's location. You'll find the Devotress at Mishka's wagon - it'll be marked on the map to the south-east from the



station. If you try to ask Klara directly, she won't tell a thing, so tell her, how the boys laughed at the ending and she'll tell the sad ending herself.

Return to Taya and tell her the right ending of the fairy tale. If you mistake once - you won't be able to finish the quest. The correct answer - the third variant ("...the gardener pulled up the wrong flower..."), then the second ("...a new garden grew, a hundred times better than the previous...").

Enter the Abattoir, talk to the Elder. He'll refuse to share the knowledge until you have accepted the heritage. Ospina hid from you the udey of your father. Go talk to her. Oyun will tell, that blood has been poured for many years underneath and the blood you got the day before originates from there. Return to Aglaja.

Quest "A son isn't responsible for his father": punish the real person at fault for locking up the Apiary.

How to find: Georgiy's letter.

In truth, the Apiary was closed by Younger Vlad, and older Vlad, heaving heard that has taken the blame on himself. Talk to Catherina - she'll say that the Order doesn't care, only the Kains would like to deal with the more controllable Older Vlad, rather than his son. Talk to Taya and decide. Unlike in the Bachelor scenario, you'll be able to give younger Vlad, for he's not your Adherent, and then invite the Bachelor to the Cathedral and choose his decision. If you give Younger Vlad, you'll get a reward of 3000 coins from Georgiy Kain - just don't ask what he needed that for.

Quest "Underneath the ground": find in the tunnels under the well a book, belonging to Younger Vlad.

How to find: talk to Vlad about the Apiary.

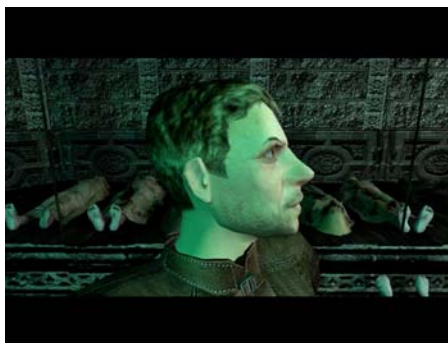


Descend into the well. In the tunnels you'll find bandits, and rich ones, I must say! You'll be able to find a rifle, a revolver, a shotgun and various ammo, excluding the usual loot, from their breathless bodies. There will also be money in the amount of 2000 or so on them. Also, when you advance far enough, you won't be able to return without the book, so go straight ahead. The book will be right under the obstruction. If you're lost, check with the map, posted on the 5-th day of this solution. Having taken the book, return to Younger Vlad, who will give an additional 4000 coins as a reward.

Day 9.

The army arrives. Army clothes and rifle ammo appear in clothing shops. However, the possibility of army clothes appearing is rather low, and it may turn out so there won't be any in all 4 shops... At night you will receive 2 letters: Aglaja's and the Bachelor's (at 7:15) about the confrontation of the Queens.

Talk to General Blok at the town Council. Make sure your exhaustion is as low as possible and go talk with the Elder Oyun. He will give you three trials, just as promised yesterday. Today is the first one.



Quest "The Defilers": confirm, whether Dankovskiy carried out blood from the Apiary. Given by the Elder of the Abattoir.

How to find: not to forget, that from the 8-th day the Elder promised to start trials. Or talk to the General.

The Elder will make you drink a special essence and you will be completing the task under the conditions of abnormal exhaustion growth - 100% in one hour. The growth rate will return to normal after the completion of the quest or at the end of the day. Go to Eve, talk to her - the Bachelor is not there. You can visit the Polyhedron to find, where he was taken, or you can just go to the prison at the Plants. The Bachelor is behind the bars being guarded by two Dogheads. If you haven't killed the midget on the first day, he'll help you. Elsewise - bring 30 rifle ammo to Khan - you can take them, having returned to Eve.

The freed Bachelor will tell you, he hasn't taken the blood, but the entrance into the Abattoir was open exactly because blood was carried out - it were the butchers and odonghs. Return to the Elder to end the quest.

If you are having trouble with your health during the completion of this quest, try following three simple pieces of advice:

- Your main enemy in this quest will be time, so try to avoid time consuming obstacles. Use the railway route from the Abattoir - it's the fastest way with almost no obstacles or temptations.
- Exhaustion increases by 100% in 1 hour, health decreases by 100% in 6 hours, when exhaustion is full. That's why don't try to lower your tiredness by all costs - you'll have plenty of time on the account your health was at maximum. Don't take coffee - it reduces health by 5% and exhaustion by only 20% - you'll lose 20% of exhaustion in 12 minutes, when you'll only lose 3.33% health at the same time. Coffee will be useful after the task, so you don't have to go to sleep right after it.
- Don't forget, when you are strafe-moving holding 'W' + 'A' or 'D', you'll be moving a little faster than usual.

← Partially translated →

At 18:00 you will receive Kapella's letter of the visitor. Head to the Clot. Talk to Aglaja, then to Kapella.

*Quest "Signal-fires": set fire to the signal-fires in the Earth outside the Town. Given by Kapella after 6 in the evening.
How to find: Kapella's letter.*



Solution:

If you go to Spichka's house, as Kapella recommended you, you won't find him there - only two Dogheads. Head to the cemetery and talk to your good old pal Stub. After the talk you may give him simple commands, such as light the fire, follow you, stand still... Head for the first signal-fire near the Abattoir. An ambush will be waiting for you at each spot - morlocks and a midget, bandits and a midget, young man (has a "powder" with himself), marauder and a midget and finally 3 midgets. The loot will mostly be bracelets, rings, earrings and such. You might find feromicine. After you kill the ambush, wait for stub to catch up and tell him to light the

fire. When all four fires are ignited you will get a journal message - head to Spichka's house. Talk to the girl in front of it. Go talk to Kapella. Quest complete.

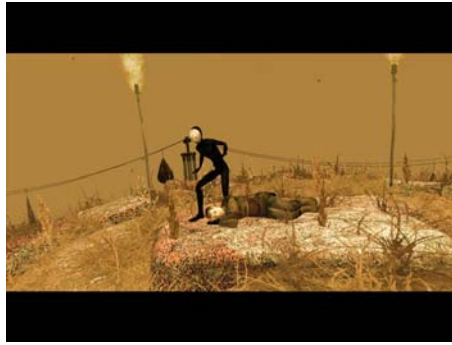
Day 10.

At night you will receive a letter from Aglaja, as usual, however, she has no business with you this time. At 7:15 you will receive a letter from the Bachelor, informing, that he might know who the Udurg you have to save is.

*Quest of day "Udurg": pass the second trial and find who Udurg is.
How to find: Bachelor's letter.*

Solution:

Make sure your hunger is as low as possible, stash some bandages and go to Oyun. He'll give you another essence that makes your hunger grow as fast as 100% in 1 hour. You need to go to the Raga Burrow and go to sleep on the stone at the top. (Look down and press 'E'. If you can't reach it - crouch.) The spirits will tell you, where to look for the butchers - they are close to the herb gatherers' homes. Visit all three gatherers and kill the butchers. When you kill the last one, your hunger rate will return to normal.



Report to the Elder and ask him - who is the Udurg? It turns out, the Udurg is the entire Town and the Land it was built on.

*Quest "Who'll feed the doll": find Mishka's doll.
Given by Kapella.
How to find: Kapella's letter.*

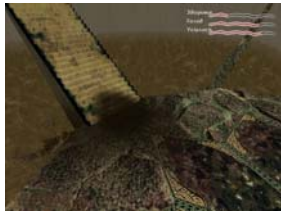
Solution:

Go to Mishka's wagon, talk to her. Head for the three stones sticking from the ground. You'll notice twyre. Collect the twyre stems (about 20 have appeared - be careful with saviyur, it may be underwater) - the path will lead you to the doll on a small isle. Take the doll, return to Mishka, and receive *unique blood* as a reward. Mishka will say she found it under the Polyhedron. Head there, find a dark spot at the bottom of the stairs and press 'E'. You'll get more *unique blood*.



Quest "The coming of Bos Turokh": a bull has appeared at the wasteland of the bone pillar. Find what the children think about it: Notkin, Laska, Mishka, Spichka.

Go to Taya, talk to her prisoner - Older or Younger Vlad, dependant on who you gave in on the 8-th day. Talk to Taya and head for the wasteland of the bone pole. The worm leader, standing further from the bull, will give you further instructions - he'll tell you to ask Notkin. The other three worms will ask you to talk to Mishka, Spichka and Laska. Laska is not at her lodge and the girl there will recommend talking to Kapella. Laska might be arrested - she's in the wagon on the same track as Mishka's home, only further. Talk to Blok. Go to the wagon and talk to Laska - make her promise not to interfere with the soldiers. There won't be any problems with other children. All of them agree on letting the bull live at all costs, however, Mishka will note that it's not the real Universal bull. Return to the bull. Talk to the three morlocks in the back first to receive 3 more tubes with *unique blood*. Then talk to the leader.



All in all, you get 5 tubes of *unique blood*, which is equivalent to 5 *panaceas*.

Day 11.

The high prices are a slight hint that you shouldn't be stocking items, but on the contrary - using them. If army clothing wasn't your childhood dream, then you shouldn't buy them - they won't be of much use tomorrow. You can also sell most medicine (except for "powders", panacea and some for personal use, if you need any), weaponry and ammo if there isn't enough money for food - you won't need any of that either.

After midnight you'll receive a letter with Aglaja's suppositions. She's now absolutely sure of the Town being the Udurg. At 7:15 in the morning you receive Klara's letter - she's offering you her help. Don't refuse her offer and go talk to her - it's really necessary and the Devotress truly wants to help. After that you can go visit Elder Oyun - he won't speak with you until morning anyway, so there isn't much meaning in visiting him before talking to Klara.

Quest of the day "Hierophants final ordeal": complete the last trial.

How to find: Klara's letter.

You need to jump into a deep pit and survive. It's located right in the next room to the one Oyun is in, though, it was obstructed with rocks before. Jump. You'll find yourself in Kayur - the passage between worlds. Having not accepted Klara's help you will die shortly after you jump. In this case I can only feel sorry for your paranoid attitude.



Talk to Klara in the passageway - she will sacrifice the life of her Adherent in exchange for yours. Talk to the souls of Anna, Julia and Lara and choose one of them. Afterwards proceed further into the tunnel only to find yourself near the far exit of the Abattoir. Talk to Oyun. The time has come for the long promised hand-to-hand boss battle - Elder Oyun is half-man, half-bull - he can take up to 20 direct hits in the head. His only weakness is that he's slow. Your fighting tactic should be "approach, hit, go back". When the Elder is down for good, the title of the Elder of the Abattoir is officially yours. The main quest is complete. However, one of the women is now dead..

An alternative violent way to finish the quest: refuse to take the test; go talk to Ospina, Younger/Older Vlad or the Bachelor to find out that the Elder murdered your father. Return to the Elder and challenge him. And then kill him.

At 11:00 in the morning you will get a letter from Notkin. Meet him at his warehouse.

Quest "Bos Turokh leaves": find out what happened to the bull.

How to find: Notkin's letter.

Solution:

Go to the waste ground. The morlocks are lying dead at the footer of the pole and the disinfectionists are burning their breathless bodies.. The bull is gone. Talk to the commander disinfectionist - the one standing near the rock - he'll tell you to bring all complaints and questions to captain Longin, who can be found in the wagon, where Laska was captured on the previous day. Longin will say he prevented the bull from becoming another source of infection. And if there are plenty other sources in this Town, that nobody gives a damn about, this one was controlled directly by the Bachelor. Go to Daniel. The quest is completed.



Quest "Spirit, conquered by force": help Kapella come to an agreement with Khan.

How to find: Kapella's letter at 12:00

Solution:

The quest isn't difficult - you have to go ask the Bachelor for the password and then tell it to the Dogheads on top of the Polyhedron. (The correct variant is - "Strengthened".) Talk to Khan, tell him Kapella's request. Return to Victoria - she'll reward you with her beads. Quest completed.

You may now relax - the 11-th day is over.

Day 12.

There won't be any infection in the Town on this day. You'll receive Aglaja's letter with explanations on how things will be done today. Your rivals (or colleagues - depends on your point of view), Klara and Dankovski, will invite you for a talk. They'll ask you to cure their Adherents. If you completed all the quests successfully, you should have enough panacea and "powders".

The task of the day will appear automatically after midnight.

Quest of the day "Last decision on Town".

How to find: given automatically at the beginning of day.

The Utopians: Eve, Grigoriy, Victor, Andrey, Peter, Mark, Maria, Younger Vlad.

The Termites: Khan, Kapella, Mishka, Notkin, Spichka, Laska, Taya.

The Humbles: Lara, Julia, Gryph, Rubin, Alexander, Catherina, Anna, Ospina, and Foreman.

If all your Adherents are alive and uninfected, you will be able to enter the Cathedral at 19:00 in the evening. Having cured Klara's and Daniel's Adherents, you may invite them to the Cathedral. After healing two groups of Adherents a letter from the Authorities arrives (not earlier than at 8:00): head to the Polyhedron, go down and step on the drawing. Talk to the Authorities and exit. If you have cured all the Adherents, after visiting the Authorities you'll receive an invitation to the Theatre. You may enter: talk to the Mask and go right in.

After 19:00 a council begins at the Cathedral. Come inside. The Mistress (Kapella), Aglaja and Blok will be waiting there for you. The Bachelor and the Devotress will also come if you invited them. You must tell your final decision to Blok. You may offer him your character's solution, the solution of people present or refuse making a decision.

On some conditions you'll see an extra ending sequence after the main outro. If you were inside the Polyhedron, but haven't been at the theatre, when you choose to leave everything as it is, there will be a script cut after the final outro. If you visited the theater, the script scene will appear, when you choose the character's "right" decision. After you decide - sleep until midnight.

Mission completed.



The Devotress Scenario Walkthrough.

General recommendations.

The Devotress scenario has some important differences in gameplay:

- You will be unable to use almost all the weapons, except for the scalpel, "derringer" pistol and Klara's long distance hand attack - she is able to attack from a distance using her supernatural powers. Although, for the attack to succeed, you must hold the crosshair on the target the entire time, while the hands animation is playing.
- You will be able to cure infected citizens, walking around in infected districts in exchange for your own health. To do so, "attack" the person you wish to cure with Klara's hands.
- In the Devotress scenario your reputation will be constantly falling. It takes exactly one and a half day for the reputation to fall from 100% to 0%. During sleep your reputation will not fall, so, unlike in the other scenarios, it's sometimes better to sleep, instead of wandering around meaninglessly, searching the contents of garbage containers. Especially, concerning the first few days, when there still aren't many ways to restore your reputation.

Day 1.

You wake up at cemetery. Traditionally, talk to the Masks near the lodge - they will explain in brief, what the game is about. Look inside the lodge and talk to Catherina. She will tell you to meet Alexander and will explain where their house is located. Go to Alexander.

Quest of the day "Messenger": cure a person by the evening and prove that Klara is not a villain, but a wonder monger. It is not necessary to complete this quest of the day.

Go to the railroad station, where Burakh was attacked and where his victims are. There are bandits here now and somewhat close you will find two persons hiding - some man and the midget from the Haruspicus scenario. Talk to the midget, ask what he has done. Klara will accidentally kill him, instead of healing. The man is impressed by the ability to take life from the evil and present life to good ones, but people will not just believe in it just like that - it is necessary to heal somebody in front of witnesses. One of the victims of Burakh has crawled to Laska's lodge. Head off there - it's easiest to go down, cross the river and then follow the railroad tracks. Laska is in her lodge. She'll say that Burakh came and took the wounded to his hideout at the plants. Go to Burakh's hideout. (The 4-th plants building - the Machinery, the only one south of the railroad tracks.) Burakh is in his hideout. While he went out to get bandage sets for that man, the wounded ran away into the town. He was seen at the bank near Anna's place. Visit Verbae - it's the mansion, surrounded by shrubbery near Stamatina's place.

Anna has visitors - the wounded, the bachelor and some NPC's. Cure the wounded person (attack him with your hands) and talk to Dankovskiy - he's ready to confirm the miraculous cure. Take a quest from Anna:

Quest "Provided with the option": find out, on whose side Haruspicus is on - the Dualsouls or the thieves.

Go to Alexander and end the quest of the day. Alexander gives a secondary quest:

Quest "Hooks (apparition of truth)": make Georgiy talk with the help of one of Klara's miraculous abilities. To do so you must call the man by his real name and tell him a secret fact from his life. Catherina will provide a secret about Georgiy.

Enter the mansion from the other side and talk to her. She will give you the list of Adherents and will suggest telling Georgiy that he didn't like Simon and is not his twin brother. Go to Horns, where Georgiy is. He will first send Klara to his daughter Maria, for her to tell - whether to let Klara speak to Georgiy or not. She will give

her approval. Go and talk to Georgiy. Be sure to choose the correct dialog option - Simon is Georgiy's brother, though not a twin. Go to the warehouses and talk to Notkin about the midget - even if you killed him, he doesn't know about it - and ask for a weapon. He'll give you the "Derringer" pistol, which also utilizes revolver ammo. Talk to Gryph. Return to Anna - no matter what you tell her, she has only one thing on her mind - everybody is following her and suspecting something. ☺

That's it for day 1 quests. Since the reputation is constantly falling - go and kill some bandits at night.

Day 2.

On this and the couple following days you will be receiving quest from Alexander and Catherina: Alexander is looking for the one at fault of the beginning of the plague; Catherina wishes to turn some people to her faith of the Humble.

Quest of the day "Spirit of rebellious Order": find out, whether Ospina is at fault of the beginning of the plague. Given by Alexander.

How to find: Alexander's letter.

Solution:

To make a one talk you need to know a secret fact about him. Younger Vlad can help with the facts about Ospina. Vlad will tell that the Order was provoked into a riot by Ospina. Go to Heavy Vlad - he will assure Klara, that Ospina poses him no threat. Go to Ospina - she will refuse to speak, until you bring Burakh to her for a talk. Head to Burakh's hideout at the Plants and invite him. Return to Ospina and listen to her confession - once again, be careful to choose the right reply in the dialog, or all your efforts will be in vain. She is not guilty in the beginning of the plague, but has done a lot of other evil...

Return to Alexander. If you claim her guilty, you will raise your reputation by 10% and Ospina will become infected. If you say, that she's innocent, your reputation will decrease by 10%. I remind you< that she is one of your Adherents and will turn useful in the end - don't go wasting her life just like that.

That's all for the task of the day.

Quest "Laska": convince Laska to turn to the Humbles religion. Given by Catherina.

How to find: talk to Catherina.

Solution:

Just as Catherina tells you, Lara Ravel can tell you, how to gain Laska's trust, but it's not necessary to talk to her. You need to bring Laska bread, milk and a flower (Hope you didn't throw out the one, you were given at the beginning of the game.☺ If you did, walk around the steppe for a while - you will most likely find one sooner or later. Or you can sometimes buy one at Stamatina's den.) - for the dead. That's what you will be told. Bread and milk can be bought at the stores or taken from a monument in the park near the Horns.

After collecting all three items go to Laska's lodge. You may strengthen her faith in the Humbles, or convince it is wrong. Afterwards return to Catherina - you may tell her, that you have convinced Laska to take the faith and raise your reputation by 10% or say that you made Laska change her mind and lose 10% reputation. It's up to you, independent of what you actually did. ☺

Quest "Remedies": confiscate Anna Angel's medicine stock. Given by Younger Vlad.

How to find: talk to Younger Vlad.

Solution:

Go to Anna. You may take the medicine right away, but if you don't, she will tell about Burakh being able to mix herbs into an analog of antibiotics, according to the rumors. The details can be found out from the Herb Gatherers - go to the one near the cemetery, because the others will chase Klara away. Go to Stamatina's den, to which Burakh has sold his mixtures. Andrey will confirm, that Burakh can make good mixtures and will offer to buy the mixtures in exchange for her silence.

You can still take the medicine from Anna (α&β tablets 5x each), or you can give in Artemius Burakh to Vlad. The reward is money (1000) and an increase of reputation by 10%. Or you can say, that Burakh cannot make good mixtures - you'll get money (100). If you give Anna's medicine you'll receive money (500), and if you decide to keep them and tell Vlad - a decrease of reputation by 5%.



*Quest "Alive": find Arphist, Lara's friend, in the "House of Living". Given by Lara.
How to find: talk to Lara.*

Solution:

It's a simple and short quest. Make sure you have a lockpick. If not, buy one from Gryph, or exchange one with the girls. Go to the marked house, open it with the lock pick. The house is infected, so it's best to take immune tablets and put clothes on. Once inside go up the stairway - Arphist will be there. Talk to him. Talk to the bachelor on the first floor - he will be a bit surprised by how fast Klara can move - he has just seen her at Anna Angel's. Return to Lara. Your reward is money (1500) or an increase of reputation (+5%), if you refuse to take it.



If you are having problems with food, wait until the next day - the prices will drop.

Day 3.

*Quest of the day "Seeds of the caravan": find out, whether Anna is at fault of the beginning of the plague. Given by Alexander.
How to find: Alexander's letter.*

Solution:

Go to Anna. She will say, that she'll be frank with Klara, when she finds out what Heavy Vlad is plotting against her - he's blackmailing her anonymously. She recommends talking to his children. You can talk to younger Vlad, but it's unnecessary - he will become angry, because he doesn't give a damn about Anna.

But Kapella, also angry because of the calumny, will get interested in the threatening letter's contents and will suppose Khan being the sender. Return to Anna and inform her, then go to Alexander. As usual, you can give Anna in to Alexander and increase your reputation (+10%), or tell, she is innocent and decrease your reputation (-10%) - then Anna will be infected.

*Quest "Eve": turn Eve to the Humbles religion. Given by Catherina.
How to find: as usual, talk to Catherina.*

Solution:

Firstly visit Julia Ljuricheva and find out, what Eve treasures most. You may tell Julia, that she was wrong in her calculations, and you have come here for another reason (+30% reputation), but then you will not be able to finish the quest. By agreeing with Julia, you will be told that Eve has been visiting the Cathedral a lot, but has been thinking only about Daniel recently.

Go to Eve, and after the talk return to Catherina. If you convince Eve, you will receive money (1000) and an increase of reputation by +10%. If you didn't, reputation will fall (-10%).

*Quest "Who will sting Bachelor": find out, what the bachelor and Rubin are doing. Anna tells you about it.
How to find: talk to Anna.*

Go to Eve. Say that you would like to give the Bachelor medicine or that Anna wants to squeal on him, and he must be warned - she will tell you, that Rubin is somewhere in the warehouses. Go to Rubin. For not giving him out to the Kains, Rubin will offer two black vaccines. It's pointless to talk to Georgiy (- 30% reputation) or Maria (-10% reputation), but Victor will thank you with money (2000) or, if you refuse, +5% reputation.

Quest "Who will sting Haruspicus": find Bachelor and Haruspicus in the infected district. Given by Kapella.

How to find: you will be visiting Kapella on the main quest.

Go to the marked house. The Bachelor will inform you, that he is looking for Haruspicus, also hiding somewhere nearby and that a small boy is testing out a "powder". The boy (Idler) is in the inside yard, standing in the straight arc, connecting two buildings, located south-east of Spichka's house. You can take the "powder" from Idler.



Haruspicus is hiding in the house opposite to the place, Idler is standing at. In exchange for your silence he will offer immune mixtures: +40% immunity /-1% healths and +20% immunity /-8% healths. If you give out Haruspicus' location to the Bachelor, he will give you money (2000) and neomycin.

The quest will be considered complete at this point. You can visit Kapella, to inform you have found the Bachelor's location. She will ask, if the Bachelor decided to test the medicine himself - if you answer, that you hope so you get +5% reputation; if you say you don't know you get +2% reputation. If you reply, he has forgotten about Idler and began looking for Haruspicus you will get nothing.

Day 4.

Quest of the day "Robbers and bandits": Alexander wants to know, whether Gryph is responsible for the beginning of the plague.

How to find: the task is quite natural - talk to Alexander.

Gryph is said to have thrown corpses into the river. Go to Gryph, he will say he is not guilty and Notkin can prove his innocence, though he doesn't like him. Notkin, though, will confirm Gryph to be unconnected with the robberies and corpses, but... With this "but" return to Gryph. But Klara fails to enchant him. That's why Gryph asks her to do an errand - to steal from the real culprit, Braga, a bag, which will prove his innocence.



Head to the warehouse marked on the map. There will be bandits standing around - you may sneak past them, but you will most likely have to kill one. "Heal" the last bandit with your hands (he will die) and enter the warehouse. Braga is standing inside - talk to him and fool him to go and check who's hiding in the corner.

Watch a script scene of Braga going to the corner to check. Then he, realizing he was tricked, runs toward you - and behind him run two rats, which appeared out of nowhere in the corner ☺. There will be no items on Braga's corpse, so it's better to grab the bag and run out of the warehouse, though you may kill him - he's no tougher than other bandits. Bring the bag to Alexander and then return to listen to Gryph's story. He knew about the beginning of the plague, but kept silent.

You may tell Alexander, that Gryph is guilty (+10% reputation) or innocent (-10% reputation). And remember what Catherina spoke with you about on the first day..

*Quest "The Puppeteer": Catherina wants to know, what position does Mark hold, and asks to tell him to prevent the Theatre from becoming a hospital.
How to find: the task is quite natural - talk to Catherina.*

Mark is not at the Theatre - at the entrance of the locked up theatre Masks will be waiting for you. They will tell you, that Mark is at the Horns with Maria. (If you give them money, 500 coins, you will get +10% reputation). You can also go to maria directly, not visiting the Theatre.

If you talk to Maria, saying that you got the wrong door, you will decrease your reputation by -10%. If you quit the dialog on the second replica, saying that you hate her - you get -30% reputation. If you say, you have no right to be called saint - you will get an increase of reputation by +10%, but if you act rude afterwards you will gat another -30% penalty to your reputation.

Talk with Mark. He will say that Catherina considers the Theatre important because of the creature, which lives there and visits her in her dreams. He will also teach what to tell the Masks so they let you inside the Theatre.

Go to the Theatre, talk to the masks, come inside and talk to the Rat Prophet: he will be standing on the stage. He will ask to tell Catherina, that Mark is hopeless and tells Klara, that her sister doesn't exist. Go back to Catherina's house. If you don't mention the rat Prophet, you will get a +5% increase of reputation. If you do, you will get +10%.

At this point the quest is finished.

*Quest "Round-up": Lara asks to warn Burakh of him being hunted.
How to find: Lara's letter.*

Solution:

Go talk to Alexander - he, on the contrary, will request to help capture Burakh, by telling him, that Rubin is waiting at his hideout. Burakh is in one of the houses in the Plants district. To be exact - in the east most of the three houses closest to the Plants. Look for him on the first floor.

If you do warn him, then return to Lara for your reward - etorphine and 2 pieces of jerky. If you decoy him, go to Alexander - 5000 coins, +10% reputation. You may talk to Lara afterwards, but it won't change anything.



That's it for day four.

Day 5.

On this day in the usual dialog with Maria Klara's second reply will result in a -5% decrease of reputation, so if you are short on reputation decrease - come on in. ☺ Besides that on the fifth day Klara, just like Burakh, will be able to participate in rat races. And if in Burakh's case you got little profit from them, mostly because of your inventory being constantly full of other useful items, Klara will be able to make quite a buck on the varmints caught.

Quest of the day "Sacrament of Rubin": find out, whether Rubin is at fault of the beginning of the plague. Given by Alexander.

Go talk to Younger Vlad - he will ask not to give Rubin out to the Kains yet, and will offer to feed him, so he would talk to you. You need to bring Rubin fresh meat and twyrine - 3 each. Meat can be found in shops, bartered from patrol guards and is lying around in houses. Twyrine can be bought at Stamatin's pub or from Gryph. With the food come to Rubin and offer him to eat. He will tell you, he has been making vaccines from Simon's blood and that people, whose blood is also different from

ordinary, exist. He will agree to answer other questions only if Klara convince Georgiy to forgive Rubin. Go talk to Georgiy - he will agree to forgive him.

Return to Rubin's projectory - he has already told almost everything. Except for some information about shebnack, about him not being able to return Simon, but being able to uncover the secret of his blood.

Go to Alexander. In this case your reputation will increase by +10% anyhow, because Alexander decided to leave him alone. On the next day you will be visiting Julia.

Quest "Twins": convince the Stamatina brothers - the most dedicated utopists. Given by Catherina.

How to find: Catherina's letter.

Solution:

You should begin with Peter (Andrey is not in the pub now anyway). After talking to Peter (+ twyrine), go to the pub: Peter's mind is dim from twyrine, as the result you understand, he's not going to decide anything without his brother. Go to the pub, talk to the man, standing in the far corner, where Andrey was. He'll say, Alexander has begun mass arrests and Andrey ran away from the pub. You will have to go ask Alexander not to trouble Andrey for a while and then return to the den. Andrey decided not to take the Humbles faith. Go and talk to Peter = he understands everything, but won't become a humble. You can lie to him, but he won't be taking the Humbles faith seriously. If you honestly tell his brother disagreed and leave you will receive 5 bottles of twyrine. Return to Catherina with the sad news... -2% reputation.

Quest "Best friend": meet the albino behind the cemetery, at Raga burrow. Given by Laska.

How to find: Laska's note at noon.

Solution:

Head for the Raga Burrow in the evening - 4 marauders will be waiting for you there - it's about the only case, when you can fight them in hand to hand combat and win. Pick up valuables from their corpses. The amount may be different, the following items can be found: beads, bronze bracelet, silver ring, gold ring. Sometimes you can even get 6 golden rings - the owner must have been a DJ ☺.

At 21:00 the Albino will appear from the mist and head for the top of the burrow. That's where you'll find him, if you come a little later. The talk with him completes the quest. He will tell you many interesting facts and will warn you to prepare for the sixth day. If you want to find out more - then don't select the last reply ("Of course, I know. I am Klara - a thief,...") at the beginning of the dialogue.

In case you have nothing to kill the marauders with and can't use your hands accurately, don't worry. You can attempt to run past them, or try to make them all follow you in a line, run a couple of laps around the burrow, until you are able to talk to the Albino. After the talk just run to the cemetery and enter the lodge. When you exit, they will already be gone.



Quest "Cathedral": Kapella wants you to find out, if everything's all right in the Cathedral.

How to find: Kapella's letter in the evening.

Solution:

Just as Kapella requested, visit Maria, to find out, whether she has seen a similar dream. Maria will answer that she hasn't slept, but if you need to get inside the Cathedral - talk to Daniel. If you say, that you are scared to go to the Cathedral, you will be given money in the amount of 4000. Pay Dankovskiy a visit at Eve's mansion. The Bachelor will not give the key - he doesn't have the key and isn't

allowed to visit the Cathedral for no reason himself - so you could have not talked to him. Talk to the guards - they are asking for 20 bottles of water.

Well... collect the bottles. If there aren't enough in garbage containers - look inside the shops. The bottles from garbage should be enough: try searching at places you usually don't visit, not to waste precious time. Lot's can be found around the Theatre, at the plants, close to the Town Council and a bit to the east from it, not far from the crypts in the Stone Yard near the Cathedral.

When you have enough, give them to the guard - Klara will trick them - you can now enter the Cathedral. Everyone is healthy inside. Return to Kapella. If you first tell that Maria nearly killed you, and then - that any reward is all right, you will receive 4000 coins. In case you ask Kapella to put in a word for her - you'll get +10% reputation. If you say, that it wasn't all that bad at Maria's, you will get money (5000) and +2% reputation.

That's all for today's quests. On the sixth day prices will be a bit higher and your reputation will fall rapidly, so if you are having trouble with food and medicine - better buy them beforehand today.

Day 6.

On this day your sister will be talking to you in your sleep. Sleep on the 6-th day for at least 4 hours (you may sleep several times - the sum counts), a new note will appear among letters and a new task will be given. That's how a new line of quests begins - the search for your sister. If you don't chase your sister away, the district she's at will be infected until the end of the game. If you don't chase away the people, ready to give your sister shelter, their district will be infected until the end of the game. All the people (a group a day) are standing outside in places, hard to notice.

On the 6-th day you will have trouble with reputation. On this day reputation will be dropping two times faster on it's own, than on the other days, i.e. 100% in 18 hours, which is unnoticeable. After taking the quest of the day from Alexander, reputation will be dropping 3 times faster, i.e. 100% in 6 hours. After the talk with Julia reputation will fall 4 more times faster - 100% in 1.5 hours.

Quest of the day "Angel of death": find the one responsible for the beginning of the plague and for the events in the Cathedral. Given by Alexander. It's the last task of the day given by him.

How to find: Alexander's letter.

Solution:

After the completion of this task reputation will drop 3 times faster. Julia is the main suspect, Eve has the hooks to make her talk, but Julia will tell everything by herself - it's not necessary to talk to Eve. She herself gave Klara the items later found in the Cathedral. It turns out, that Klara is the one guilty? Or not? You need to find the Bachelor, before he found sister, so he, taking a look at her blood, would be convinced in Klara's innocence. The Bachelor is checking the blood of all suspicious women. If you come to Eve - she will take away all your items, except for weapons and medicine, and let you go - you will get your inventory back, when brought here by the Bachelor. Also your reputation will drop 4 times slower after the talk, i.e. like after the talk with Alexander - 100% in 6 hours.

Until 14:00 the Bachelor will be at Anna's mansion.

From 14:00 to 16:00 - at Lara Ravel's place.

From 16:00 to 18:00 - at Ospina's house.

After 18:00 the Bachelor will be at home.

After you talk to him, you will find yourself at the second floor of Slough and will get your inventory back. Your quest will be completed, though you won't be able to leave the house until morning. The reputation drop rate will return to the usual 100% in 36 hours - not that there is much use of it - you can only sleep in the locked up house..

Quest "Haron": turn Younger Vlad to the Humbles' religion. Given by Catherina. It's the last secondary quest of that sort given by her.

Solution:

You should first visit Kapella. She will give you a hint about your sister's location (in the Leaves district) and will ask to give her brother, Vlad, a book of fairy tales. Go to Vlad - he will not take the book, and is almost ready to sacrifice himself, but there isn't much use from it: if you remember, he locked up the Apiary, and now wants to give up to the Order before the Inquisitor's arrival. Return to Catherina. She will say that results don't matter anymore. Tomorrow a governmental inquisitor will be coming to Town. The quest is completed.

*Quest "Sister": talk to the Albino. Given by Laska.
How to find: Albino's letter.*

Solution:

After the talk with Laska head for the burrow: arsonists have appeared around it. You can let them live. At 21:00 the Albino will appear behind the burrow near the meat transportation aggregate. Talk to him. The quest is completed.

And now for the new activity - chasing sister away from infected districts. General information:

- Klara is hiding inside a house, and there are tips in the letter on how to find her.
- She is not standing near the entrance, but usually stands in quite a noticeable place, so it's useless looking behind closets and such - better proceed to another house.
- If you drive her away, a group of people appears with the Albino, ready to give shelter to Klara the Imposter. They will be standing in a hard to notice courtyard.
- You have to reasonably drive them away - do not pretend to be the "bad" Klara - they are waiting for her only because they don't believe the plague to follow her.
- If you don't drive the waiting people away, their district will be infected for the rest of the game. If you don't drive Klara away, she will leave by herself anyway, the disease will be gone too, but the district, where people waiting for her are will be infected for the rest of the game. Starting from day 8 you will be able to let Klara stay inside the house and then give in to Haruspicus (for Panacea) or to Bachelor (for money) with a 30% decrease of reputation.
- Search small courtyards you usually don't visit.
- To receive the quest you must sleep for 4 hours in total.

Quest "Sister: drive sister away and make sure she will have a hard time finding shelter. Quest appears by itself.

How to find: sleep for 4 hours. You may sleep several times, but the total time must add up to 4 hours, if you are so busy, that don't even have time for sleep.



On this day Klara will be on the second floor of the house near the entrance into the garden behind the Cathedral in the Leaves district, just as Kapella hinted. Chase her away. Now you need to find the people, devoted to her and tell them to leave. Don't be afraid to show them a miracle, but you shouldn't curse them either - you have to prove people that you are the real one. The people will be standing behind the food store opposite to the apiary, near the border of the Damp District.

Day 7.

The inquisitor, Aglaja Lilich arrives in town on this day. She will be in the Cathedral. After sleep talk to Dankovskiy - he will tell you to go to the inquisitor

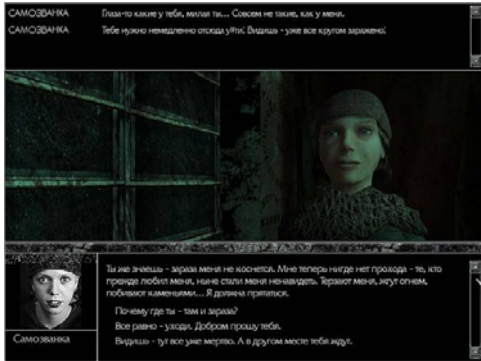
and will give 1000 coins. The reputation dropping speed is the same as usual, 100% in 36 hours.

Before receiving the task you have to get inside the cathedral, for what you will need to find an executor's costume. Talk to the Masks in front of the Cathedral, and then go to the hole near the cemetery marked on the map and take the coat of the outcast and the mask from the corpse. When Aglaja is finished with the Kains interrogation (at noon), put the clothes on and come inside.

Quest of the day "Retribution": make Alexander confess in everything. Given by Aglaja in the Cathedral.

How to find: talk to Bachelor in the morning.

Go to Alexander... he will tell you, that he first wants to know what did the Bachelor and Aglaja come for to this Town. Talk to Dankovskiy in the theatre. He will first ask to give a weapon to the morlock near the Stone Yard - so he could take revenge on the Haruspicus for the death of the twyrine bride. After talking to him again you may ask the Bachelor of his purpose in exchange for the mask of the outcast. He recommends talking to Burakh to learn about Aglaja.



Go to the short block of the Apiary. Burakh will give a "counter" quest: bring medicine to the family, that was hurt because of the Bachelor's actions. If you give him the coat of the outcast he will speak about Aglaja.

After these two talks you can return to Alexander, and then, following his request, talk to Catherina: she will ask you to inform Maria, that she abdicates from the Mistress throne. Maria will advise to talk to Kapella and make sure... Afterwards return to Catherina and head to the Cathedral. You may claim the Saburovs guilty (-50% reputation, Saburovs get infected) or say they are innocent, just like they asked you, so they could be of use later (+50% reputation).

Quest "Bachelor sows evil": bring bottles of twyrine to the family, hurt by the Bachelor's actions. Given by Haruspicus in the short block of the Apiary.

How to find: you will be visiting Haruspicus on the main quest.

Go to Haruspicus' hideout in the Plants. You may keep the twyrine for yourself and tell the family about that (-5% reputation)... Having given the bottles, you may return to Haruspicus and receive money (2000). If you tell him - "You are the evil spirit" - you get nothing, but the quest will be completed.

Quest "Haruspicus sows evil": bring a weapon (shotgun) to the Worm south of the Stone yard. Given by the bachelor in the Theatre.

How to find: you will be visiting the Theatre on the main quest.

Go and hand the weapon to the worm, you will get 10 stems of white whip. Return to the Bachelor. If you refuse to take the money, you will get +5% reputation. Elsewise - 5000 in cash.

Quest "Sister": drive sister and the people waiting for her away.

How to find: sleep for at least 4 hours since the completion of the previous task of this sort. Though the letter will come only on this day, you may sleep for an infinitely small time on this day.

Sister will be in the eastern entrance of the house, west of Younger Vlad's house opposite to the stairway to the sky. Search the living room of the second floor. Her devoted people will be in the Earth, in the empty round courtyard south of the wasteland of the bone pillar and north of the boilers. You, most likely, haven't



been there before or went there once, for this yard is totally useless.

You may inform Aglaja of the cleaned districts: about the cleaning of Leaves district on the sixth day, as well as about the Kidney district to be clean on day 8. The reward is money - 2000-3000.

Day 8.

On this day tasks from the Inquisitor and Maria to search for Haruspicus and Dankovskiy correspondingly begin. The map for all days is to the right.

You may visit Aglaja and inform that Kidney is clean. Reward - 2000-3000 money and 5 β -tablets. If you choose the reply "Undoubtfully" in the dialog you will get a 30% increase of reputation.

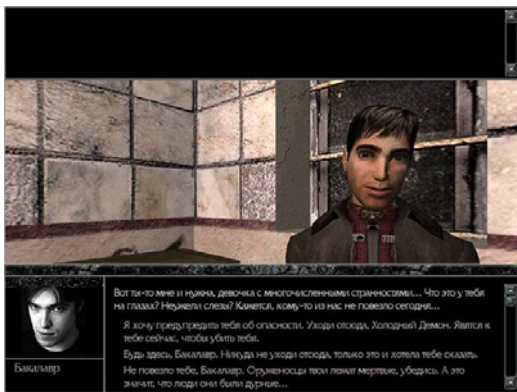
Quest of the day "Town: interiors": apply your abilities to the Elder of the Abattoir. Given by Aglaja.

How to find: there will be a hint in Aglaja's letter.

Quite a simple task - you won't even have to walk around a lot. You have to get inside the Abattoir first.

Go to the long block of the Apiary, rise to the third floor and enter Taya's room. Little Taya, the commandant Tychik's daughter, will agree to let you inside the Abattoir, if you tell her a fairy tale - but she needs a good storyteller. Go to Spichka, talk to him, and then come back and choose the third reply in the dialogue, i.e. tell the tale about "how a one-eyed, one-legged, one-armed Daughter of The Night counted her herds".

Then enter the Abattoir through the main entrance. The Elder is interested in Burakh and wants to know Espe-inun's opinion of him. Go to Ospina and ask her, whether he is the one, who he claims to be. Return to the Elder, and having talked to him - go to Aglaja. The quest is completed.



Quest "On traces of Bachelor": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: Maria's letter

Solution:

The bachelor will be in the house right to the east of the Town Council, in the second floor kitchen. The house is marked on the map with a green 8. His guard consists of patrol guards and young men. You may tell him to stay and tell Burakh. If you complete the task like you were asked to (instantly +5% reputation), return to Maria and receive feromicine and 2000-3000 coins. If you give Burakh in to the Bachelor, you'll be rewarded with 3000-4000 money and -5% reputation.

Quest "On traces of Haruspicus": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: Aglaja's letter

Solution:

You will find Burakh in the right of the "doubled" houses south-east from Spichka's house. Idler stood south of the arc, connecting them on the 3-rd day. There will be guards in the house - butchers and worms.



You'll have to kill them, but you may try to sneak by. ☺

If you tell Haruspicus to stay where he is and tell Aglaja about it - you get -5% reputation. If you complete the task like you were asked to (instantly +5% reputation), and on return to Aglaja you will receive 1000 money and monomicine, +5% reputation. If you say you don't need anything you'll get only the reputation. If you give the Bachelor in to the Haruspicus - you'll get 5 β -tablets and -5% reputation. On the map this house is marked with a red 8.

Quest "Sister": drive sister and the people waiting for her away.

How to find: sleep for at least 4 hours since the completion of the previous task of this sort. Though the letter will come only on this day, you may sleep for an infinitely small time on this day.

The Suok circle, mentioned in the letter, is, of course, the fighting ring near the Abattoir. Klara will be waiting in the lower of the three 3-stereyed buildings opposite the circle. She will be standing at the first floor in the furthest from the entrance room to the right. The people waiting for her are in the Saddle district this time, behind Lara Ravel's house. They are really hard to notice, though: you usually don't look that way. Starting from this day, you can let Klara stay in the house and then give her in to Haruspicus or Bachelor. The Bachelor will give 4000-5000 money, the Haruspicus will reward with a panacea. The reputation will fall severely if you do so (-30%).



That's all for today. If you have a bad reputation or are infected badly, it's about time to think about it, because on the ninth day the army will come to Town. Though the soldiers do need 1/3 of infection to attack... They are standing at places. Where it's easy to walk..

Day 9.

On this day army clothes and carbine ammo (you won't need them) appear at clothing shops.

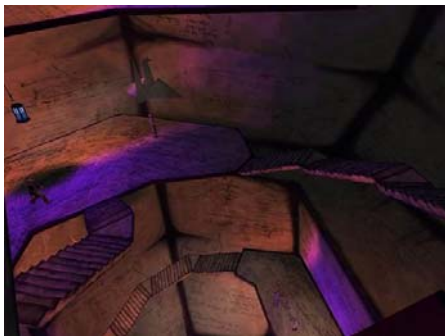
You may inform the Inquisitor, that the Damp District is clean (3000-4000 money, 5 β -tablets, 1 γ -tablet and +30% reputation).

Quest of the day "Town: head": get inside the Polyhedron. Given by Aglaja in the Cathedral.

How to find: Inquisitor's letter.

Solution:

Just as Aglaja says, you should start with Georgiy. Georgiy is willing to talk, but first he wants you to find Rubin and find out, what happened to Simon's blood. After the talk with Georgiy you will receive 5 β -tablets, 6 revolver ammo and a cape-repellent.



Head for the Apiary. No, don't be afraid - into the short block. On arrival you'll find out Rubin is gone. On the first floor you will meet Dankovskiy, on the last - Burakh. It's unnecessary to talk to Daniel, but you need to talk to Burakh, having done so - return to Georgiy - you won't be able to find Rubin today, though a meeting with him would explain a lot.

Georgiy will hear you out and will advise to go talk to Victor, for him to tell you how to get inside the Polyhedron. Talk to Victor, walk up to the top of the Polyhedron and descend into the Agathic Pit to Khan.

Khan will let you inside. Go down. Having stepped on the drawing, you will find yourself in a familiar place. Having talked to the children, go up, exit the Polyhedron and go to the Cathedral.

Aglaja is negative about Klara completing her task. She banishes her from town. Go try to find shelter from Blok at the Town Council. The talk with him completes the main quest.

In 25 minutes you will be receiving mail.

Quest "On traces of Haruspicus": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: the letter arrives in 25 minutes after the completion of the main quest.

Burakh will be in the west wing of the building west from the Clot, Olgimskiys' residence - marked on the map with a red 9. Haruspicus will, as usually, be guarded. He will be standing on the third floor in the furthest room.

If you complete the quest, you will receive +5% reputation and 2000-3000 money, monomicine from Aglaja. If you report to have failed - as usual. If you give him in to Dankovskiy - 5 β -tablets and -5% reputation.

In 50 minutes after the talk with Blok you will get another letter.

Quest "On traces of Bachelor": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: the letter arrives in 50 minutes after the completion of the main quest.

Dankovskiy is in the house east of the pub (a green 9 on the map). Right next to it. His guards - a young man and patrol men. Dankovskiy is on the second floor in the room before one with a table and a shelf.

If you complete the task, you receive morphine, neomicine and 3000-4000 money from Maria.

Quest "Sister": drive sister and the people waiting for her away.

How to find: sleep for at least 4 hours since the completion of the previous task of this sort. Though the letter will come only on this day, you may sleep for an infinitely small time on this day.



Sister will be in the house south-west of the northern stairway to the sky in the Rib district. It's from the northern side of the triangular yard to the east of Shelter, Lara Ravel's mansion. Search in the west entrance on the first floor: the Imposter will be standing in a bedroom behind a curtain. If you need money or panacea, you can leave her and tell Dankovskiy or Burakh about her location. (Don't forget about the -30% reputation penalty.) The group of people and albino can be found behind Isidor's house.

On the 10-th day you will not receive the main task from Aglaja, so... It's not necessary to run to the Cathedral in the morning. Maybe, to get the reward for a cleaned district.

Day 10.

Aglaja will give as a reward for a clean district 4000-5000 money, 5 β -tablets and +30% reputation.

In the morning a letter from Notkin comes. Go talk to him, and after that - head for the projectory, where Daniel Dankovskiy in person is already waiting for you.

Quest of the day "Simon": find Rubin and ask what he has found out about Klara's gift. Given by Dankovskiy in Rubin's projectory.

How to find: Notkin's letter.

Solution:

From the talk with Dankovskiy you will learn that Rubin went to the Kains and has not been seen since then. Go to Maria and having found out Rubin was captured head for the Town Council. The soldiers in front of the prison will tell, that you won't be let in without Blok's permission. Talk to Blok: he'll say, he didn't give the permission to arrest Rubin and he is elsewhere. But from the ones, who captured Rubin, they were able to catch one. He'll give the guards order to let you through.

Enter the prison. But be prepared for it to be infected: there will be still clouds of infection. In the last cell to the right you will find the man you're looking for. After talking to him return to Blok and ask to release him, exit the Council - the young man will be standing in front of the prison. It turned out, Rubin was taken to the Plants block's 3 basement.

Head for the target building. Rubin is not there, but you will find Burakh, who was trying to free him. And Rubin, as he says, was brought to the Theater or somewhere nearby. Walk around the Theater building into the inner yard to find the Rat Prophet standing at the valve. Rubin is in the tunnels underneath the theatre. There will be guards inside - two young persons - so be prepared if you are unsure you can kill them with your heads. Talk to the Prophet to go down.

Kill the guards (+5% reputation each) and talk to Rubin. If you can dodge the guards then just talk to Rubin and escape - the quest will be considered complete. Rubin will tell Klara that she is able to use her adherents, who will agree with their blood being used for that purpose, for the salvation of the town. The quest is now completed.

Within an hour from the talk you will receive two letters.

Quest "On traces of Bachelor": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: the letter arrives after the completion of the main quest.

Solution:

The Bachelor will be standing in the furthest from the stairs room on the third floor of the middle house north of the park. On the map the house is marked with a green 10. The guards are the same as before. You will receive from Maria as a reward 4000-5000 money and 2 feromicine tablets. As usual you can give him in to the Haruspicus for money with a decrease of reputation.

Quest "On traces of Haruspicus": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: the letter arrives after the completion of the main quest.

If you head east from Anna's residence, you will soon see two pairs of arc-connected 3-storey houses to the left around the entrance to the wasteland of the bone pillar. Haruspicus is in the right house of the closest pair - on the third floor. The house is marked with a red 10 on the map. You may give the bachelor in for 5 β -tablets (-5% reputation). Aglaja will give 4000-5000 coins, monomicine and feromicine for the completion of this task.

Quest "Sister": drive sister and the people waiting for her away.

How to find: sleep for at least 4 hours since the completion of the previous task of this sort. Though the letter will come only on this day, you may sleep for an infinitely small time on this day.

Solution:

On this day Klara will be in the Tanners district in a two-storey house on the north side of the wasteland of the bone pillar. A soldier and a disinfectionist are standing right in front of that house. As usual, you can give sister in to the Bachelor or the Haruspicus - actually, there aren't many ways



to get panacea, so better go to Haruspicus. Reputation will drop by -30%. The people are south of the park.

Day 11.

On this day you take the main quest from Aglaja again.

This is the last, intense day. Don't regret using medicine or wearing clothes out, don't grudge money... buy food. If you have time, hang around the Knots for a while - exchange powder from small girls. On the 12-th day the trick with breaking into houses and trading with the little girls won't work - powders just won't appear in their inventory.

The quest of the day is rather difficult, requires a lot of walking, so you should take it as early on as possible.

Quest of the day "Adherents": give Bachelor the envelope and then prepare your decision.

How to find: the Authorities letter.

Solution:

After hearing out the inquisitor's request you path lies to the Council. The Bachelor is not with Blok, though, but the general will inform you of Daniel going to the weapon to save Andrey Stamat in the architect. There are soldiers in his pub - Stamat in himself is missing.



Head for the weapon, captured by the rebels. In the rocks near the carbine storage wagon you will find a group of soldiers. After talking to them you will learn, that their officer was wounded. If you kill the officer, prepare for a -30% reputation penalty. Heal him with your hands and watch the script scene of the attack on the rebels. Afterwards talk to the wounded officer.

It turned out, when they came they made it just in time: the rebels canceled the execution and Andrey with Dankovskiy were able to get away.

There are guests at Peter's house. The entire bunch is there: Peter, Andrey and the Bachelor. Peter and Andrey will tell you about the Polyhedron - about what it was created for, about the Bachelor's decision of leaving it alone... and about its existence being pointless without the people, who created it.

Dankovskiy will accept the bag with the documents releasing him from all his credentials. And he will ask for a delay. He still needs to get rid of the person, who will bring Aglaja the key arguments for the destruction of the Polyhedron. It's Burakh. He's now in his hideout at the Plants. When you come there you will find Burakh preparing for the last trial and the fight with the Elder Oyun. Sister has already spoken with him and he will be surprised... convince him not to fight, but to wait for the end of the day, until you settle the matter. Head into the Abattoir and talk to Oyun. The head of the Order will admit that he's an unworthy hierophant and will agree to become the first one, whose blood will be transmuted. Return - you will meet Burakh in the previous hall of the Abattoir. Tell him about the decision (don't tell him the Town disgusts you) and return to the Cathedral. The Haruspicus is now sure, that Aglaja will listen to Klara's decision.

And he is mistaken. Having patiently listened to Klara's decision, Aglaja scolds her and banishes her from Town... Go talk to the general.

Unlike Aglaja, Blok will with understanding accept the miracle, which Klara wants to make. He has the weapons, but doesn't want to shoot, even if he has to sacrifice his career for the salvation of the town. What's left is to talk to all your Adherents. Elder Oyun has already agreed, so you need to find 6 volunteers. It's up to you to decide - you can let the Saburovs live. Anyhow, you'll have to walk around



the town a lot. I remind you, that the ones left are: Rubin, Gryph, Julia, Lara, Ospina, Anna, Catherina and Alexander. When you choose the sacrifices go to Blok.

Quest "On traces of Bachelor": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: Blok's letter.

This time Maria won't be the one to give this quest, because she fell asleep... And the bachelor went to the crypts to cry over her... You will find him in the closest to the crypts wing of a three-storey building near the trash containers and the water barrel. If you can't find it, check with the map - it's marked with a green 11. Everything's as usual. Aglaja's reward will be 4000-5000, feromicine, δ-tablet.

Quest "On traces of Haruspicus": find Bachelor in the locked up district and warn him of danger. Given on the arrival of the letter.

How to find: Aglaja's letter.

The house you need is a three-storey house in the Plants district... if you take the road from the plants, then right after the turn, where the fence is to the right, don't continue moving north, but turn right... At the end of the road turn left - that's it. On the map the house is marked with a red 11. Blok's reward - 5000 money, δ-tablet.



Quest "Sister": drive sister and the people waiting for her away.

How to find: sleep for at least 4 hours since the completion of the previous task of this sort. Though the letter will come only on this day, you may sleep for an infinitely small time on this day.

Выполнение:

Сестрица будет в «маленьком доме, зажатом между трех больших»... это двухэтажный домик у северо-восточного угла Сердечника, в квартале Хребтовка.

Свита будет в сердечнике, к северу от сквера. Сестру можно сдать бакалавру (4000-5000 денег) или Гаруспику (за панацею) с понижением репутации.

Solution:

Sister will be at the "small house, stuck between three big ones"... It's a two-storey octagon house at the north-east corner of the Hearts, in the Spinal district. The people will also be at hearts, north of the park. You can give sister in to the Bachelor (4000-5000 money) or to Haruspicus for a panacea with a decrease of reputation.

Day 12.

If you have already finished the game by the other two characters, then it's most likely that this day will not be anything new... But if you think that way, you will be somewhat wrong. While the other two scenarios were only slightly different, the Devotress scenario is noticeably different in dialogue contents. Well, it's a locked character after all, and is played after one of the other two. But in general, everything is the same.

If all your Adherents are not infected, you will be permitted inside the Cathedral.

If any two groups of Adherents are healthy, you will be invited to the Polyhedron, into the secret room, in which you have already been once, if you haven't skipped storyline quests. If you saved everybody and Klara is the only one of three, who can save all the Adherents, you will be invited into the theatre.

If you were inside the Polyhedron, but haven't been at the theatre, when you choose to leave everything as it is, there will be a script cut after the final outro. If you visited the theater, the script scene will appear, when you choose the character's "right" decision. After you decide - sleep until midnight.



Appendix.

Town map.



Twyre locations.

You will only be able to find and collect twyre, when playing for the Haruspicus or the Devotress. You will not be able to see it in the Bachelor's scenario. All in all, there are 99 locations in the game. Naturally, uncollected herbs remain at the same place they were growing on the next day. Picked up herbs do not replenish.



General Advice.

One of the stable sources of somewhat small (or even large) income are the town trash containers. You'll be passing them by anyway. The main item, you will find there are:

- Empty bottles.
- Needles and hooks.
- Razors and watches.

Sometimes you might find gold and silver rings. Other items appear rarely.

The second source is the items, picked up in the street. While walking, you will sometimes notice item icons appearing in the corner of the screen - that's them. You will find mostly the small stuff - needles, hooks, watches, razors, bottles, money in small amounts, rings, beads, earrings, nuts... The more you walk around the city - the more items of such kind you will have - they appear randomly after some walking. They don't appear in houses, though, only outside.

The third source is the house, or to be more precise, the closets, cupboards, other containers and the items lying around on the tables. You can get inside common houses by opening the door with a lock pick (equip the lock pick and "attack" the door with it). If you are noticed trying to take an item, or to look inside a non-empty drawer, you will be treated as an enemy by the inhabitants. Small children and women will run away, men will attack you. There is a bug though - if you leave and re-enter the house, they will forget about everything. It's up to you, to use the bug or not.

On the third day an infected district appears - you will recognize it by the patrols guarding the borders, also the picture will become darker and in a bluish color tone. All the houses inside the infected district are open. Guards will start patrolling the streets. In the district "clouds" of disease will appear - stationary as well as moving ones; infected people will be walking in the streets - they will infect you, if you let them touch you. You will only find people in agony in the house, as well as "clouds" of disease. From day 6 arsonists will appear. From day 9 the patrols will be replaced by army forces, including disinfectionists with flamethrowers.

On the fourth day the infected district from day 3 becomes locked up. Everything becomes vivid orange, when you enter. All the houses are open, there are no infection clouds in the streets, there are bandits instead, and the patrolmen. From day 9 - reinforced by disinfectionists. Marauders appear inside the houses - they are good in close combat and quite agile, so use ranged weapons.

The variety of items, appearing inside the houses, changes, depending on the day. Furthermore, items, which you can find in normal, infected or locked-up houses, differ. Usually, items of a better class appear in stores first. You will not be able to find Army clothing there.

From day 3 to day 8 patrol guards will be standing at the entrance into an infected, or a locked-up district. From day 9 - soldiers and disinfectionists.



If you kill an arsonist, a bandit or a marauder, you will find a bottle with inflaming fluid, "razors" (don't confuse with shaving razors) or a bolster



correspondingly. You will be able to exchange such marks with patrol men and boys (except for the Molotov cocktail).

Here's a list of items, which you can exchange for something with the citizens:

(Some items appear only later in the game)

Patrol guards accept marks of bandits, marauders, arsonists and twyrine in exchange for food and ammunition.

Teenager boys accept marks of bandits and marauders, razors, watches, knives in exchange for α/β tablets, meradorm and monomicin.

Teenager girls accept needles, rings, bracelets, beads and earrings in exchange for lock picks, ammunition, β tablets and monomicin.

Little boys accept marks of bandits and marauders, needles, hooks, nuts in exchange for ammunition, meradorm, β tablets.

Little girls accept needles, hooks, nuts and flowers in exchange for lock picks, meradorm, α tablets and rarely - powders.

Drunkards will exchange bandages and tourniquets for 5 water bottles.

You may also exchange with citizens inside houses - every time you exit and re-enter a house their inventory replenishes.

Now to maraudering. If you think, that items from locked up houses will do you more good, than to the dead or the marauders. The items you'll find doesn't depend on the type of house (there are 7 by the way), but on the type of container.

There are three types of shelves and bedside-tables.

- The bedside tables contain various medicine mostly.
- Kitchen cupboards contain food: nuts, lemons, twyrine, knives...
- Clothing wardrobes may contain kerosene, needles, hooks and what's important - clothes and weaponry.
- Empty. Speaks for itself.

The disposition of shelves depends only on the type of house and it's condition - ordinary, infected or locked up. The ordinary houses are rich for food. You'll find more ammo in infected houses and more medicine in locked up ones. Besides shelves, don't forget to pick up items from tables.

A little about combats...

The principles of close combat in this game aren't all that new, so train - it might turn out useful in some other game. Swing, move forward, hit, and move backward. You have to swing first, so that you won't lose time in the enemy's range of reach. The knife can cause critical hits, when you aim for the head from the back. All the weaponry breaks really fast. Ranged weaponry shouldn't be used on too large distances. The rifle and shotgun have greater power, and the revolver has 6 bullets in a round. That's about it.

Food and clothes.

Here is a table with information, about product nutrition and a table with clothes parameters. Coffee was not included in the table, as it doesn't modify hunger: -5% health, +20% exhaustion. The Lemon decreases your exhaustion by 10%; water increases exhaustion by 3%.

| Product | Hunger, % |
|---------|-----------|
|---------|-----------|

| | | | | | | |
|--------------------|-----|------------------------------|----------------|----------------|-------------|----------------|
| <i>Dried meat</i> | -13 | | <i>Defence</i> | | | |
| <i>Smoked meat</i> | -18 | <i>Clothing</i> | <i>Hits</i> | <i>Decease</i> | <i>Fire</i> | <i>Bullets</i> |
| <i>Fresh meat</i> | -25 | <i>Drapery</i> | 0 | 10 | 0 | 0 |
| <i>Bread</i> | -24 | <i>Disposable gloves</i> | 5 | 5 | 5 | 5 |
| <i>Milk</i> | -7 | <i>Boots Repellents</i> | 15 | 10 | 15 | 15 |
| <i>Dried fish</i> | -16 | <i>Coat repellent</i> | 15 | 20 | 15 | 15 |
| <i>Fresh fish</i> | -25 | <i>Synthetic gloves</i> | 5 | 15 | 5 | 5 |
| <i>Vegetables</i> | -12 | <i>Jackboots</i> | 20 | 15 | 20 | 20 |
| <i>Cracker</i> | -2 | <i>Antibacterial mask</i> | 0 | 25 | 0 | 0 |
| <i>Peanut</i> | -1 | <i>Cape Repellent</i> | 15 | 35 | 25 | 15 |
| <i>Walnut</i> | -1 | <i>Sanitary army overall</i> | 30 | 50 | 30 | 30 |
| <i>Hazelnut</i> | -1 | <i>Strong army gloves</i> | 15 | 20 | 25 | 15 |
| <i>Water</i> | -1 | <i>Army boots</i> | 30 | 20 | 40 | 30 |
| <i>Lemon</i> | +10 | | | | | |

Infected and locked up districts map prices.

In the Bachelor scenario, you buy the map from Vlad always at the same price of 1000.

In the Haruspicus scenario, you buy the map from Notkin at different prices (see table) if you complete the quest to bring him 10 protective mixtures on day 3 and if you don't.

| <i>Day</i> | <i>Quest was completed</i> | <i>Quest was not completed</i> |
|------------|----------------------------|--------------------------------|
| <i>4</i> | 3 razors | 500 |
| <i>5</i> | 2 razors | 1000 |
| <i>6</i> | 2 razors | 500 |
| <i>7</i> | 3 razors | 2000 |
| <i>8</i> | 3 razors | 1500 |
| <i>9</i> | 4 razors | 1500 |
| <i>10</i> | 4 razors | 1500 |
| <i>11</i> | 5 razors | 1500 |

In the Devotress scenario you get a marked map automatically.

Walkthrough credits.

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