

Automaton Story walkthrough 0.2.0

About

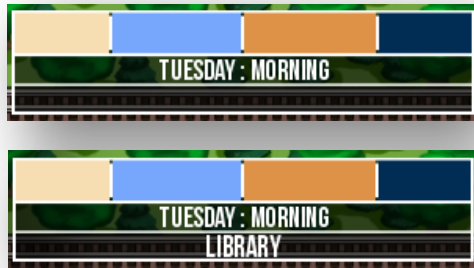
The game's plot is simple and doesn't require the player to seriously think about the quest. Most of the clues can be understood from the dialogues. But mostly you have to talk to someone, bring or find something.

The game includes a hint book — sometimes it tells you directly what to do, and other times it just points you toward the main objective. Many of the hints require extra steps, which you can figure out through dialogue or by exploring the locations.

The main storyline revolves around the relationship with your (MC's) sister. Others (aside of required interactions to advance the plot) are purely optional.

As the game is still in development, many of the mechanics and interactions between characters may change.

GUI



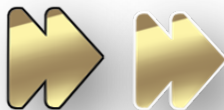
From the top, this window represents the time of the day with a color: **Morning**, **after-noon**, **evening** and **night**.

The day of the week is in the middle.

A hint appears at the bottom, depending on where the cursor is positioned (not always).



Notebook. The main character contains important information in it. **Hints**, **Inventory**, **Relationships** and **Cheats**.



Controls for the **mobile version** of the game. Helps to fast forward scene(s).

Console:

show/hide screen winbut



Controls for the **mobile version** of the game. Helps to hide the GUI.

Console:

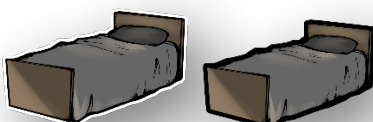
show/hide screen skipbut



Menu / options. Useful for mobile versions (Equivalent to hitting Escape key on your keyboard).



This element takes you to the map. Appears in locations where there is no visible exit.



This item moves the player to a room with a bed. The item appears only on the map. *(from 0.1.1v)*



This element appears when someone follows you. If you click on it, the character will leave.

In the game settings, you can change the type of the main character's genitals, enable or disable certain fetishes, and toggle the quick menu buttons on or off. Standard settings are also available.

DISPLAY

WINDOW

FULLSCREEN

SKIP

⚙️ ALL TEXT

AFTER CHOICE

TRANSITION

PENIS TYPE

⚙️ HUMAN

CANINE

BESTIALITY

⚙️ SHOW


HIDE

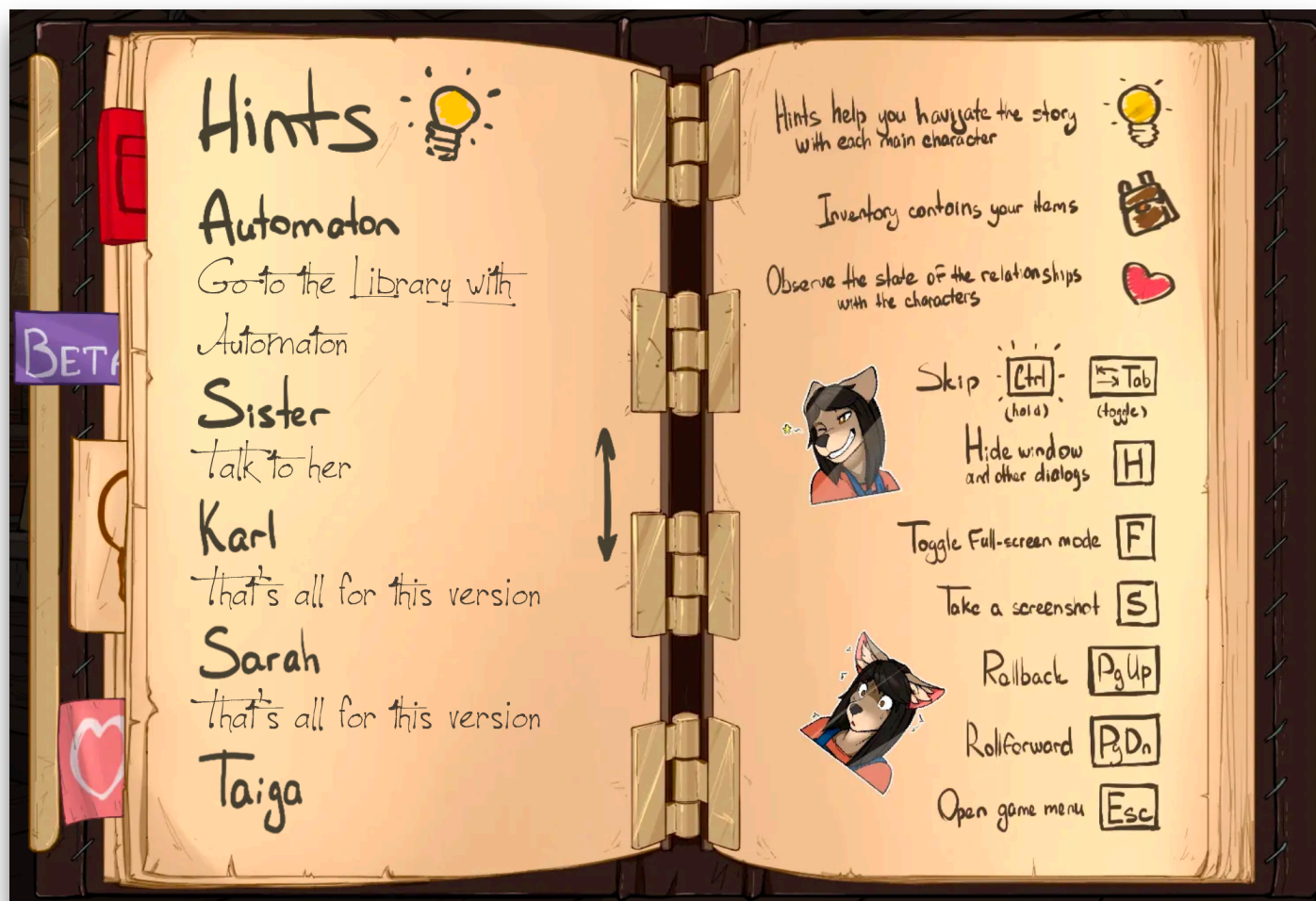
UI TEXT

⚙️ SHOW

HIDE

Walkthrough guide

The player has an access to a journal , which, among other things, sports a set of progression hints.



Some paths intersect and require a different storyline to be completed. This mainly concerns the main plot. The game also features many minor characters that you won't see in the book. Some are obvious, some are not. With that said, there are no tips for them. But their quests are usually easy and straight-forward.

You can get more information about different places from character-informants. The bartender at the bar, the mouse at the Mall/Treehouse, the guy at the factory. Some information may open up access to new dialogues or scenes (e.g. in Pink Fox).

Posters

The game features posters that can be found in various locations. At the moment, they can only all be collected using cheats. Here's a list of the ones you can find on your own:

- 1: Principal's Office – large photo album
- 2: Meet the automaton in the MC's Room after the Halloween quest
- 3: Teachers' Room – book on the floor
- 4: Archie's Bedroom – box of stuff under the bed
- 5: Forest Area 1 – distant area
- 6: Sister's Room – mario poster
- 7: MC's Room – jacket
- 8: Mall, 2nd Floor – robot near the movie theater
- 9: -
- 10: -
- 11: -



Main Storyline

The main storyline involves developing a relationship with the sister to some extent, but it's mostly focused on the automaton.

If you only follow the main plot, it might close off the possibility of progressing with other characters later on.

1. Help you sister to wake up and make breakfast

Go to the hall, then to the sister's room and click on her



Afterwards go to the kitchen to make breakfast. Click on fridge



2. Go to Master

Get out of the house, then go to the factory. And go to Master's office.



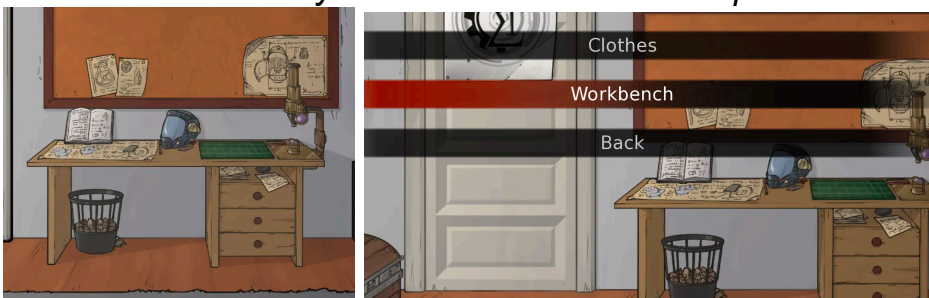
Talk to Master.

3. Talk to Master about automaton

And again... Go to Master and talk to him. He will give you a blueprint.

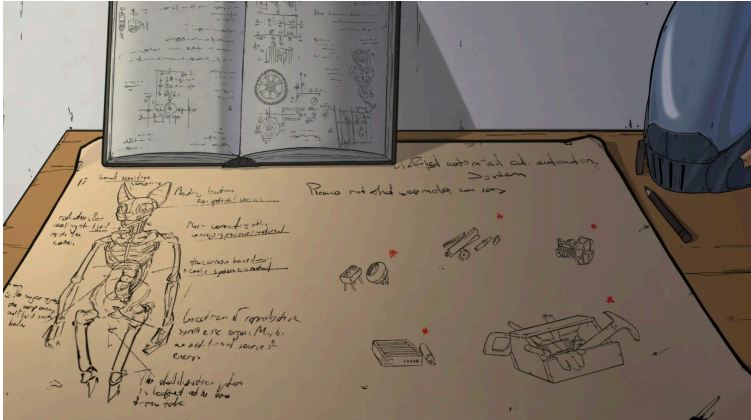
4. Make a list on the table

Click on the table in your room. «Workbench» option.

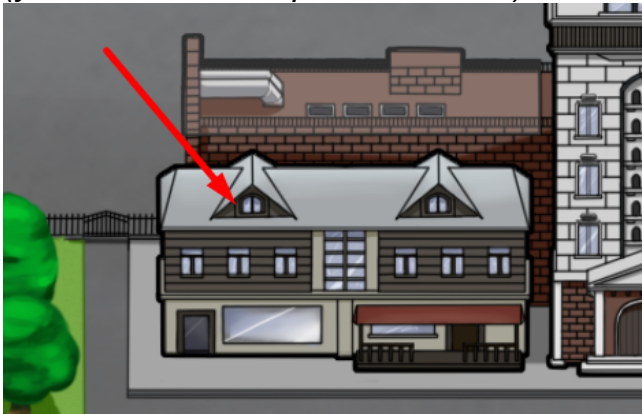


5. Find and buy items for automaton

To find out where to find all the elements, you can click on the corresponding element in the drawing on the table.

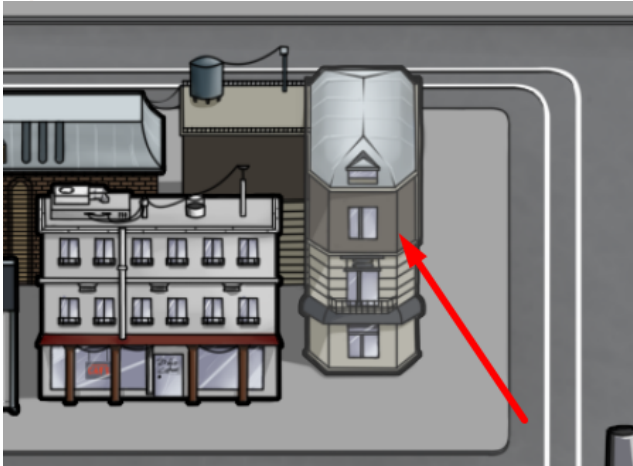


Typical elements can be found in Karl's shop. Select the «Order typical elements» option (you need 130\$ to place an order).



After you place your order, it will take a day before you can pick it up at the store. You can pick up your delivery every weekday when Karl or Lauren is in the store.

Optical sensor can be obtained from Sarah. Select the «Optical sensor» option



You will also have to wait one day and come back to her. You can also come any other day. After the date, she will give you what you want.

Steam core part can be found at the factory — talk to Master to get it. Select the “Steam core part” option. Then try to get to the chief engineer. You will find out that you need a key for his office.



Ask Master about the key, select the “The door is locked” option. He will direct you to the secretary. Talk to her and select the “Key to Chief Engineer” option. Now you have a key.



She will ask for a favor. “Sit down” option will give you the secretary and MC scene. If you select “No thanks” option then she asks you for a bottle of wine. You can find it in Karl’s store or in Mart in the steam shop. Finally, you can talk to the chief engineer.

Cooling system parts can be found at the mall in the Steam Shop. Talk to the shop assistant.



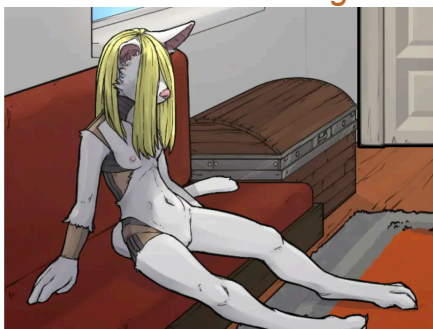
If you choose to have sex with her, you get the cooling system parts right away. Otherwise, you have to buy them (you can still have sex with her afterwards).

Tools can be found with the help of the sister at the MC’s house — but you need to progress through her storyline first. Talk to her. Select “Talk” and “Tools” options (at home).

6. Fix Automaton

To repair an automaton, click on it. The automaton is in the MC's room.

This can only be done in the afternoon and evening on weekdays and in the morning, afternoon and evening on weekends.



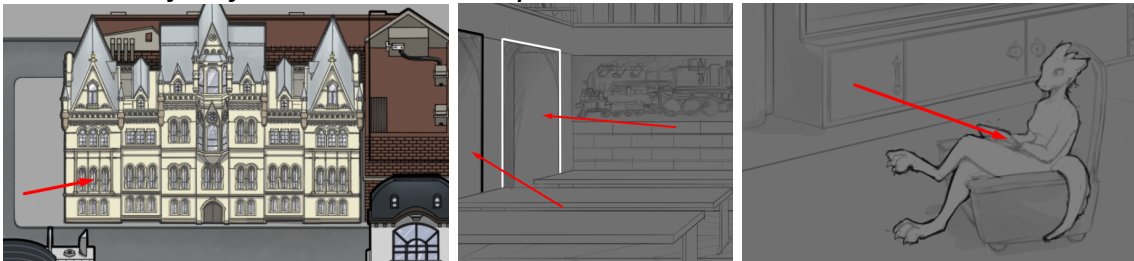
7. Take automaton to Master

Click on automaton and select the “Follow me” option. Then go to the factory in Master’s office.



8. Upgrade automaton

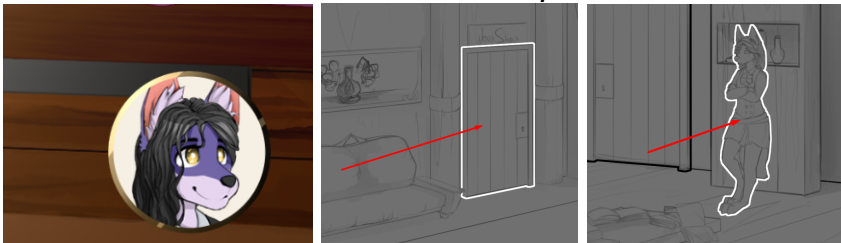
Go to the library and find Spike. Click on her and select the “Looking for book...”. You need to buy “Synthetic blood blueprint”.



You can do it yourself with the automaton, or you can ask Sarah for help.

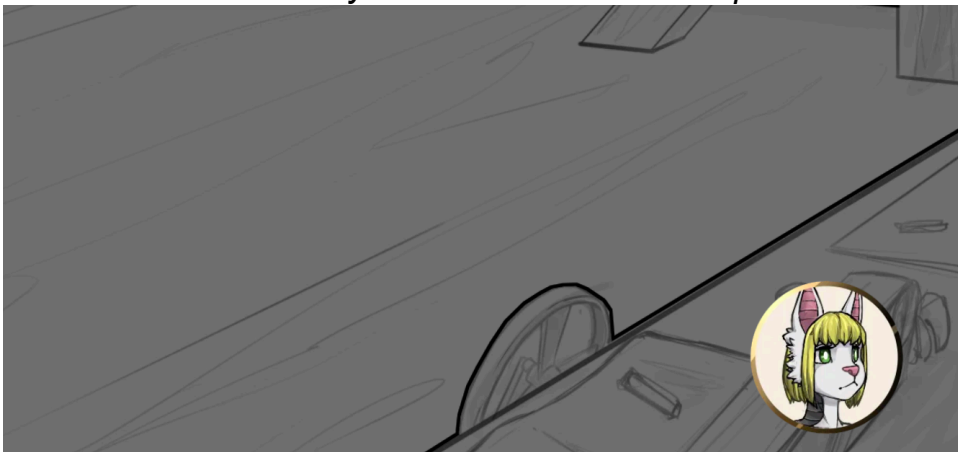
With Sarah:

Now we go to Sarah and ask her to follow you. Then we return to the library and go to the workshop. Click on Sarah and select the “Work” and “Synthetic blood scheme” options. Or click on table and select option “Yes” if Sarah with you.



With Automaton (from 0.1.1v):

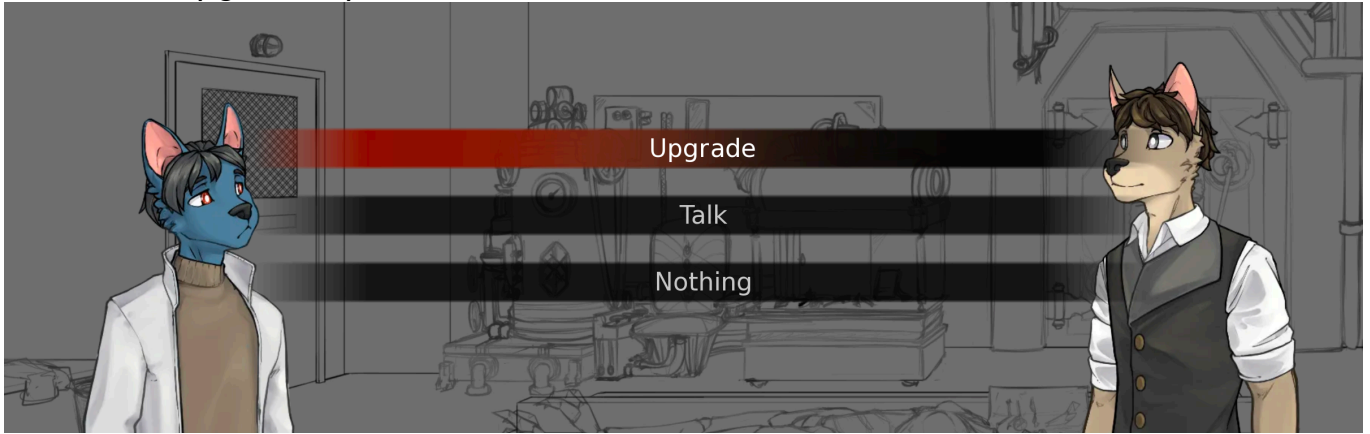
Ask the automaton to follow you. Then go to the library and go the workshop. Click on table and select the “Synthetic blood scheme” option.



After Sarah or Automaton option:

Now you can ask automaton to follow you and go the factory. Talk to Chief Engineer and

select the “Upgrade” option.



9. Talk to Master

Go to the factory and talk to Master.

10. Find Chief Engineer

Go to the factory and find Engineer.

11. Talk to Sarah

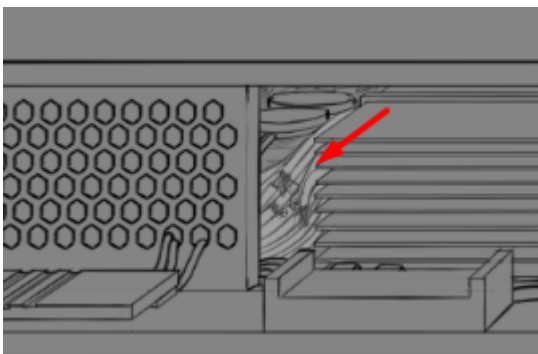
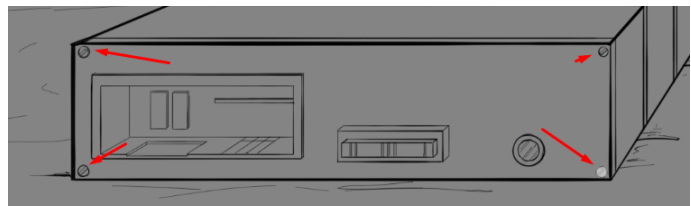
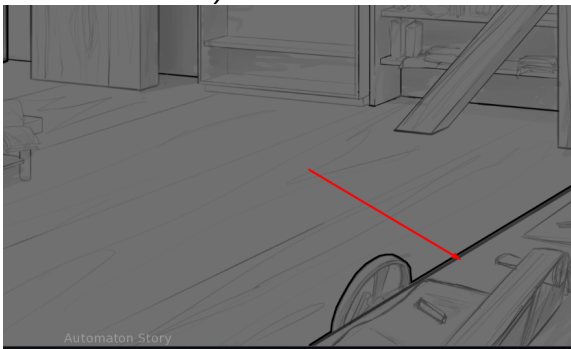
Talk to Sarah.

12. Craft Energy glove

Go to the room and click on the table to see the parts you'll need.

Leather and wires can be found in Karl's store.

Energy cell can be found in Karl's store or you can ask Chief Engineer about this and get “*Broken Energy cell*”. Then go the workshop (now you have *license* and can go without Sarah) and click on table to fix the cell.



Alloy can be found in the factory. Ask Chief Engineer about this. Then go to Archie and Ryuto. To talk with Archie you need to talk with Ryu (automaton) first. Then ask Archie about alloy. Then ask Ryu about alloy.

Metal sheets can be found in Karl's store. Ask Karl or Lauren about this after you get other materials. Then you can go to Sarah and ask her about this.

Now you can assemble the glove. You can do it on your own (in your room or in the library), or with Sarah (ask her to follow you and build the glove in the library).

13. Go to the park with automaton and sister

The girls will join you when you are on the first floor. Or you can call them yourself. Then go deep into the park.

14. Go to the factory with automaton and sister

15. Talk to Chief Engineer

16. Go to sleep

Go the bathroom before, then go to your room.

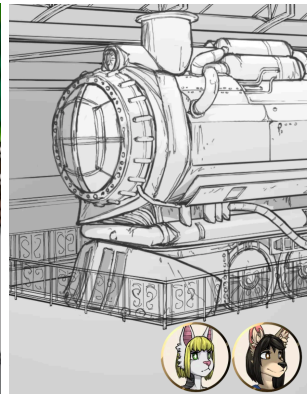
17. Find your sister and talk to her

Go on the first floor and talk to girls



18. Go to the train station with sister and automaton

Go to the train station with girls and click on the train

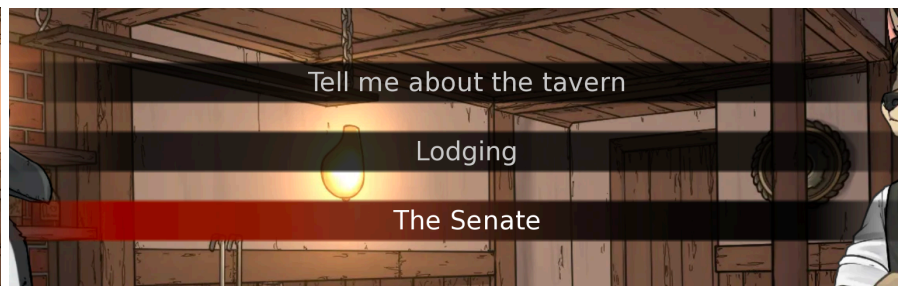


19. Look around the tavern

Check the second floor and both rooms

20. Talk to the bartender

Find him on the first floor. Talk to him then ask about Senate



21. Talk to the automaton

Find her in your room and talk to her.

22. Go to the library with automaton

Ask automaton to follow you. Then go to the library and talk to the girl.



23. Find Archie

Go to the train station and travel to Sylvora. Then click on Archie's house.



24. Go to ruins with Archie and automaton

Ask automaton to follow you and talk to Archie in his house

25. That's all for this version

Sister's Storyline

1. Find a book in your room and give it to your sister

The book is between the table and the bed on the floor. Then find your sister and select the "Talk" and "Give Incest Book" option.

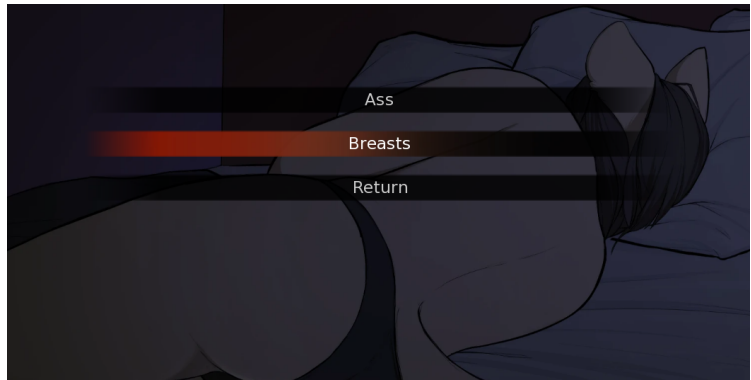


Next, you need to advance in the plot with Karl. After two visits, you can go further.

2. Visit your sister at night in her room

Go in her room at night and click on slipping sister. Select "Remove blanket" and "Yes".

You can touch her or return, the quest will still count.



3. Talk to your sister

Find her and talk.

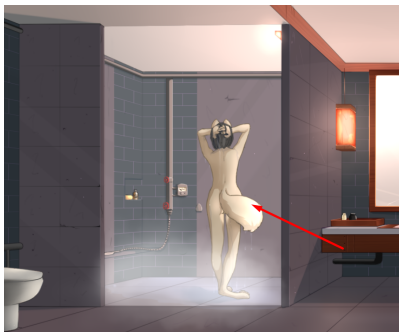
Now you need to advance through the main plot to continue.

4. Find her in bath

Go to the bathroom when your sister is there. You can find her on Wednesday and Friday evenings. Select the "Spy on [sis name]" option.

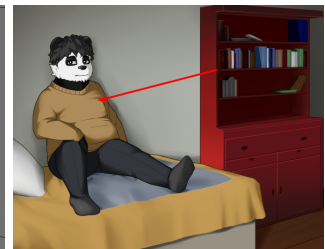
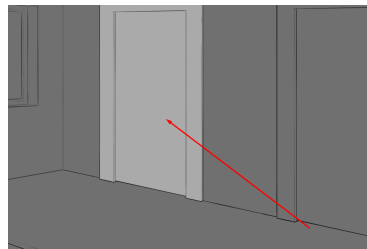
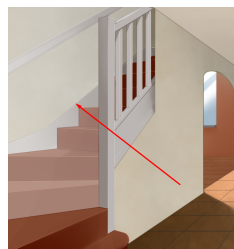
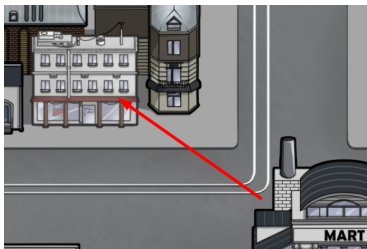


Then click on sister.

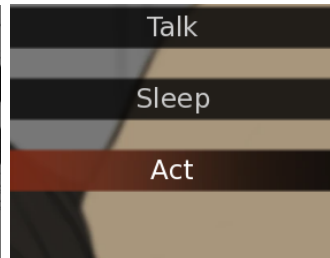
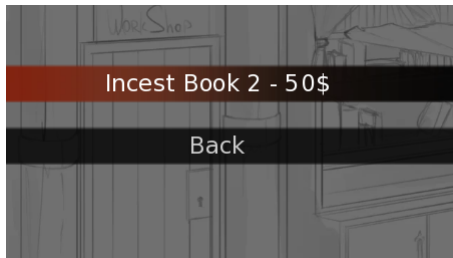
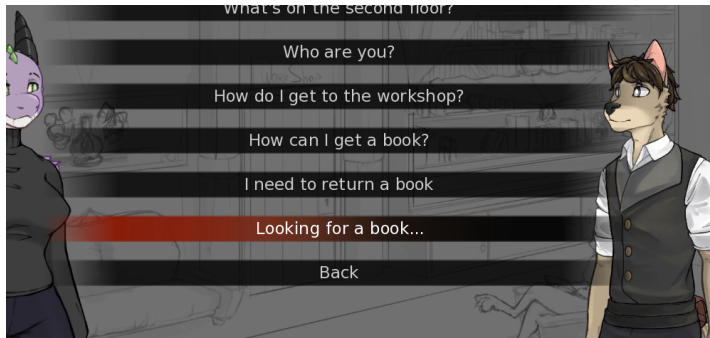


5. Ask Karl about new book

Go to the Karl's house. Find Karl in his room and talk to him about "Book".

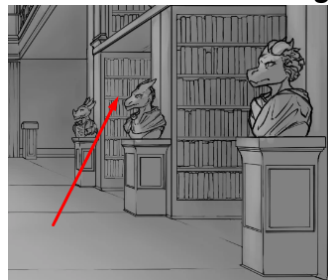
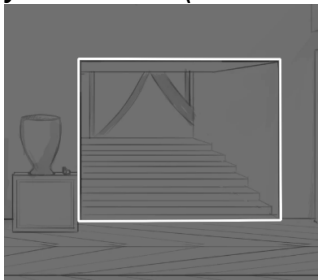


To get information about the book first you need to find Incest Book 2 in the library and give the book to your sister. Then sleep with your sister ("Act" option).



6. Find and give new book to her

You need a license to complete this quest or ask Sarah to follow you (no need for license with Sarah). You can find license in the main quest from Chief fixing broken energy cell or in the side quest at the school with Cornelia. Then you can borrow this book from the library even before this quest. "Dating my sister" option. Then give this book to your sister. (Select "Talk" and "Give Dating my sister").



7. Next day, her room, evening

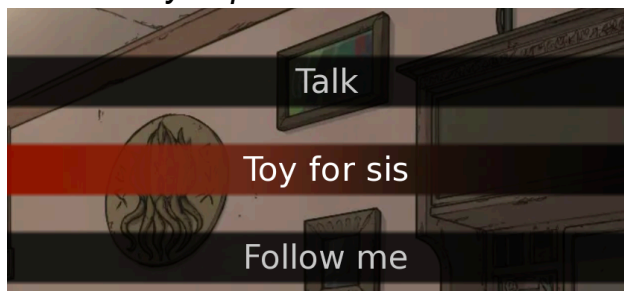
Tomorrow or any next day, you can come to her in the evening and get a scene with your sister.

8. Talk to her

The dialogue with the sister will be different depending on whether you're following Sarah's, Monika's, the Sister's route, or the Loneliness route.

9. Find a toy and give it to automaton

Go to the «Pink fox». «Buy» option. Then talk to automaton and give a toy.



10. Wait for a day

Just wait.

11. Find her in the evening in her room on weekdays

12. **That's all for this version**

Karl's Storyline

1. Talk to your friend

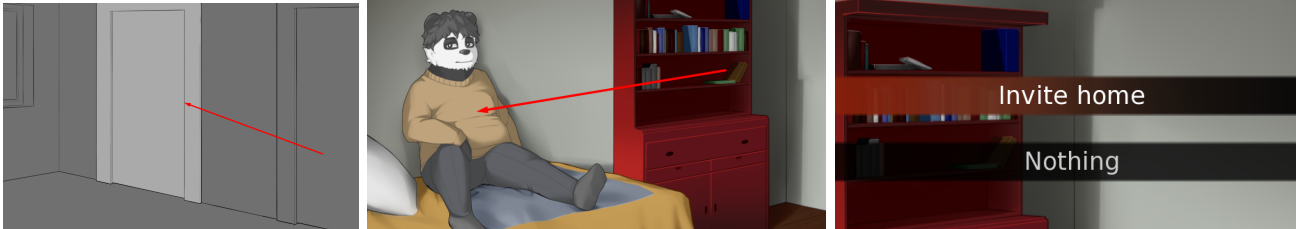
Find your friend house and click on it. If this is your first acquaintance with Karl, then he welcomes you. You can also find him at work in his father's store. Or you can meet his mom at work.



To continue, you need to have an automaton already

2. Talk to your friend

Find a friend in his room. And select the "Invite home" option.



3. Invite him home again

Find him and invite again.

To continue, you need to start the chapter on collecting spare parts for an automaton.

4. Help Lauren in store

Find the store and go in. If you haven't worked yet, you can start work the next day after talking. Start work when Lauren is there.



5. Talk with Lauren

Find her in the house during the day when she is sitting on the couch. Select the "Talk" option.



6. Talk with Karl

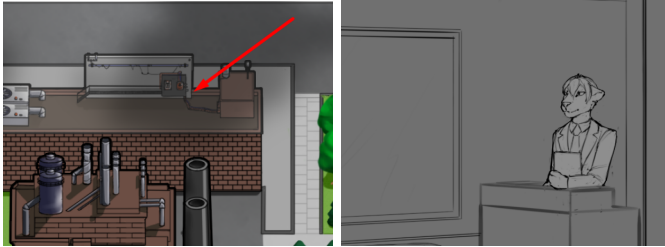
Find him in his room and select the "Talk" option.

7. Talk with Lauren

Talk with Lauren again in her house.

8. Make a reservation in café

Go to the cafe and talk with waiter. Select the "Make a reservation" option.



9. Talk with Lauren

Find Lauren in her house and talk about a date. Select the "Date" option.

10. Talk with Karl

Find him and select the "Talk about Lauren" option.

11. Ask Lauren not to work in the evenings

Find Lauren at her workplace in the store. Select the "Talk" option.



12. Talk with Karl

Find him and talk.

13. Discuss the plan in the bar

Find him at the bar on weekday evenings. Select "Plan" option.

14. Talk with Lauren

Talk with her and go to the entrance. Karl talking.

15. Have a date with Lauren or don't

Wait until the next weekend. Then go deep into the park and click on Lauren.



You can leave her. Or select "Approach" option for action. If you bought wine in advance, the event will be more interesting.

16. Visit Bank

Go to the bank



17. Find out how to get to Saimon

Talk to Vivien 2 times.



18. Talk to Karl

Talk to him about Bank

19. Talk to Lauren

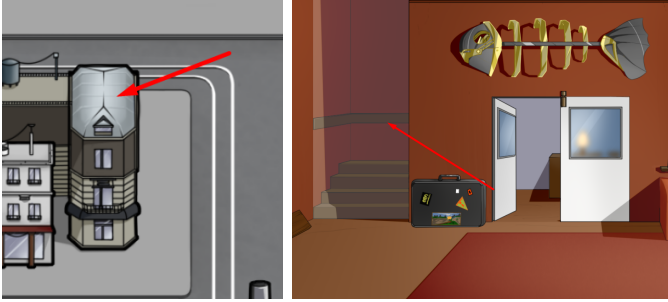
Talk to her. Then go through the far door behind the counter.



20. **That's all for this version**

Sarah's Storyline

To start her storyline, you need to find her at home and go to her room.



To start first quest you need to get to the collection of spare parts for the automaton.

1. Talk to her

This is a part of the main plot. Just talk to her and go on a date the next day.

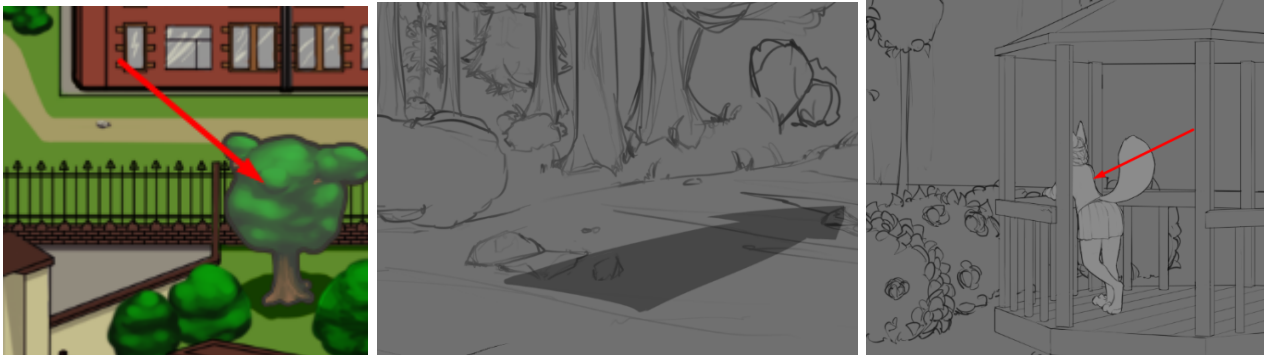


Next, the automaton must be assembled

After you made Synthetic blood scheme

2. Talk to her in the park

Go to the park. Go right. Click on Sarah. She'll be there on weekend evenings. Talk to her and keep asking.



3. Bring automaton to her

Find it in your room or park and bring an automaton with you.

4. Find out useful information on the bar

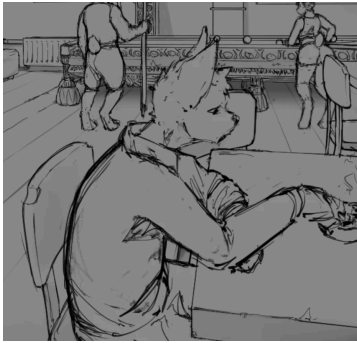
Go to the bar



*Talk to the goat at the bar (flirt -> talk) **or** Talk to the bear at the bar (talk -> bring a beer to him -> talk) **or** Talk to the bartender at the bar (rumors -> locals).*



Then talk to Max there. Keep talking and pay 300\$.

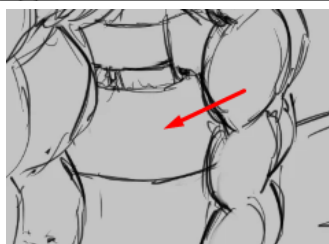
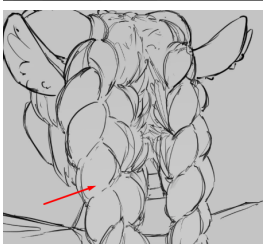
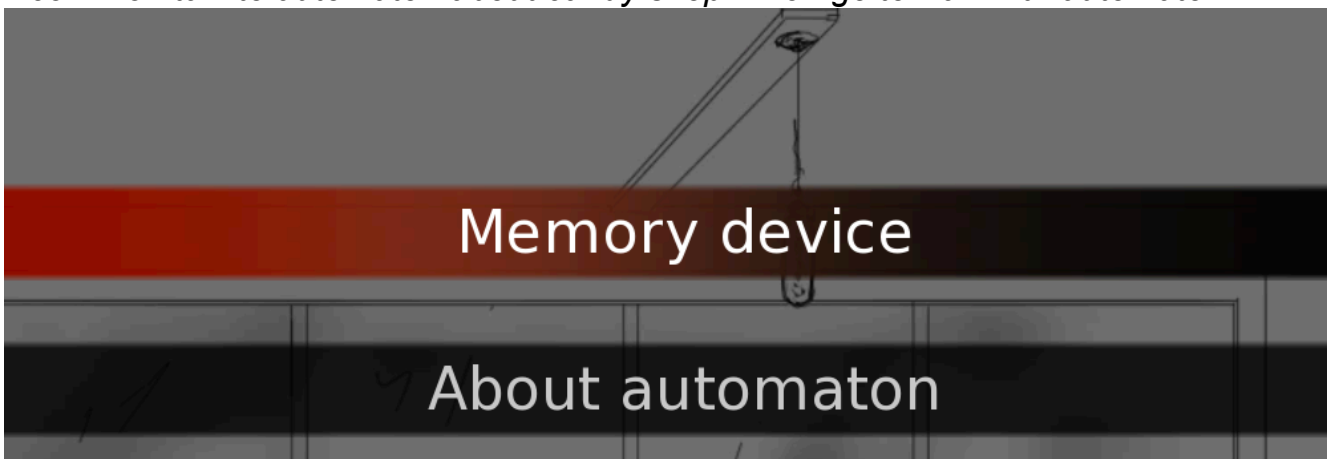


5. Get to the brothel

Go there and talk to the girl.



Then go to Karl and talk to him about this shop. Then talk to Archie about memory device. Then talk to automaton about candy shop. Then go to Karl with automaton.



Then go to the candy shop and talk to the girl again. «Password» option. Then talk to

the bat-girl.



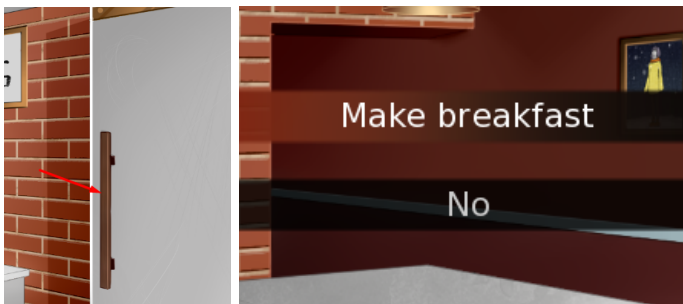
6. Ask Grey about Automaton repair then find Sarah in the store
When you leave the shop, you'll run into Sarah.
7. Talk to Sarah
Talk to her about candy shop
8. **That's all for this version**

Taiga's Storyline

1. Find her in the school
She can be found in class B in the evenings on weekdays. Or in the teachers' lounge on weekdays.



2. Talk to her
Talk to her immediately or later at the same time in the same place.
3. Wait for 3 days
Just wait or if you haven't fixed an automaton yet, then it's time to do it.
4. Make breakfast to sister on weekdays
Go to the kitchen and make sister a breakfast.



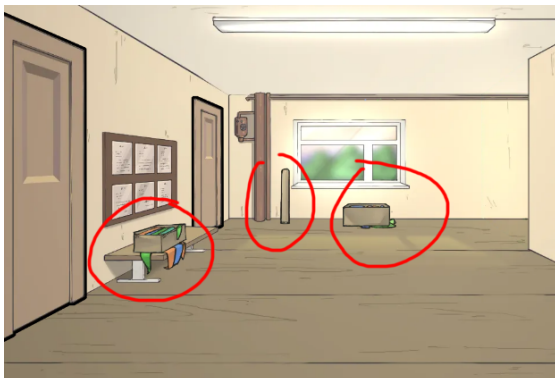
5. Find Taiga in the school

Go to the school on weekdays in the morning or afternoon. You can find her in the hall then talk to her.



6. Make school decorations

Go to the 2nd floor and click on boxes and poster to make decorations.



7. Talk to Taiga

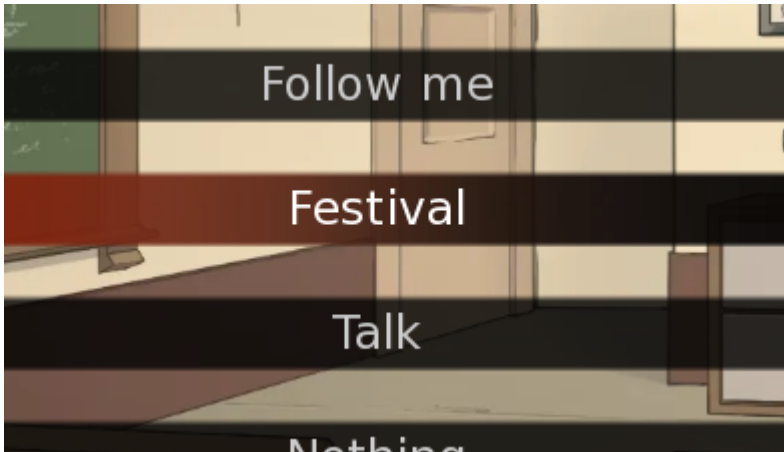
Go back to Taiga and talk to her

8. Help sister to find a costume

Find sister and talk to her about costume

9. Talk to your sister about the festival

Talk to her about festival



10. Go to the school in the evening

Use the main entrance



11. Take part in the festival in the gym

Go to the gym on the second floor.



But before the festival, I advise you to explore the two school rooms on the first floor and

the last room at the very end.



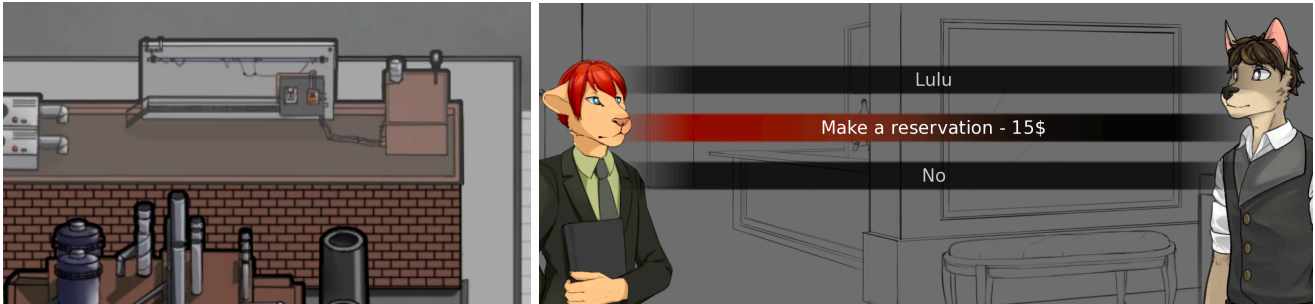
12. Talk to her

Just talk to her. The choice will affect your future relationship with Taiga.

13. Wait 1 day then talk to Taiga

14. Make reservation in Cafe with Lulu

Ask him about Lulu.



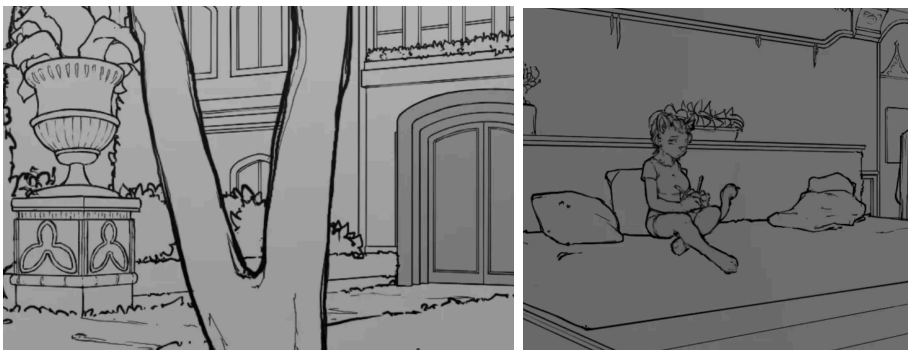
Then talk to Lulu, then talk to Jeremy



And then make a reservation.

15. Invite Taiga on a date on a weekend

Find her in her room and talk to her about date on a weekend



16. **That's all for this version**

Monika's Storyline

1. Find her in the school

She can be found in class B or in the school park.

You can ask sister about her and talk to Monika again to choose shorts or skirt.

2. Talk to her in the park

Find her in the park on the morning of the weekend and talk to her.

3. Help her with her studies

Find her house and go to her when she's at home.



talk to her I her room and help with studies.



*if you have sandwitch you can give it to her and she goes to sleep
you can touch her when she sleeps*

4. Listen to sis in the morning

Make breakfast for sister in the morning.

There are three different dialogues. You may have heard one or two before this quest.

5. Help out at the club

Go to the school and go up to the second floor. Second corridor. First room. Click on sis-

ter and select “Teach now” option. (Monday, Wednesday, Friday - noon)



6. Keep helping

Monday, Wednesday, Friday at noon or Monday at noon or evening. Keep teaching.

7. Ask principal about the thief

Ask principal. Option “Ask about the thief”

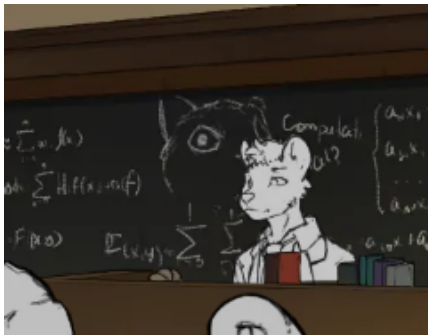


8. Find thief

Talk to Taiga about thief. Then ask principal about teacher Dan. The quest can be completed in stage 1 or taken to stage 3. Stage 3 will open more opportunities.

1 stage:

- Ask Dan about clubs



- Ask Monika about Dan
- Talk to Oden about thief



- Then talk to Dies

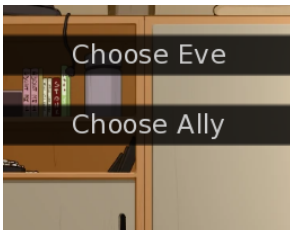


2 stage:

- Talk with Mike



- Talk with Eve



Depending on your choice, you can ask for help finding Automaton or Eve. (You can ask Sarah or Taiga for school uniforms for Automaton)

- Talk to Oden about thief (If you have already talked in the first stage, you don't need to do it again)

- Talk with Mike again

3 stage:

- Talk with Leopold



- Talk with Oscar



- Talk to Oden about lock picker

Then go to principal and tell her about thief

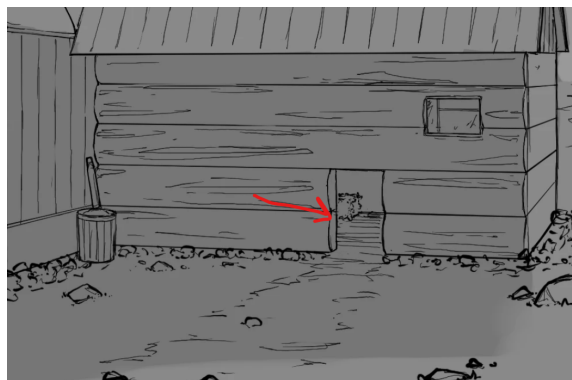
9. Ask her about date and go to the train station

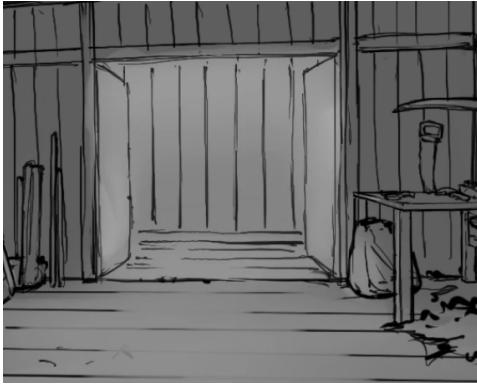
Find her (morning and noon) and talk to her about a date. Then go with her to the train station.



10. Help Amber on the Farm

Find her in the farm and talk to her during the day except at night on weekdays. Then ask if she needs help.





Then go the shop and buy VitaloMix, then talk to Amber again

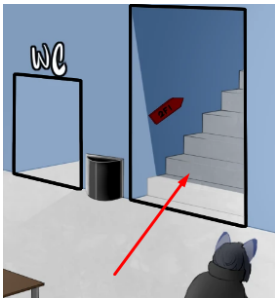


11. **That's all for this version**

Olivia's side Storyline

1. Find Olivia

She can be found in the Mall. Second floor.

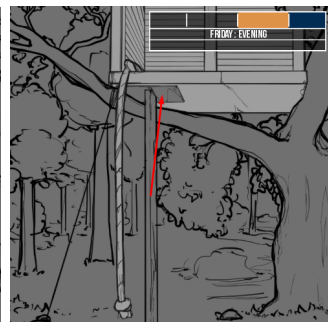


2. Give her gifts 6 times

You can give her candy or ice cream once a day. After 3 times there will be different dialogues. On the 6th time there will be a scene. Then she can follow you to the toilet.

3. Find her in the treehouse

She's there on weekends.



You can give her different books. After 1 day or later you can discuss the book. After reading "Captive mating" or "Kamasutra" – sex scene. Then you can select "Nudes" option while talking. She will return the book after reading it. Books can be found in the library if you have a pass, which you can get from the chief engineer in the story on in the school from Cornelia's quest.

Rebecca's side Storyline

1. View album

You can find the album in the teachers' lounge. The first time you have to click on it when Rebecca is around to see her reaction. Then click on it when Rebecca is not around.



2. Talk with Rebecca about album

3. Talk again

4. Talk with Oden

He will only talk to you if you have completed the quest with the thief (Monika's quest). If you are doing other quests that require you to talk to this character, just talk to him again.

5. Enter the women's toilet in the evening



6. Have sex with her at least twice

7. Talk with Rebecca

Now you can molest her in the hallway or the teacher's lounge. Molest her in the corridor to start the quest with Cornelia. The molestation in front of Taiga is only possible if the quest with the festival with Taiga is completed.

Isadora's side Storyline

1. Talk to her first time

She won't talk to you while eating in the hallway, so you need to find her in the club room._



2. Talk to her in the hallway

With some chance of her showing up in the hallway without food. You need to talk to her at that point.



You can try different options, but it is required to give her a sandwich, which you can find in the men's room at night.

3. Next time, give her a VitaloMix

4. Talk to her

5. Wait 1 day

6. Talk with sister in the school

7. Talk with Isadora

8. Give VitaloMix in the club room

Violetta's (Rosalind) side Storyline

1. Talk to Violetta and Rosalind first time
2. Find Rosalind and help her
In the club room on weekday evenings.



3. Wait 1 day
4. Find Violetta in the school park and talk to her
5. Talk with Oden
He will only talk to you if you have completed the quest with the thief (Monika's quest). If you are doing other quests that require you to talk to this character, just talk to him again.
6. Find Violetta in the male's toilet stall
You can find her there in the evening (Monday, Wednesday, Friday).



7. Talk with Violetta
8. Talk with Rosalind
9. Wait 1 day
10. Find Violetta and Rosalind in the male's toilet stall
11. Wait 1 day
12. Have sex in male's toilet again
13. Talk with Violetta again
14. Have sex and cum inside

Marianna side Storyline

1. Talk first time

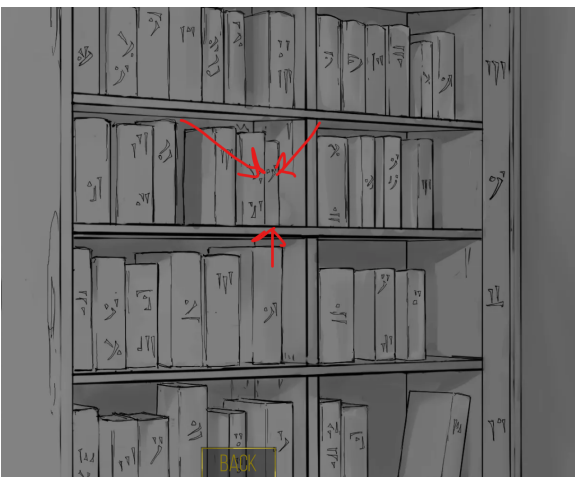
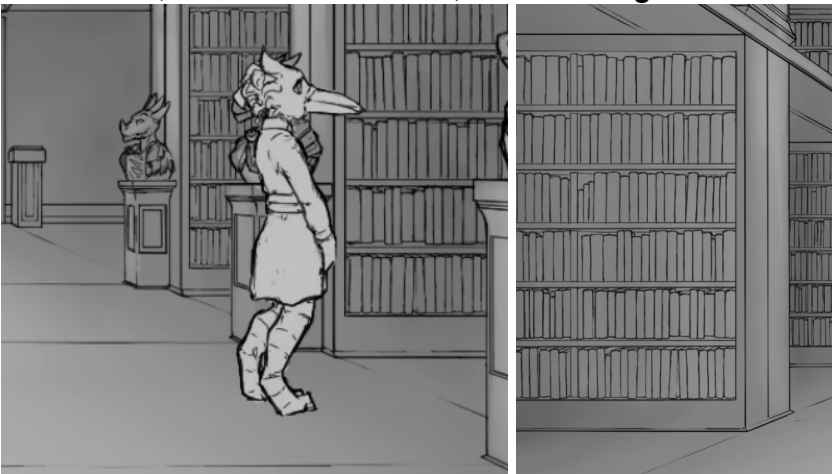


2. Talk with her after found backpack



3. Talk after found library license

Talk to her, then find the book, then talk again



Then talk to her to complete this quest

4. Wait 2 days
5. Go to school then go to the principal
You must find Cornelia in the main entrance
6. Talk with Marianna again

Leticia side Storyline

1. Talk first time

Talk to Marianna when they are together in the hallway. You must already know Marianna.



2. Talk with Leticia in the club room

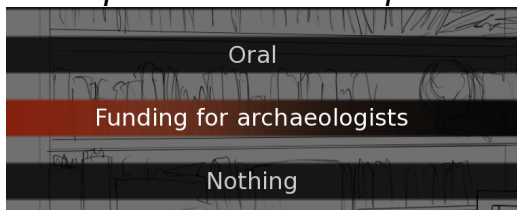


3. Talk with Leopold



4. Talk with principal

Thief quest must be completed



5. Wait 1 day

6. Talk with Leticia
(Archaeologists Quest)
7. Wait 1 day
8. Talk with Leticia and Marianna when they are together in the hallway

Cornelia side Storyline

1. Talk first time
2. Talk again after helping the archeology club
3. Talk after Rebecca's molest in the hall
4. Wait 1 day
5. Talk to Oscar
6. Come to school at night and go to the principal's office
If the quest with the thief was completed on stage 3 then there will be an ending you can get a license to the library and a scene with the main character. Otherwise there will be a scene with Oscar.

Finley and Jessica side Storyline

1. Talk with Finley
2. Talk with Jessica
3. Wait 1 day
4. Talk with Finley and Jessica
5. Wait 1 day
With some likelihood you may see the scene on weekday evenings in 4th class room.



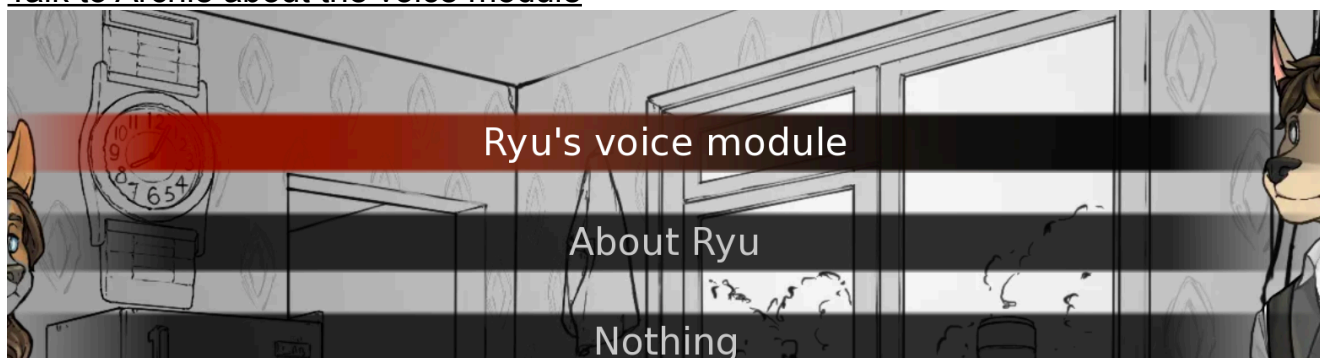
Side story MC x Feral in forest

1. Talk to Ryu about beasts

Talk to Ryu in Archie's house. «Wild beasts» option.



2. Talk to Archie about the voice module



3. Bring the automaton to Archie and talk about the voice module again

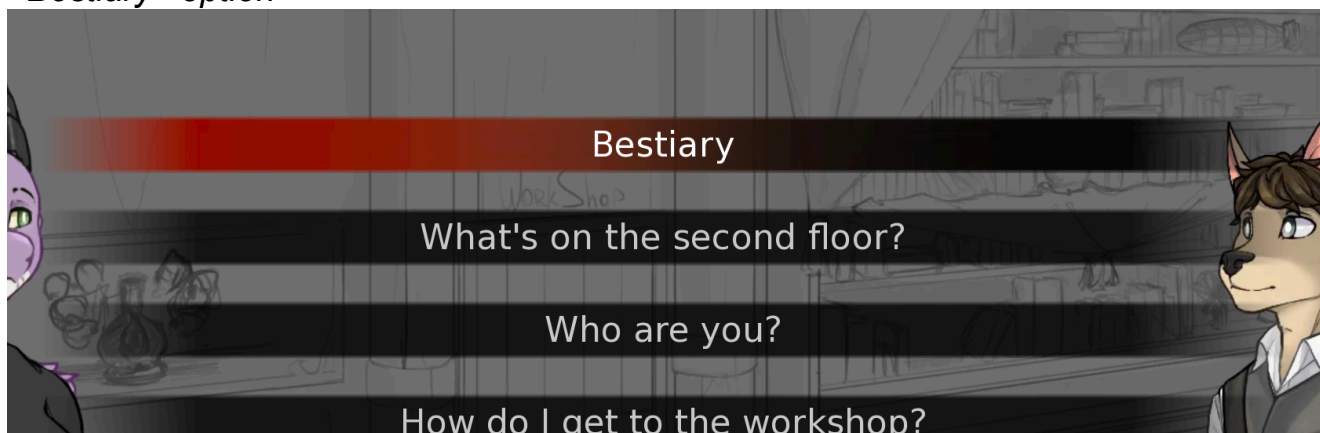
4. Encounter any animal in the forest

Go to the forest. Head left, then go in any direction.

Beast encounters are random — there's a chance that no one will show up. You can try once per day.

5. Talk to Spike about the Bestiary

«Bestiary» option



6. Opening scenes:

Find new beast

Buy the bestiary (record) in the library (Spike)

Give the bestiary record to the automaton

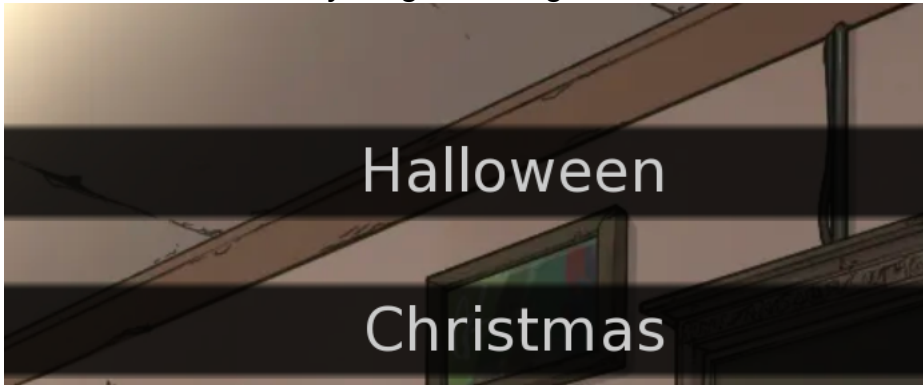
Go to the forest, approach the beast, and choose "interact," then choose "interact" again

or "inspect"

There are a total of 3 scenes in version 0.2.0

Halloween quest

1. Choose the Halloween costume on the table and talk to karl
You can do this at any stage of the game



2. Enter in the school
3. Talk to the entity
4. Check out the rooms
Check all rooms
5. Talk to the puppet by the toilet
Check left part with toilets and talk with puppet
6. Take the tool to the room
Take a blade in the left room



7. Take a hand from piñata
Click on it in the right room
8. Talk to the puppet by the toilet
9. Go on the 2nd floor
10. Talk with everyone then offer an eye
Talk to the puppet in the teacher's room about eye



Then talk to this puppet about eye



11. Talk to the entity

12. Talk to the puppet at the design club



13. Find the glutton

Click on this puppet on the principal room



14. Ask the puppet in the hall about the glutton

Ask him how to break it

15. Find a claw in the pile of puppets and bring it to the puppet in the hall

It's in the pile.

If you look closely, you'll see an animation highlighting the correct item. If you click the wrong one, you'll be kicked out of the room. Then give it to the puppet. Open the glutton and take the needle.



16. Open the glutton ant take the needle

Click on the puppet in the principal room

17. Exchange the needle for the flute at the seamstress

Talk to the button puppet again

18. Talk to God

Talk to the entity