ARIA – Advanced Rogue Intelligence Assault v2.3

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Find the game at:

http://spiralvortexplay.com/svp/flash/advanced-rogue-intelligence-assault-aria/

Full version of the game is on patreon: https://www.patreon.com/vortex00

An expanded version of the game is being created that expands on Amp's storyline and sex scenes.

Contents:

[Phase 1]: Storyline of the game

in **ARIA** you play as a team of special agent space operatives with unique abilities that work for a company called GemCo. This special agent team is lead by Jeo, a highly skilled and powerful agent who has recently gone rogue after being framed during a undercover mission at a school where he was under the alias name of Jinru. Several GemCo agents are on the hunt looking for him. However, Arielle, who is rumored to be his girlfriend, leads a team of agents and is the first to find him out in deep space. With Jeo united with her team, his plan is to battle his way back through GemCo and find the man who framed him.

This game features characters from Umichan Maiko Classroom Cheaters (UMCC) and is connected to the story in that game.

[Phase 2]: Game objectives

The objective of the game is to travel back to GemCo controlled space and confront the man who framed Jeo. You can travel to the next area by pressing the TRAVEL button located on the main menu screen. Traveling will advance the current area by 1. When you travel to the next area while in area 10, the game will be completed. To travel to the next area, you need to have the Resource requirements and it usually requires defeating the current enemy in that area at least once in a Space Battle. You have to travel from area 1 to past area 10 to beat the game.
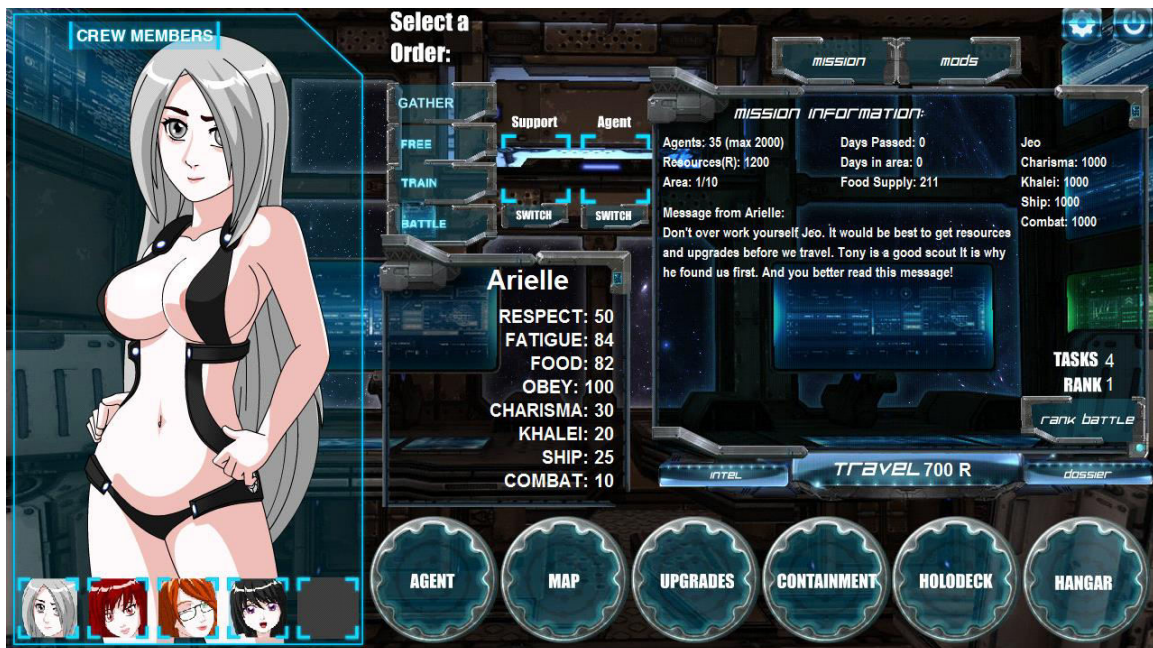
[Phase 3]: Basic in-game controls

Most of the game can be played via the mouse or laptop touchpad. However, certain parts require keyboard input during some of the minigame sections.

With the exception of assigning orders, usually a circle button will take you to a different screen while a rectangle button will change something on the current screen.

Use the buttons at the bottom of the main screen to navigate to different areas of the ship.

[Phase 4]: Main menu screen

The main menu screen is the central hub in the game that connects to everything else in the game.

Crew Members:

From the Crew Members panel to the left, you can assign orders to the selected girl by clicking the character portrait at the bottom of the screen then selecting a button listed under 'Select a Order'. After selecting a girl and an Order, they will attempt to go off and do that task.

Orders:

Gather – Orders the girl to mine resources from nearby asteroids. Some girls are better than others at this and enjoy it more. You also gather more resources as you progress in areas.

Free – Allows the girl to relax. This brings up a submenu of requests where you can punish her, ask her to sleep to reduce fatigue, cook, have sex, or talk. Some girls to do not have the same options available as others in this sub-menu.

- **Talk** – Talk to the girl to find out more about them.

- **Punish** – Punish the girl to raise her obey level. Causes love to lower except Phia

- **Eat** – Eat food from the remaining Food Supply

- **Sleep** – The girl sleeps to lower Fatigue

- **Sex** – Attempt to have sex with the girl. Raises Jeo's stats back to normal and causes the girls fatigue to max.

Train – The girl gains Combat and Khalei stats. This causes their fatigue to max out.

Battle – Engage the current enemy ship in a space battle mini game

Support:

Clicking on the box will toggle available special agents that can assist the selected crew member during a space battle. The support member will not appear in the space battle if it is the same character as the selected crew member or if the Support character is injured.

Agents:

During the course of the game Jeo can come across named Agent captives. If you make them part of the crew, they can be selected from there to add additional benefits to the space battles. Please check each one's unique abilities in the Dossier as you unlock them.

Agents can also be assigned a Free order that doesn't consume a Task.

F.Agent

Hanah

Linda

Moiji

Vux

Purin

Candy

Jaina

F.Agent – All agents fire a laser during battle.

Linda – Increased laser speed

Vux – Increased Attack Ship speed

Candy – Slows Enemy Cooldown

Hanah – Attack Ship unit count + 100

Moiji – Node increase rate + 100 | Begin with 1000 x Rank in your Pilot's main node.

Purin – Reduce Node count by 10 | Removes strike ship in Rank Battle.

Jaina – Enemy EMP time reduction | Removes Barrier support ship.

Stats:

Each girl has stats including Respect, Fatigue, Food, Obey, Charisma, Khalei, Ship and Combat.

Respect – How well the character respects Jeo.

Fatigue – How tired the girl is out of 100. If fatigue is at 100, she will need to sleep. She will sleep on her own if fatigue is at 100. If fatigue is at 100 and you assign a different character a action, the charter with 100 fatigue will reduce their fatigue to 50.

Food – If the Food is at 0 the girl will need to eat part of the remaining food supply. If there is no food for her to eat she will not do any orders.

Obey – The percentage chance that the girl will follow the assigned order out of 100. You can punish girls for not following orders or requests. Punishing girls usually makes their respect go down but raises obey to max. Obey gradually goes down if you assign the girl to do things they are unwilling to do. A girl will typically obey orders buy may be less likely to do a request.

Charisma – How well the character interacts socially. This allows them to rally more agents during space battles.

Khalei – How well the character channels Khalei flow absorption and extraction. Some abilities use this stat to determine damage. This is mentioned in the Dossier for that character in the game.

Ship – Determines the combat effectiveness of the character's Space Ship. The pilot's Space Ship will change in appearance based on how high this stat is. The ship's final form is when this stat is over 1000.

Combat – Determines the character's starting stats during raids and being raided.

Mission / Mods:

These top buttons toggle between the Mission window and the Ship modifications window.

Mission Information

Displays vital information needed to keep track of your progress though the game.

Agents– Displays how many standard GemCo agents have rebelled and joined Jeo's team. Jeo's ship can only support 2000 agents.

Resources(R) – Displays how many resources the team has. This is used to upgrade and travel.

Area – Shows what space area location you are in out of 10.

Days passed – Represents how many turns have passed.

Food Supply – The amount of remaining food. The girl will consume food automatically when their food reaches zero. Keep the food supply up by getting the girls to cook during their free time. You can also buy food from rebel space stations.

Travel – The amount of resources to move to the next area and advance to the next section of the game. Press this button to travel to the next area. Make sure you have the required amount of resources. The space battles become harder as you travel to the next area.

Dossier – Reveals important information about characters as you meet them in game.

Intel – Reveals important information about enemy ships.

Tasks – Reveals how many major actions you can perform before a space day ends and new one begins.

Rank – Displays what you current Rank is. Complete Ranked Space battles to increase Rank by 1. Losing a space battle will decrease it by 1.

Jeo: Shows Jeo's current stats.

- Jeo's stats can be raised various ways in the game along with his condition being temporarily cured.

- Goo can Cure Jeo of his condition.

- Having sex with captured Agent in the Captive area will boost Jeo's stats by 100

- Having sex with Luma will boost Jeo's stats by 1000.

- Be sure to read the messages from the character displayed in the window. They will give you clues about how to unlock secret hentai scenes.
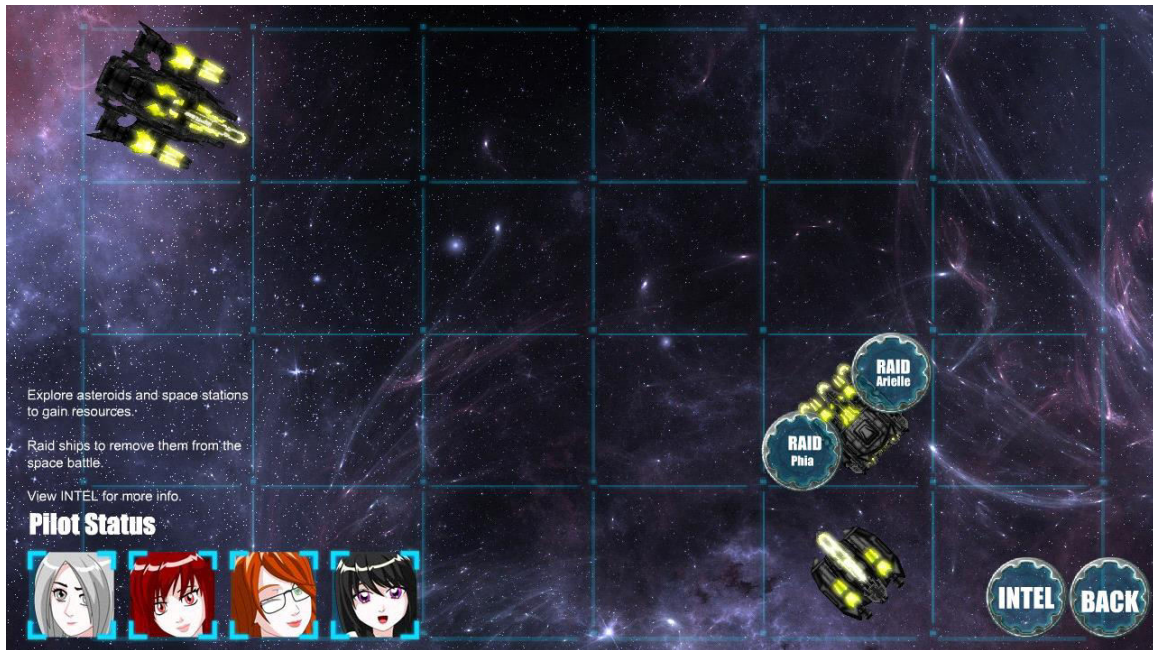
For Ship Modifications. please see [Phase 9]: Ship Modifications

Bottom buttons:

Agent – Play a space battle as a powerful GemCo Special Agent. Good to use if you are struggling with the four girls or want a easier time winning. Be sure if you use Jeo to recover his stats by having sex with a girl. Phia will always accept. More agents can be unlocked as you progress though the game.

Map – Switch to the Map of the current area. From here Raids can be performed to remove enemy ships from space battles. See [Phase 7]: Raiding enemy ships for more information on raiding ships. In certain areas, the Map will have a space station where you can buy special research items not available on Jeo's main ship.

Upgrades – Takes you to the Research screen. For more on Upgrading and Research, please see [Phase 5]: Research screens

Containment – The storage area of the Ship. Some characters will be located here after unlocking them.

Holodeck – Re-watch unlocked hentai scenes. For information on unlocking hentai, see [Phase 11]: Unlocking Hentai

Hangar – This is where you can defend your ship from being raided. if you are currently being raided you will be able to select a available character to defend the ship. Make sure they are not injured. For more on being raided, please see [Phase 8]: Being Raided

Settings button (top right corner)

Brings you to a menu where you can adjust game settings if you are experiencing lag. Also has options to save and load the game.

Power button (top right corner)

Returns you to the title screen

[Phase 5]: Research Screens

Here you can use Research Resources to buy upgrades or one time use abilities. Some upgrades consume task. You have 4 tasks per day, so choose wisely.

Resource Gathering 10/10

Increases in 50 resources gathered per lvl. It works better when gathering with Bri.

Ship Upgrade

It doesn't have a max lvl and raises the ARIA girl's ship power. You have to select the girl you want to upgrade and then go to upgrades. This upgrade is linked to the girl.

Food Convert 10/10

50+ food per cook order/lvl. Works best with TT, since she is the best cook.

Agent Rally 1/1

Using rally skill during space battle recovers half of your total agent count if it is higher than your Charisma.

Raid Bomb

Consumable item used for raiding enemy ships or to defend yourself while being raided. Keep a good stock of them since they don't have a limit.

Raid Training 1/1

Gives more HP, move speed and is needed to unlock raid bombs while being raided. Its linked to the girl (Arielle/Phia)

Agent Workforce 10/10

Gain agent count x workforce level resources each day. A great upgrade to help you on the earlier lvls while grinding for resources.

Explosive Attack Ships 1/1

Your ship units will shatter enemy nodes that have shields on them, but you will lose the kamikaze ships,

so beware on how many ships you send!

Portable Shield Matrix 10/10

Consumable item that shields you main node during battle for 300 hits.

Portable Nova Wave 10/10

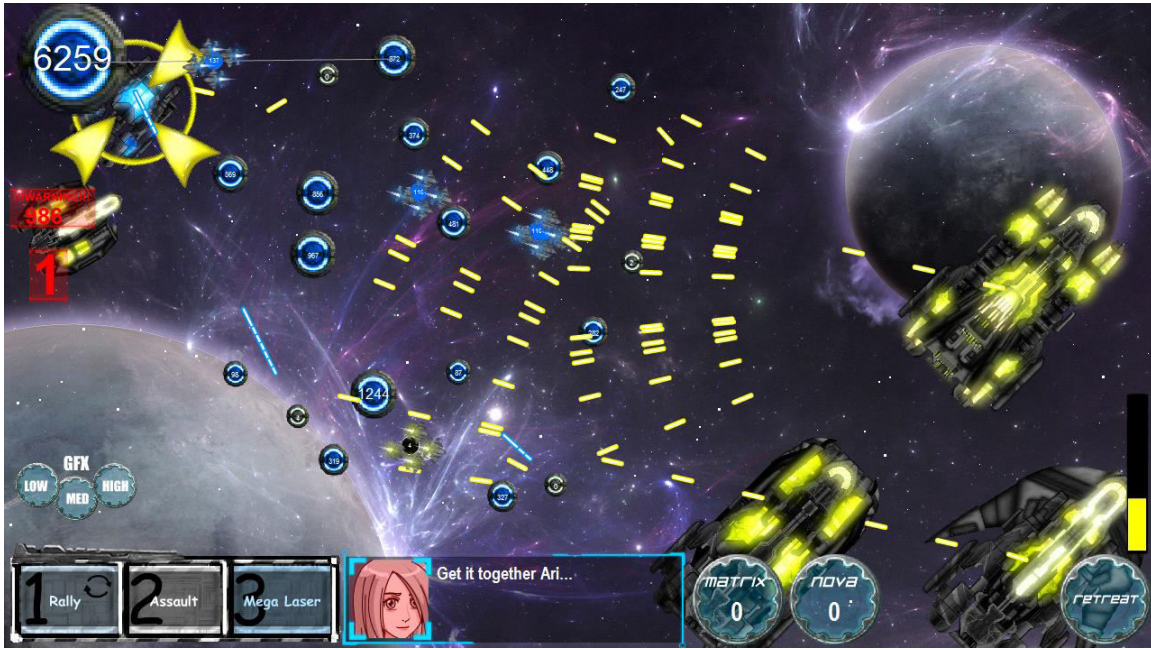Consumable item that prevents all enemy nodes from reaching over 500 units. Needs to select the node and use.

M. LaWS Overcharge 1/1

Great consumable but expensive item. You use it with Arielle and she needs to be uninjured. Clears the whole map from supporting enemy ships. Go to map and use it before a space battle on a specific area. Good to be used on later maps that have too many ships to raid.

Khalei Crystal Reserve 10/10

Consumable item that finishes cooldown timers when used. Also recovers from EMP.

[Phase 6]: Space Battles

When a normal space battle begins, you will first be presented with a menu to talk to the enemy agent, engage in a space battle, or leave. Press Battle to begin.

Your objective in the space battle is to convert each circle or "node" over to your color. You do this by sending attack ships to the node to capture them.

This can be done two different ways. Click on the main ship node, then click the node you want to send it to. Or by pressing space bar and clicking the node you want to send it to. Pressing spacebar targets your main ship so you can send nodes directly from it. You can also click to send attack ships from a different node you control to a enemy node.

When you send attack ships, it depletes half of the remaining units in that node. If the units in the node

become zero while you are in control of it, it switches back over to a enemy controlled node.

If the units in your main ship ever become zero, you will lose the space battle.

Each girl has a set of abilities and their abilities will be essential for winning the battle. Each girl plays differently so read more about each girl's Space Battle skills in the Dossier. It is also described below.

Rally – Each playable agent has a common skill called Rally. This replenishes the unit count in the main node during a space battle.

Arielle – powerful laser damage and offensive skill set

Assault (charisma) –   depletes selected enemy node. or replenishes ally node by charisma amount.

Mega Laser – Arielle fires her main cannon wiping out all enemy attack ships and lasers in it's path.

Phia – fast laser and attack ships

Seduce – Press this skill then select a target enemy node to instantly capture it along with all the units in it. Seduce will instantly send units back to Phia's main ship to reinforce it.

Revolt (charisma) – Causes nodes that have less than her charisma skill to instantly switch to her control. It also send ships back to the main ship.

Tiffany (TT) – super tanky

TT has a unique passive. When she controls no other nodes besides her main ship, she will spam lasers at all enemy nodes at once. So you want to hold out as long as you can at the start of the battle without taking any nodes. Do this by using her abilities Reinforcements and Shield. She also auto spawns attack ships.

Reinforcements (charisma) –   Raises the unit count in all controlled nodes including the main ship.

Shield (Ship) –   Puts a shield around all controlled nodes including the main ship that absorbs enemy laser fire.
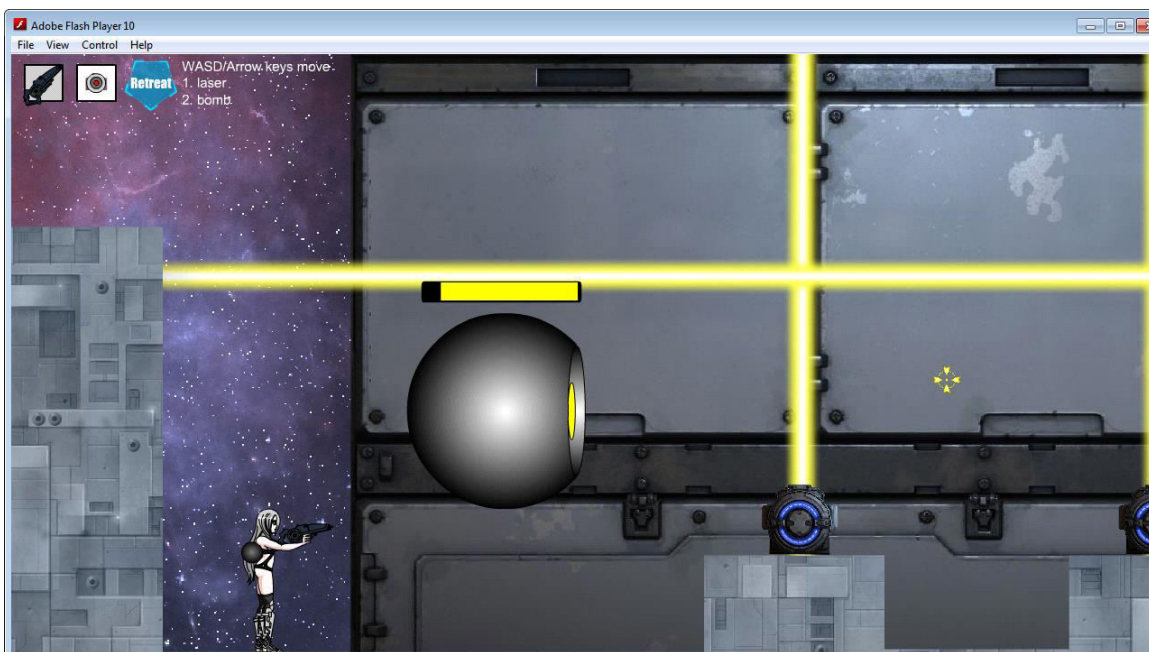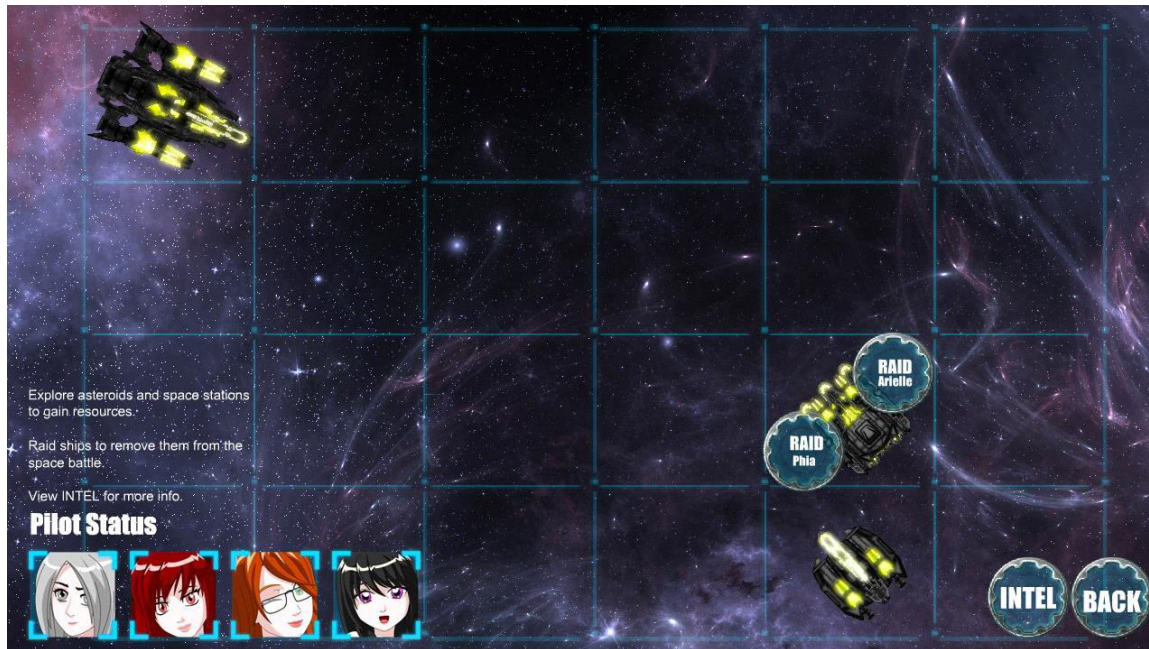

Bri – disabler

Bri becomes injured after any space battle as the selected crew member or as support.

Disaster (Khalei) – Destroys all enemy attack ships and lasers currently in play.

Weaken (Khalei) – Slows down enemy attack ships and lasers significantly.

[Phase 7]: Raiding enemy ships

The objective of raiding enemy ships is to remove them from the space battle in your current area to make the space battle easier. These enemy ships will reset when you travel to a new area or do a Rank Battle, and you wont be able to remove every ship from the space battle.

Before you raid a ship make sure you have at least 4 bombs. 6 is recommended in case you mess up.

Controls are WASD or Arrow Keys to Move and press 1 and 2 to toggle between bombs and lasers. Click the mouse to shoot the selected bomb or laser weapon. You also use the mouse to aim the shot. The objective of the raid is to destroy 4 laser generating stabilizer nodes and cause the ship to overload and self-destruct.

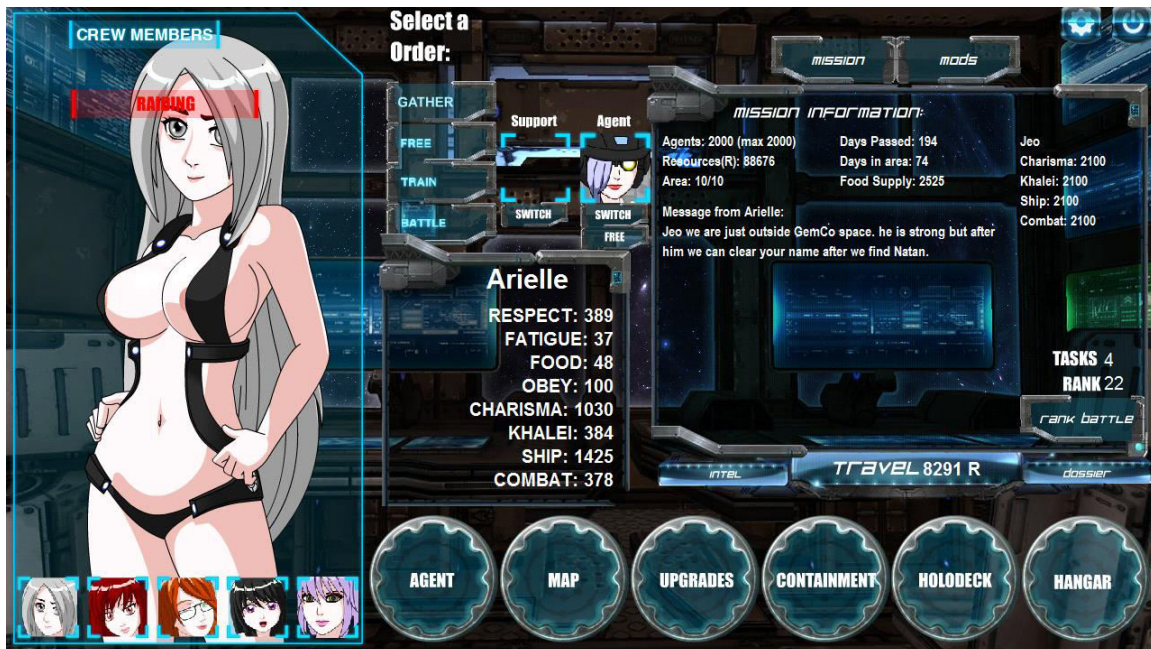As you navigate the ship you will come across hazards and obstacles.

Laser Node: Maintains a yellow laser stream that supports in the integrity of the ship. Crossing this laser will damage the Pilot. Shooting the node once with a laser will destroy it.

Sentinel: sentinel Drones will patrol areas of the ship and do a high damage laser at any foreign lifeform in it sights. shooting it until its hit point bar is depleted will destroy it. Bomb do not affect it.

Walls/Doors: In each ship you will come across various walls/doors that block your progression completely. If you don't have any bombs there is no way to progress. You will need to retreat and get bombs. You need to fire a bomb at these doors to blast them open. After firing a bomb at a door, wait for it's timer to reach zero and the laser will turn red. Use the pilot to touch the red laser to detonate the bombs and open the door.

Once all laser stabilizer nodes are destroyed, the pilot will escape automatically before the ship explodes.

[Phase 8]: Being Raided

After more than 7 days in the same area without the stealth system on, you are in danger of being raided each following day. When the Raiding message pops up in the Crew members window, it means you are being raided and need to fight them off or lose lots of resources and agents.

Head over the the hangar and select which Agent you want to fight them off with. Preferably, you want to have Raid Training research unlocked and bombs purchased.

WASD to arrow Keys to move.

You can duck for cover.

You can click off bombs with the mouse to remove them.

Click enemies to shoot them and defeat them. once they are all defeated you will successfully ward off the raid attack.

With Raid Training and Bombs available, you can click the bomb button with the mouse to use bombs to instantly kill enemies.

Special abilities

Arielle:

Uses M. LaWs to over charge the laser hitting all opponents for half damage and KO'ing some of them.

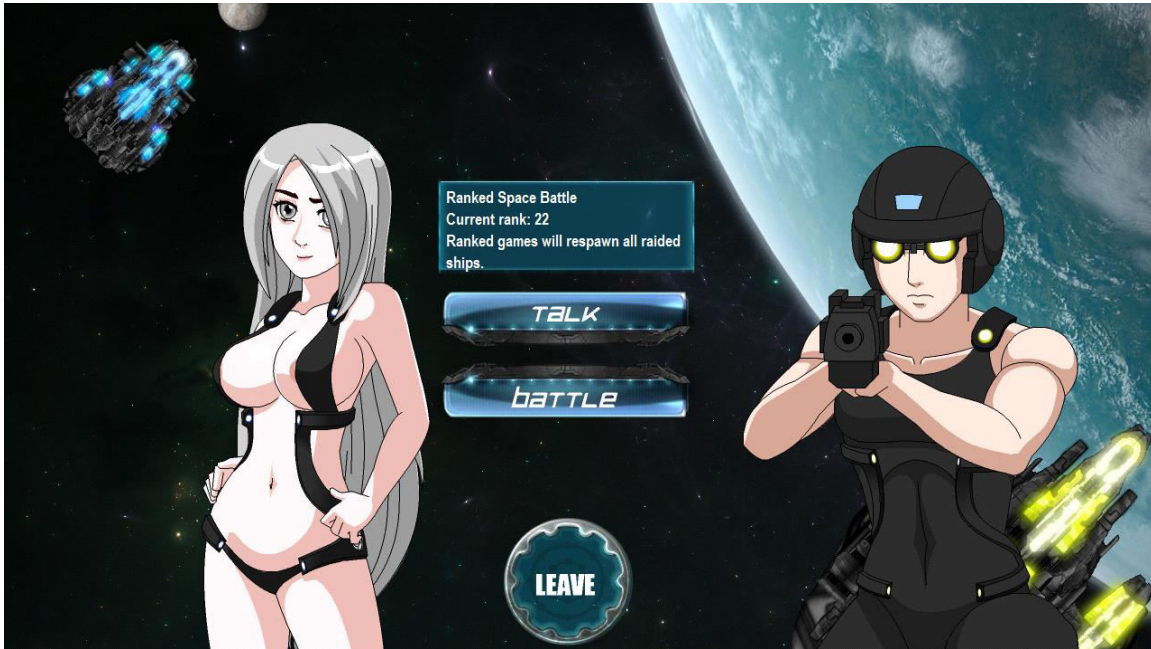Arielle makes better use of the combat stat, getting more HP and damage than Phia for the same amount of Combat.

Phia:

Faster movement than Arielle, and when the sniper bar is full she has a 50% chance to 1-hit KO the enemy.

If Phia ducks down and remains down for a while, when she comes up she will be topless for a while. This effects causes the enemies to not use bombs.

[Phase 9]: Ship Modifications

After winning normal or ranked Space Battles, and from the Space Station shop you can get access to containers that have ship mods in them. Press the Mods button at the top of the Main Menu screen to go over to the ship mods screen.

Any mods you have one or more of will be displayed on screen as light blue radio bullet. You can also see the amounts of each mod you have under the bullet. Mouse over each highlighted mode to see it's effects.

Each ship can quip 2 Hull mods and 1 Laser Mod for a total of 3 mods.

To equip a available mod to a ship, click the Laser, Hull1 or Hull2 buttons first, then click a active radio button for the mod you want to equip.

Selecting a different mod will unequip the previous one and it can be available for someone else.

[Phase 10]: Rank Battles

Clicking Rank Battle from the Main Menu will begin a ranked Space Battle with the selected crew character, Support and Agent. Rank Battles can also be played as Jeo from the Special Agent Screen.

The difficulty of the Rank Battle is determined by your rank, and not the area you are currently in. As you win Rank Battles, your rank will improve which makes the next ranked battle harder.

Rewards to completing Rank Battle includes 2 epic containers and a chance to get a rare agent. Also, climbing up in Rank is necessary to unlock some of the hentai in the Holodeck.

[Phase 11]: Unlocking Hentai

Read the Messages in the Mission Information window for clues to unlock hentai.

All hentai in Holodeck can be unlocked from either the methods listed below or getting high enough with Rank.

Kim: Remain in Area 2 for more than 14 days.

Goo: Open the Container in Containment when in Area 4.

Sui-May: Talk to Sui-May as Phia on the pre Space Battle screen.

Remi: Talk to Remi as Jeo on the pre Space Battle screen.

Amp: Get to area 6.

Luma: Phia's respect over 100, then give Phia Free order, then select Sex when there is only 1 task left for that day.

Yui: in Area 8, clear out all support ships on the Map then beat Yui is a space battle as Jeo.

Phia Yuri: Phia respect under 50 and select free during the last task of the day. when in the free sub menu just press ok without giving her any assignment.

Rape: Lose any space battle as one of the 4 main girls.

Ari Lover: Arielle Charisma over 2000 and be in Area 10.

Ai: Ai and goo unlocked, be in area 8+, rank 18+ (requires v2.4+)

[Phase 12]: 1-10 Area Walkthrough

There are many ways to play this game and get resources. Your overall goal is to win space battles and gather resources then travel to the next area**. When in Area 10, travel to the next area to see the game's ending.**

AREA 1: Pretty standard area. In the area I recommend you battle enough times to buy all the Research upgrades, thus preparing yourself for the rest of the space battles and making sure you will have plenty of Resources to Travel. This can also be done in Area 2 because you get more money from gather based on what area you are in. It also has a space station on the Map to get access to the special store menu. Start by maxing out Resource gathering the get the rest of the upgrades, once you have them all travel to area 2. Arielle will have a quick conversation with Jeo.

AREA 2: The enemy ship shoots out a spread laser. This might be a problem if a assault ship is there plus a reinforcement ship and a boss ship. To ensure a smooth battle, just go with Jeo with a character as Support. Once you have enough money travel to area 3. Phia will talk to Jeo about the next enemy agent ship. To unlock the Kim hentai scene, hang around in this area until more than 14 days has passed.

AREA 3: This battle can be avoided by using Phia to space battle. Give Phia a Battle order and use the talk option before the battle starts as Phia. After the scene happens, you will return to the main ship and can travel to the next area for only 100 R. TT will talk to Jeo about a container she found in containment that she in unfamiliar with.

AREA 4: First, click the containment button at the bottom of the Main screen to go to the Containment screen. Press the button to open the alien container. You can also press the search button if you haven't

done that yet. This is entirely optional to do but it unlocks hentai scenes and a way to use Jeo without him losing stats. After you open the container and see the dialogue, return to containment to sex up the alien goo girl. Once you go through all the sex scenes with Goo, Jeo will no longer lose stats after a battle. His stats also increase from 1k to 2k.

In this area you can also use Phia here to skip the space battle the same way as in area 3. This unlocks Sui-May hentai scene. Afterwards, you can travel to area 5 for only 100 R. Or you can destroy the enemy chick's soul with 2k stats Jeo. Up to you. Then go ahead and travel to area 5. Bri will talk to Jeo about a special agent who is a playable character in space battles and will unlock more sex scenes.

AREA 5: Use Jeo to begin a space battle but just use the Talk option. Once you talk, you can travel for only 100R. Jeo and TT will surround a character that will unlock more hentai scenes in the special Agents area.

AREA 6: Amp joins you but you still need to defeat her in a space battle to prove your skills. Meanwhile, you can also sex up your new futa lover Remi by clicking special agents. Amp can be found in containment and has a dialogue with goo. in space battles, Remi is a powerful version of Phia. Once you beat Amp, travel to area 7. Luma and her crew will show up.

AREA 7: Send any agent to space battle and use talk to skip it and travel for only 100 R. Arielle talks to Jeo about Yui. Also, Luma becomes a playable special agent in area 8. Luma's abilities are similar to TT.

AREA 8: Beat Yui and travel to the next area. I recommend Luma. Jeo will talk to Cain. To unlock Yui's hentai scene, clear out all support ships on the Map then beat Yui is a space battle as Jeo.

AREA 9: Beat Cain and travel to the next area. Jeo will talk to ???

AREA 10: Only Jeo can fight against the boss. So pick Jeo and good Support and Agent and go win. Make sure you have items like Nova, Crystal and Matrix to make the fight easier. Once you beat him, travel to the next area to finish the game.

[Phase 13]: Passwords

ArielleAssaultArsenal- gives overcharge lasers for use on the map and a surplus of matrix and nova items among other things.

SuperHeroSpaceGirls- Agents do not get injured

RaidSpray- Begin with Stealth System

HolodeckOnDeck- unlocks Yui, Suimay, and Kim in the Holodeck

ShowMeNewStuff- depreciated (2.3i+)

SupremeCommander- Begin with 20 Rank (2.3i+)

GetReckt- Agents begin with 2k stats (2.3i+)