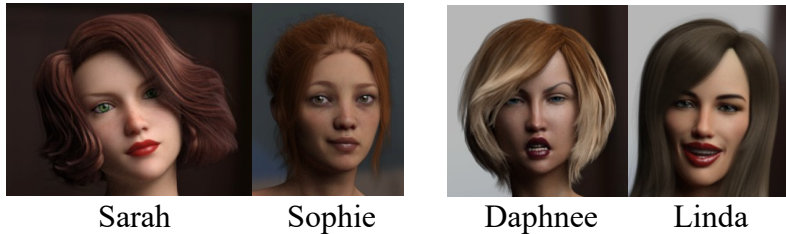


Water World v0.2 - Walkthrough

Just an explanation about when and where you do the choices to progress the stories.

Here are some faces and names, to make it easier to spot who to talk to :p



I won't focus on maintaining Hunger/Energy/Hygiene, as that is something you can do in between events.

Pool Spy:

Late Morning

- Deck 4
 - Pool (to start the mission)

Noon

- Deck 5
 - Hot tub
 - «Try to look at Yvette at the pool»
 - save at the following choice, there is a 70% chance to successfully lie.
 - Reload until successful. Story won't continue unless you do.

Morning

- Deck 6
 - Upper Deck
 - «Ask her to make a bathing suit»
 -

Early Afternoon

- Deck 2
 - Bedroom 2-7
 - «Copy Manual»
 - «Open Archive» or «Don't bother» (do this if you like Sophie)

Late Evening (if you didn't open the archive)

- Deck 3
 - Bedroom 3-1
 -

Morning (if you opened the archive)

- Deck 6
 - Upper Deck

Noon

- Deck 5
 - Hot tub
 - «Try to look at Yvette at the pool»

Noon

- Deck 6
 - Upper Deck
 - «Look at Yvette in the pool»

Noon

- Deck 7
 - Heli Pad
 - «Look at Yvette in the pool»

Late Evening

- Deck 5
 - Bridge

Noon

- Deck 7
 - Heli Pad
 - «Use binoculars to spy on Yvette»

You can now look at Yvette from the Heli Pad at noon.

Now we can start on «Daphnee's Photos» and «Teach Julia»:

Early Afternoon

- Deck 4
 - Upper Lounge

Morning

- Deck 6
 - Upper Deck
 - «Talk with Sophie»

Eat/Bath/Sleep until next day x2

Morning

- Deck 6
 - Upper Deck
 - «Talk with Sophie»

Late Morning

- Deck 3
 - Kitchen
 - «Ask for a job»

Evening

- Deck 3
 - Kitchen
 - «Ask for a job»
 - «Ask for \$15»

The progress for this event halts here until you have enough cash.
Let's start on «Teach Julia» to earn some cash

Late Morning

- Deck 4
 - Upper Lounge

We can now go an talk to Daphnee to keep progress on here event as well.

Early Afternoon

- Deck 4
 - Upper Lounge
 - «Ask for more time»

Late Evening

- Deck 5
 - Hot tub
 - «Ask for work»

Early Night

- Deck 2
 - Bedroom 2-7
 - «Read about Antares»
 - «Connect (-\$20)

Early morning

- Deck 4
 - Front Deck
 - «Ask Amelia about her»

Noon

- Deck 3
 - Kitchen
 - «Ask about her mother»

Early Afternoon (don't forget to get you income)

- Deck 5
 - Hot tub
 - «Teach applied physics»
 - «Don't peek»

Early Night

- Deck 6
- Upper Deck

Night

- Deck 5
- Hot tub
- «Ask if they have a camera»

Early Afternoon

- Deck 2
- Lower Lounge
- «Ask about her studies»

Evening

- Deck 2
- Lower Lounge

Early Night

- Deck 2
- Bedroom 2-4
- «Knock»

Noon

- Deck 2
- Aft Deck
- «Talk about Lia»

Late evening

- Deck 4
- Pool
- «Tell her about the camera»

Night

- Deck 2
- Bedroom 2-7
- Sleep

Early Afternoon

- Deck 2
- Bedroom 2-4

Afternoon

- Deck 2
- Bedroom 2-7
- «Send Barbara's photos to her»
- «Don't do it»

Late evening

- Deck 4
- Pool
- «Ask her about he photos»
- «I was thinking of another form of payment»

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Early Afternoon

- Deck 5
- Hot tub
- «Ask her about Victoria»

Late evening (if you chose to NOT get the money for the photos)

- Deck 4
- Pool
- «That's right»

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Early Afternoon

- Deck 5
- Hot tub
- «Talk about Victoria»

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Eat/Bath/Sleep until next day

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Early Afternoon

- Deck 5
- Hot tub
- «Talk about Victoria»

Early Afternoon

- Deck 5
- Hot tub
- «Look at the pool»

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Early Afternoon

- Deck 5
- Hot tub
- «Give the photos to Julia»

Dawn

- Deck 6
- Upper Deck
- Daphnee collects money

Early Evening

- Deck 4
- Pool
- «Ask about Barbara's room»

Late evening

- Deck 1
- Lower Lounge

Early Night

- Deck 4
- Gym
- «Ask About Cathrine»

Early Morning

- Deck 3
- Kitchen
- «Tell her about Amelia»

Late morning

- Deck 5
- Hot tub
- «Talk about Mia»

Noon

- Deck 3
- Kitchen
- «Talk about Mia»

Early afternoon

- Deck 3
- Lounge
- «Talk about Mia»

Afternoon

- Deck 2
- Bedroom 2-7
- «Look up Cherry Poppins»

Early afternoon

- Deck 3
- Lounge
- «Talk about the test»

Late Evening

- Deck 4
- Pool
- «Talk about her mom»

Early Night

- Deck 6
- Upper Deck
- «Help with computations»

Dawn

- Deck 2
- Bedroom 2-7
- Use Computer – «Try to make a trojan»
- Use Computer - «Learn to code»

Morning

- Deck 4
- Upper Lounge
- «Talk about the test»

Late morning

- Deck 4
- Upper Lounge
- Teach applied physics

Evening

- Deck 2
 - Bedroom 2-7
 - Use Computer – «Try to make a trojan»

Late Evening

- Deck 4
 - Pool
 - «Convince her to install the trojan»

Late morning

- Deck 4
 - Upper Lounge
 - Teach applied physics

Early afternoon

- Deck 2
 - Bedroom 2-4

Late morning

- Deck 4
 - Upper Lounge
 - Teach applied physics

Afternoon

- Deck 4
 - Gym

Evening

- Deck 3
 - Kitchen
 - «Talk about the test»

Early Night

- Deck 6
 - Upper Deck
 - «Help with computations»

Evening

- Deck 3
 - Kitchen
 - «Have dinner»
 -

To progress with Daphnee you have to accumulate \$500. Teach Julia some physics :) It's a bit grindy, but it will let you progress. Rest of the walkthrough assumes you have gotten the \$500.

First you have to talk to Daphnee alone. You get her alone in the Early Afternoon in the Upper Lounge on Deck 4. Then follow the below path.

Late Evening

- Deck 5
- Bridge

Late Evening (next day)

- Deck 5
- Bridge

One time conversations:

Late Morning

- Deck 3
- Kitchen

Early evening

- Deck 5
- Hot tub