I’ll list every choice that will give/lose you approval points and/or romance points for Chris and Sydero, and just approval for Bradley and the Entity. Sorted according to episodes.

You do not have to keep the approval high to successfully romance anyone. The approval and romance stats are separate from one another. I’d say it’s similar to how a rivalmance works in Dragon Age 2.


Choices that lead to gain/loss of romance points will be marked with “<3”. I will also mark the gain/loss of romance points as “SR” for “Sydero Romance” and “CR” for “Chris Romance.”

Inhalt
Sydero .......................................................................................................................... 3
  Episode One ................................................................................................................ 3
  Episode Two ................................................................................................................ 5
  Episode Three ............................................................................................................ 6
  Episode Four ............................................................................................................ 7
  Episode Six ................................................................................................................ 8
  Episode Seven .......................................................................................................... 10
  Episode Eight .......................................................................................................... 11
  Episode Ten ............................................................................................................. 12
  Episode Eleven ....................................................................................................... 13
Chris .................................................................................................................................. 14
  Episode One ............................................................................................................ 14
  Episode Two ........................................................................................................... 14
  Episode Three ....................................................................................................... 16
  Episode Four .......................................................................................................... 17
  Episode Five ........................................................................................................... 17
  Episode Six ............................................................................................................ 18
  Episode Seven ....................................................................................................... 19
  Episode Eight ....................................................................................................... 20
  Episode Nine ......................................................................................................... 21
Episode Ten ................................................................. 21
Episode Eleven ............................................................ 22
Bradley ........................................................................... 23
Episode Four ................................................................. 23
Episode Five ........................................................................ 23
Episode Six ........................................................................... 23
Episode Seven ................................................................. 24
Episode Eight ....................................................................... 25
Episode Ten ......................................................................... 25
The Entity ............................................................................. 27
Episode Six ........................................................................... 27
Episode Nine ........................................................................ 27
Sydero
Approval starts with a value of 10. To gather romance points, you have to choose to be attracted to “women” or “both.”

Episode One
You get your first chance at gaining or losing points when you find Sydero and decide where you put her in your car.

[[Put her in the passenger seat.]] +2
[[Put her in the backseat.]] -2
[[Put her in the trunk.]] -5 (…what else did you expect?)

Next, you’re visiting Sydero in the hospital.

[[Grill her for more information.]] -3
[[Try and guess her name.]] +3
[[Ask if she's okay.]] +3
[[Give up.]] +5

Sydero will leave the hospital, a nurse stops you.

[["She’s a classmate, only recognized her today."]]] +2

The other choices will lead to no change.

Now you can choose to give her a ride or not. The type of car you own will net you some approval points if you do.

If you have a Dodge Challenger or a Jeep Wrangler as your car, you will gain +2 points.

[[Ask for the truth.]] -2

Later, if you’ve decided to investigate Sydero instead of heading home and avoided Petri and Langston, you’ll get to this choice. If you’ve decided to directly head home, jump to [EP1_custody].

[[Shout.]] -3
[[Investigate the symbols.]] +0
[[Look through the bowl.]] +0

Then after the next choice:
[[“I was worried.”]] +0
[[“I wanted to know what happened to you.”]] -3
[[“I ... had a dream.”]] +3

<3 [[Her stare made my knees buckle, heat racing to my cheeks.]] +1 SR, +2 S
<3 [[I met her stare with one of my own, smirking flirtatiously.]] +1 SR, +2 S
[[Her stare made me wary, perhaps I should’ve gone home.]] -2
[[Her stare was intimidating, but I stand by my decision.]] +0

[[Leave ... now.]] +2
[[Offer my help.]] -2
[[Demand answers.]] -3

[[Joke about using a spell.]] +3
[[Suggest that we make a run for it.]] +0
[[Question. Her.]] -5
[[Stay quiet.]] +2

[[Give her my hand.]] +2
[[Refuse to.]] -5
[[Question the purpose first.]] +0, lets you choose again between the other two options.

EP1_custody
So you’ve met Langston and Petri in front of your home and they’re asking you kindly to get Syd out of her hideout.
[[Try to warn her.]] +2
Both paths will lead to you both driving to Roe’s uncle. Things can happen there. Afterwards, you’ll have a conversation.

You will get this choice if Roe’s uncle survives.

- ["So, if I die, my death can be blamed on you?"] +0
- ["Let’s team up then."] +0
- ["Either you bring me, or I’ll make your life hell."] +2
- ["I wouldn’t be in this mess if it weren’t for you."] -5
- ["Look, just please take me with you."] -2

**Episode Two**

Syd is asking you to get something from the store.

- ["If we’re going to be a team, I need honesty."] -3
- ["So you want to be a smartass to the one picking things up?"] +2
- ["I can play this game too."] +3

Next, you decide whether to do as Syd asked you or to not care.

- [Grab the things for Sydero.] +2
- [Do my own shopping.] -5

You’ll get the option to choose what you want to do in your free time. You may choose to bug Sydero in an attempt to get to know her, which will lead to this:

- ["We could ask each other ten random questions or something."] -3
- ["If we’re going to be traveling together, then we should at least know each other."] +3
- ["By asking."] +5

The next choice depends on whether you picked up Chris’s call or did not. If you picked up his call and asked him to meet you, you’ll head there. If you did not, you’ll notice your car is missing. You and Syd head out to find it.
[[Ask Sydero to distract them.]] +0
[[Sneak over there.]] +3

Later in this episode, you have a talk with Syd once you learn what has happened to Chris.

[[Do this on my own.]] +0
[[Threaten her into helping.]] +0

(did not pick up Chris’s call) [[Persuade her into helping.]] +3

Then, even later, you choose whether Chris joins your group or not.

[[Tell Chris to join us. (Chris will permanently join the group.)]] -5 S, +5 C

[[Put Chris on a bus. (Chris will disappear permanently.)]] -5 C, +5 S

> You can change your mind when putting him on the bus.
> [[Yea, no. Can’t do it. Chris is coming with us.]] -10 S, +5 C
> [[I wish I could just board a bus and go.]] +0
> [[I wasn’t going anywhere, this was my life now.]] +0

**Episode Three**

In this episode, you’re staying overnight at dear Faye’s place. If you choose to sleep in the bed together with Sydero, she will build a legendary pillow wall.

[[Roll my eyes.]] +0

[[Oh, I’m definitely touching that wall now.]] -3

<3 [[Flirtatiously tease her.]] +1 SR, +3

<3 [[Meet her gaze.]] +1 SR, +3

The next morning...

Your breakfast choice actually has an impact on approval.

[[“I live for my bacon.”]] +2 S

[[“I eat both, but I rather get fruit.”]] +2 C

Afterwards, Faye asks the innocent question of “how did you meet” and Syd is friendly as always.
Just say thank you already.”] -2
[“Oh right, you’d rather I’d left you there.”] +2
[“I couldn’t agree more.”] +2

We learn new terms, “specialist” and “hunter.”
[“Specialists sound more interesting, and my speed.”] +5 S
[“I, for one, am interested in hunting.”] +3 S, -3 C
[“Does attempting to live a quiet life ever happen?”] -3 S

Syd has another task for you without explaining it.
[“Are we going to do this again?”] +2
[“Then you can do it yourself.”] -3
[“Remember, trust?”] -2

You get a chance to meet the glorious faerie queen Titania! And have to get rescued by Syd.
[Give Titania half of my mind.] +5
[Slap the queen.] +5
[Sprint towards Sydero.] +0
[Take my time.] +0

Episode Four
We’re starting the episode in a diner. If Chris is not in your group, you will get these choices.
[“Chris.”] +0
[“A lot of folks.”] +0
[“Nothing.”] +0
<3 [“I’m more focused on those in my present.”] +1 SR

You get the option to leave a tip or just leave.
[Leave a tip.] +2 C
You're later heading into town to investigate a werewolf problem. When investigating the alleyway, you get these options:

[[The trashcan.]] +0
[[The homeless man.]] +0
[[The windows.]] +3

Once you enter the building and if your college major is Creative Arts or your creativity is higher than 10, you will receive an automatic +3 with Sydero, as well as a chance to raise a stats.

If the above is not the case, you’ll get these choices.

<3 [["I'm interested in seeing you in a police uniform."]]] +1 SR, +2
[["Why’s that?"]]] +0
[["This all sounds like a ton of work."]]] +0

When you find the werewolf lair, you’ll get your first real fighting opportunity.

[[Cut his right side.]] +3
[[Cut his left side.]] -5

When you return to Bradley’s place, you’ll notice that something’s off with the house.

Answer [door] to get +2 with Sydero.

At the end of the episode, you’ll have a choice to describe how Roe’s mood is when leaving.

[["We’re done, I’m leaving."]]] -5 B, -10 S, +5 C
[["I need a break from you, from all of this."]]] +3 S, -5 C

Episode Six
There is going to be a training session later on.

[[Spar with Sydero.]] -3
Choosing to spar with Sydero leads to a loss of approval points, but if you have a romance value of at least 3 with Sydero, you’ll get a little extra scene here.

Even later, you either insist of going shopping with Bradley (and Chris, if present) or stay at the safehouse with Sydero.

[[Let them go.]] +2 C
[[Go with them/him.]] -2 B, -5 C

If you’ve stayed at the house with Syd, you may choose to [[approach Syd.]]
[[Practice alone.]]
[[Ask Syd to practice with me.]] +3

You’ll be then getting a visitor while Bradley (and Chris) are out shopping.

[[“This is your life, it’s okay to sometimes feel like giving up.”]] +2
[[“Life isn’t without challenge. Keep fighting.”]] -5
[[“I know the feeling.”]] +2
[[“Life isn’t really worth it.”]] -5
[[“Don’t make too much of a mess then.”]] -5
[[“Are you sure?”]] +5
[[Don’t comment.]] +10

This leads to this. Depending to your previous answer, you’ll either get the option to argue or agree with Syd or stay silent.

[[Argue Sydero’s words.]] -5
[[Agree with her.]] +5
[[Say nothing.]] +0

At yet another training session, you can choose how to fight.
If with Chris:
[[Do a complicated move.]] +3 S, -3 C
[[Simply tap him.]] -3 S, +3 C
[[Add some pizzazz to it.]] +3 B, -2 S, -3 C

If without Chris:
[[“Seriously, now?”]] -3 S, +3 B
[[“My sanity.”]] +3 B
[[“My knife.”]] +3 S

**Episode Seven**
If Chris is with the group, there’ll be another discussion going on in the car.
[[Put a stop to the argument.]] -2 S, C, B
[[Agree with Syd.]] +2 S, -2 B, C
[[Agree with Bradley.]] +2 B, -2 C, S
[[Agree with Chris.]] +2 C, -2 B, S
[[Ignore them.]] +0
[[Throw in dragon fruit.]] +0

You’re checking out the place where you’ll meet Bradley’s contact.
[[“You can always break a window.”]] +2
[[“There’s probably a backdoor somewhere.”]] -2
[[“Do you always think of the worst possible scenarios?”]] -3
[[Say nothing.]] +0

After learning what you’re here to investigate, these choices will soon pop up.
[[“Aww, you’re worried about me.”]] -2
<3 [[“Ah, stop it Sydero, you’re going to make me blush.”]] +1 SR
[[“I don’t need your worry.”]] -3
[[“Oh, suddenly you care about my wellbeing?”]] +2
In the park, after there was a commotion, follow Sydero and ask her about recent behavior.

["We all have those ‘off’ periods."] +0

["I think I like weak Sydero better."] -3

<3 ["If there’s anything I can do to help, just let me know." Fight the blush after saying it.] +1 SR, +2

<3 ["Sounds like you need a break.” Wink after saying it.] +1 SR, +2

Later on, you and Syd are heading to a bar.

["I’ll just have a glass of lemonade."] -5

["I’ll take a beer and a shot of the Jameson Irish Whiskey."] +0

["Long Island Ice Tea."] +0

["Same as what she’s having.”] +2

Still at the bar, if you have at least 5 romance points with Sydero, you probably want to choose

[Bring up her romantic life again.] to get an intense scene and another +1 SR if you choose to

[ Kiss her.]

Once everything is sorted and done, you’re back at the café. [[Take a seat next to Sydero.]]

["You can’t always be ahead, Syd."] -3

["We’ll learn, in time."] -5

["You don’t know how to relax, do you?"] +2

**Episode Eight**

You’re cleaning out a witch lair. At the end of it, you decide on which path of this chapter you
end up on.

[“We would’ve gotten them either way.”] -3 | Alyrian path.

[“To think, they would’ve gotten away otherwise.”] +0 | Cimmerian path.

| Alyrian path |

You’ve landed in the world of the book Roe has been reading, and the people there don’t react too kindly to Sydero’s new appearance.
[[Stop them.]] +2  
[[Allow them.]] -5

You can then attempt to lead the prisoner, aka Syd, yourself.

[[“I’ll lead the prisoner.”]] +2  
[[Don’t do anything.]] +0

|| Cimmerian path ||  
After some initial choices after landing in the world of a book, you’ll get this choice.

[[“Did you make a deal with a demon?”]] -2  
[[“Could Bradley help?”]] +0  
[[“What happens if we die here?”]] +0

If Chris is with you, this choice will come up after you’ve met King Doran.

[[Help him out.]] -3 S, +2 C  
[[Condemn him.]] +2 S, -5 C

**Episode Ten**  
We have learned something new about Sydero last episode and in this episode, you get the chance to decide if it has an influence on your feelings for her or not.

I’ll just put the two relevant options here, you must have at least 6 romance points with Syd for these choices to be available:

[[After everything, I no longer trusted her.]] Sets your romance points with Sydero to 2.  
[[What did this mean for us?]] +1 SR

When you’re asked to guess how you’re being tracked, answer [[food]]. +3 B, S, C.

This following discussion will only happen if you’re not romantically involved with Chris.

[[“I don’t drink.”]] +0
[[“Gotta say bourbon.” || “I’m with Chris, bourbon.”]] +3 C
[[“I’m with Syd, Tennessee whiskey is the best.”]] +3 S
[[“Hmm, I gotta say Canadian whiskey.”]] +3 B
[[“My go-to is Japanese whiskey actually.”]] +0
[[“I’m not in this.”]] +0

**Episode Eleven**
Things are bad. Sydero wants to leave asap, no time to think.

[[“Maybe we really should think about this.”]] -5 S, +5 C
[[“I’m with Sydero.”]] || [[“Hand me my gun.”]] +5 S, -5 C
Chris
Approval starts with a value of 70. To gather romance points, you have to be attracted to “men” or “both.”

Episode One
You’re in the library as Chris heads out to get something to eat or drink.

<3 [[I watch him go with a light blush.]] +1 CR, +3 C
<3 [[I eye him hungrily as he walks off.]] +1 CR, +3 C
[[I smile and then turn my attention back to my work.]] +5
[[I roll my eyes before going back to my work.]] -5

Then you’ll soon get a call from the hospital to check on the woman you’ve brought in before (Sydero).

[[Tell him about the girl.]] +2
[[Lie about what happened.]] +0

After you’ve been visited by Petri and Langston at work – such charming individuals – you’re send home early. That is, if you haven’t keyed the car at the beginning of the episode. If you’ve keyed the car you’re fired and you don’t get the opportunity to get this romance point with Chris.

["You’ll be okay, it's only one day."] +0
<3 ["If it were just you and me, I'd definitely stay."] +1 CR
["Sorry, manager's rules."] +0

Episode Two
Once you’re done at the store, Chris will call you.

[[Pick up the phone.]] +0, but with a follow-up choice.
[[Ignore his call.]] -5

Picking up the call will result in the option to either meet with Chris or say goodbye.

["How about we meet up?"] +2
"I'm sorry, Chris ... goodbye." -2

The next few choices are only available if you choose to meet with Chris.

[Send him back home.] +0
  > You get another opportunity to
  > [Tell Chris the truth.] +2
  > [Refuse.] +0

[Tell Chris the truth.] +2

Telling him the truth will result in further choices.

[Give up on persuading Chris.] -3
[Promise to find him proof.] +5
[Drive off.] -5

Chris is in a dangerous position in this episode. It may indeed be that he will not make it out of the episode alive.

If you have not picked up his phone call, you can plead with Sydero to help you. She will later come to help you both out. If you haven't picked up the phone and you have at least 30 approval with Sydero, she will help you out even if you did not try to persuade her.

If you have indeed picked up his call, there are still options.

[Make a deal with the man.] – Successful if your Charisma is at least 10.

[Threaten to kill myself.] – Automatic success. Your Roe must be a daring person to be able to choose this.

[Throw my blade.] – then choose to [[Fight whoever it is.]] to save Chris.

Once Chris is with you and Sydero, he is understandably confused and panicked and outraged.

[Place the tape back over his mouth.] -3
[Tell him to shut up.] +0
[Promise to answer his questions soon.] +3

Next, you choose whether Chris joins your group or not.
[[Tell Chris to join us. (Chris will permanently join the group.)]] -5 S, +5 C

[[Put Chris on a bus. (Chris will disappear permanently.)]] -5 C, +5 S
   > You can change your mind when putting him on the bus.
   > [[Yea, no. Can’t do it. Chris is coming with us.]] -10 S, +5 C
   > [[I wish I could just board a bus and go.]] +0
   > [[I wasn’t going anywhere, this was my life now.]] +0

Episode Three
We open the episode with a flashback.
<3 [[If only he saw me as more ...]] || [[Place my hand on his.]] +1 CR

[[“Eh, I wouldn’t go that far.”]] +0
[[“Thanks, Chris.”]] +2

You will be spending the night at one of Syd’s associates, Faye. You may choose to sleep in an actual, proper bed and have Chris join you. If you do, you’ll get this choice.

[[Give him his privacy.]] +0
<3 [[Check him out.]] +1 CR, +3

The next morning...
Your breakfast choice actually has an impact on approval.
[[“I live for my bacon.”]] +2 S
[[“I eat both, but I rather get fruit.”]] +2 C

We learn new terms, “specialist” and “hunter.”
[[“Specialists sound more interesting, and my speed.”]] +5 S
[[“I, for one, am interested in hunting.”]] +3 S, -3 C
[[“Does attempting to live a quiet life ever happen?”]] -3 S

Chris wants to know why you seem so okay with everything going on.
[[“Because I’d rather not die.”]] -2
[[“I’m not okay with this.”]] +3
[[“We’ve always wanted adventure.”]] -5

You and Chris go on a faerie hunt, demanded by Sydero. Chris is in doubt of everyone’s sanity.
[[“You’re in denial.”]] -3
[[“Just one second, can you shut up for that long?”]] -5
[[“Well, this is the best time to put your theory to the test.”]] +3
[[Ignore Chris.]] -2

At the end of the day, Chris comes to you to apologize for something he had said earlier.
[[“Apology accepted.”]] +2
[[“Well, that’s nice.”]] -2

Episode Four
We’re starting the episode in a diner. You get the option to leave a tip or just leave.
[[Leave a tip.]] +2 C
[[Follow Sydero out.]] +2 S

At the end of the episode, you’ll have a choice to describe how Roe’s mood is when leaving.
[[“We’re done, I’m leaving.”]] -5 B, -10 S, +5 C
[[“I need a break from you, from all of this.”]] +3 S, -5 C

Episode Five
Just a tip: Things with Chris will sail a lot smoother if you do not fall into bed with one of the two possible fling encounters in this season. You meet the first possible fling in this episode. Roe and Chris getting together will take longer if you had a fling, but having two flings will absolutely break his heart and basically reset most romance points you’ve accumulated to that point if you let that conversation happen.

You’re late for work and Chris isn’t even up yet.
[[Leave Chris there.]] +0
[[Throw a shoe at Chris.]] -3
<3 [[Tickle Chris.]] +1 CR, if CR is at least 1 already.

Chris will want to speak with you about why you rushed away from Sydero and Bradley.
[[“No thanks.”]] -5
[[“Yea, you’re right.”]] +5

One wonderful day, you head into your motel room to witness Chris’ hatred for shirts.
[[“Working out?”]] +0
<3 [[“Wait, keep it off.”]] +1 CR
[[“Do you hate shirts or something?”]] +0

At work, he’s a tiny bit unhappy he has to work in the back while you get to work at the bar in the front. He might be a bit jealous.
[[“Aw, Chris, I still like you more than Morgan.”]] +3, +1 CR if CR is at least 1 already.
[[“Is it the bartending part?”]]

Later, Bradley calls and breaks some terrible news. After you head back to the motel and didn’t have a fling with Morgan, Chris will ask you if you’re alright.
[[“I will be.”]] +0
[[“No, not really.”]] +0
[[“I could use a hug.”]] +3

Well, if you did have a fling with Morgan (even the cuddling counts), you can’t keep it from Chris as he’ll arrive once you’re done. If your romance value with Chris is at least 2 or higher, you will lose -1 CR, -5 C.

**Episode Six**
There is going to be a training session later on.
[[Stretch with Chris.]] +2 if your approval value with Chris is at least 50. If it is lower than 50, it’s -2 C instead.

If you have at least 3 Chris Romance points, the choice [[“I like a flexible man.”]] will be available and will lead to a nice scene with Chris’ inner thoughts.
Even later, you either insist of going shopping with Bradley (and Chris, if present) or stay at the safehouse with Sydero.

[[Let them go.]] +2 C
[[Go with them/him.]] -2 B, -5 C

At yet another training session, you can choose how to fight.

[[Do a complicated move.]] +3 S, -3 C
[[Simply tap him.]] -3 S, +3 C
[[Add some pizzazz to it.]] +3 B, -2 S, -3 C

**Episode Seven**
There’ll be another discussion going on in the car.

[[Put a stop to the argument.]] -2 S, C, B
[[Agree with Syd.]] +2 S, -2 B, C
[[Agree with Bradley.]] +2 B, -2 C, S
[[Agree with Chris.]] +2 C, -2 B, S
[[Ignore them.]] +0
[[Throw in dragon fruit.]] +0

Depending on your choices, you get the opportunity to gain some more romance points.

If you end up with Chris in the motel room, the monster of the week will visit you there. Chris will be upset about what is going on.

<3 [[Hug him tightly.]] +1 CR
[[Slam him to the ground.]] +0
[[Keep a tight grip on him.]] +0

If though you and Sydero had to head out to find the monster’s nest, you will get a different opportunity.

[[Knee him in the groin.]]
[Head butt him.]

<3 [[Kiss him?]] +1 CR

Once you’ve reached the end of the episode, you’ll talk with Chris about what has happened.

[[“It’s over now, let’s try to move on.”]] -5
[[“It saw a dummy and took advantage.”]] +0
[[“Do you feel anything lingering?”]] +0

**Episode Eight**
You’re cleaning out a witch lair. At the end of it, you decide on which path of this chapter you end up on. Also, heads up. On the Cimmerian path, you meet King Doran, a man who fascinates Sydero with his dark nature. Things seem to happen, but it may not be as it seems.

[[“We would’ve gotten them either way.”]] -3 Syd || Alyrian path.
[[“To think, they would’ve gotten away otherwise.”]] +0 Syd || Cimmerian path.

You’ve entered the book world and you’re all confused. Especially Chris.

[[“That’s your new favorite question, huh?”]] -3
[[“I still know as much as you do.”]] +0
[[“Pretty sure Sydero was on to something.”]] +0

You’ve met Esther, the servant tasked to take care of you, and have a talk with her.

[[“Smart move.”]] +0
[[“Well, I’m no noble.”]] +0
[[“You’re too beautiful to be a servant.”]] If your romance value with Chris is at least 3, he will not be pleased. -1 CR, -5 C.

If you’ve asked the local king to prepare a feast and ball for you and Chris, you may ask Chris for a dance later. Ask him, and you’ll get these choices.

<3 [[“I was hoping to just be able to dance with you right now.”]] +1 CR
[[“Yea, fine.”]] +0
This choice will come up after you’ve met King Doran.

[[Help him out.]] -3 S, +2 C
[[Condemn him.]] +2 S, -5 C

Episode Nine
You get some free time and see Chris tinkering with your car. Join him.

If you haven’t had a fling and have accumulated romance points, you’ll get another romance scene.

If you’ve had two flings (Morgan and Esther/Asher), well, goodbye romance points. You will have to choose [[Apologize about everything.]] in that case and that sets the CR points to 0.

Maybe don’t join him in that case after all.

Episode Ten
When you’re asked to guess how you’re being tracked, answer [[food]]. +3 B, S, C.

Later at night, if your Roe is female/trans-female, Chris has had no reason to be jealous, and your romance points with Chris are at least 5, then Chris will finally find the courage to eloquently confess. Alright, he’s more tying knots in his tongue and you have loud audience, but it can be endearing.

[[Stand there and figure out what just happened.]] has a follow up choice

>  [[“Tis is true, but you can do that again.” Let him kiss you.]] Kiss, finally, with both of you aware of it.
>  [[“Um, maybe we should call it a night?”]] Set CR to 2.

[[Close the door and go back to bed.]] Set CR to 2.

This following discussion will only happen if you’re not romantically involved with Chris.

[[“I don’t drink.”]] +0
[[“Gotta say bourbon.” | “I’m with Chris, bourbon.”]] +3 C
[[“I’m with Syd, Tennessee whiskey is the best.”]] +3 S
[[“Hmm, I gotta say Canadian whiskey.”]] +3 B
Episode Eleven
Things are bad. Sydero wants to leave asap, no time to think.

[“Maybe we really should think about this.”] -5 S, +5 C
[“I’m with Sydero.”] || [“Hand me my gun.”] +5 S, -5 C
Bradley
Approval starts with a value of 50. You cannot and will never be able to flirt with Bradley.

Episode Four
When you first arrive at Bradley’s safehouse, check out the kitchen. This will lead to him asking you how you watch your anime. There is only one right choice to him.

- [“Sub.”] +5
- [“Dub.”] -5
- [“Depends.”] -3
- [“I don’t um, watch anime.”] -5

At the end of the episode, you’ll have a choice to describe how Roe’s mood is when leaving.

- [“We’re done, I’m leaving.”] -5 B, -10 S, +5 C
- [“I need a break from you, from all of this.”] +3 S, -5 C

Episode Five
While you’re at work, you’re going to receive a call at one point.

- [Ignore the call.] -5

- [Answer Bradley's call.] If you chose to take a break in episode four, you won’t receive a change. If Roe was ‘done’, this will result in -3 with Bradley.

Episode Six
You’ve arrived at the new safehouse and decide to explore the surrounding area. You’ll see Bradley.

- [“I don’t think that’s what they mean when they say get some air.”] -3

- [“Needed a change in scenery?”] +2
  - > [Ask him.] -2
  - > [Keep it to yourself.] +0

- [“How’s the project going?”] +0

There is going to be a training session later on.
[[Go underneath the awning with Bradley.]] +3

Even later, you either insist of going shopping with Bradley (and Chris, if present) or stay at the safehouse with Sydero.

[[Let them go.]] +2 C
[[Go with them/him.]] -2 B, -5 C

At yet another training session, you can choose how to fight.

If with Chris:
[[Do a complicated move.]] +3 S, -3 C
[[Simply tap him.]] -3 S, +3 C
[[Add some pizzazz to it.]] +3 B, -2 S, -3 C

If without Chris:
[[“Seriously, now?”]] -3 S, +3 B
[[“My sanity.”]] +3 B
[[“My knife.”]] +3 S

**Episode Seven**
If Chris is with the group, there’ll be another discussion going on in the car.

[[Put a stop to the argument.]] -2 S, C, B
[[Agree with Syd.]] +2 S, -2 B, C
[[Agree with Bradley.]] +2 B, -2 C, S
[[Agree with Chris.]] +2 C, -2 B, S
[[Ignore them.]] +0
[[Throw in dragon fruit.]] +0

When you meet Bradley’s friend, don’t be weird. Or be it.

[[Shake it.]] +0
[[Don’t shake her hand but say my name.]] +0
And maybe do a little bit of wingman’ing while you’re at it.

[[Encourage Bradley to hang out with Hillary.]] +5 B

[[Order something before I leave.]] -0

[[Leave.]] -0

If Chris is with you, something’s happening to him in this episode. When you get the choice, [[Go after Chris.]] Later, answer the question correctly:

[[[teaching]]] +5 B, S

When all is done and you meet Bradley’s friend again, be mean or be not.

[[“The most dangerous thing you face is fingers cramping up.”]] -5 B

[[“Agreed, Bradley’s one of the best hunters I know.”]] +5 B

[[Say nothing.]] -0

**Episode Eight**

At the end of the chapter, head inside to Bradley.

[[Tell him to go to sleep.]] +3 B

[[Give him another energy drink.]] -3 B

**Episode Ten**

When you’re asked to guess how you’re being tracked, answer [[food]]. +3 B, S, C.

This following discussion will only happen if you’re not romantically involved with Chris.

[[“I don’t drink.”]] -0

[[“Gotta say bourbon.” | “I’m with Chris, bourbon.”]] +3 C

[[“I’m with Syd, Tennessee whiskey is the best.”]] +3 S

[[“Hmm, I gotta say Canadian whiskey.”]] +3 B

[[“My go-to is Japanese whiskey actually.”]] -0
[["I’m not in this."]] +0
The Entity
Approval starts with a value of 50. In Season One, you cannot yet gather romance points with the Entity.

Episode Six
When Entity visited you at night and you both cause a commotion at the safehouse, Bradley will ask you about it when eating breakfast.

["I just couldn’t sleep."] +3
["I was visited by an old friend."] -5
[Silently.] +5

Later, the Entity visits you again and kindly asks you to follow the rules.

[Let them have it.] -10
[Ask about the rules.] +5
[Name correct them.] -5
[Continue trying to get out of ... whatever this is.] +0

Next, the Entity suggests that you do not tell your friends about them.

[Tell them.] -3
[Make up a lie.] +3

Episode Nine
The Entity asks you to make a bet with them.

[Shake it.] +5
[Refuse.] -5