

# ABSOLUTION: Way of the lost

## OFFICIAL GUIDE

This guide was written upon the seeing multiple players failing during the job interview at the beginning of the game, unaware of what they're doing wrong and ending up frustrated.

I don't want to make the game any less challenging for experienced otome players, but if couldn't leave others with no guide. So here it is – the **official, thorough, Navypink-issued walkthrough** of the demo of „Absolution: way of the lost”.

### I. Basic guide

First, some introduction. „Absolution: way of the lost” is a **Ren'py visual novel game**. I made sure to include all controls in the About menu screen, so check there if that's what you're confused about.

During a conversation, choices that are actions and not something the main character will say are highlighted in colors, so as not to make the players confused as to what they mean.

The outcome of the job interview, which is what confuses most players, depends on two variables (or stats, if you prefer) – the main character's empathy and her relationship with Dr. Sharpe by the end of it. I'll use the terms „empathy” and „points” respectively in this guide. It's important to gather as much of these to succeed.

### II. Reception

So you've begun the game and find yourself in the reception. This scene is mostly irrelevant to the outcome of the demo, but I'll explain it nonetheless.

After a short bit of dialogue, you are asked to input a name for your character. A female, first name is preferable, as it will make the most sense later on and won't break immersion. You may use the whole latin script and ł,ż,ź,ś,ć if you're feeling polish – be my guest.



Now you'll be greeted with your first conversational choice. I think these are the best kind of choices, as they help define your character's personality, often not resulting in any kind of negative consequences for the player.

The first choice is an initial test of your reaction to mild stress, as your competence is questioned. This is intended as a tutorial of sorts, and has no consequences.

The second choice you're presented with in this scene is the first one that actually matters.

- **Thanks** is the most natural and friendly response, so it boosts your **empathy** meter,
- **Luck? I feel** makes the main character sound a bit rude, so it's probably the worst choice
- **Stay silent** does nothing, but it's honestly kind of awkward, if you think about it

### III. Tour

Moving on to the second scene, which is the tour of the hospital.



This choice **does** matter, which may come as a surprise to you. Skipping the tour isn't just a skip option, it's a way of showing the main character's lack of interest in the hospital and what her future coworker has to say to her.

If you want a guaranteed best outcome, you have to pick the **Full tour** option, as it's an opportunity to increase your **empathy** value greatly. You're basically showing your compassion for the patients and the staff, and that's what matters in this scene.

**Note:** in this sequence, I'll only list the choices that add to your empathy value, as the others don't really do anything.

- Can I eat here as well?
- Thanks for the warning
- How much time do patients spend outside their rooms?/How many patients live in one room?
- What do you like to do on breaks/How are nurses treated here (both are right)
- The last choice doesn't matter, so pick whatever you feel like

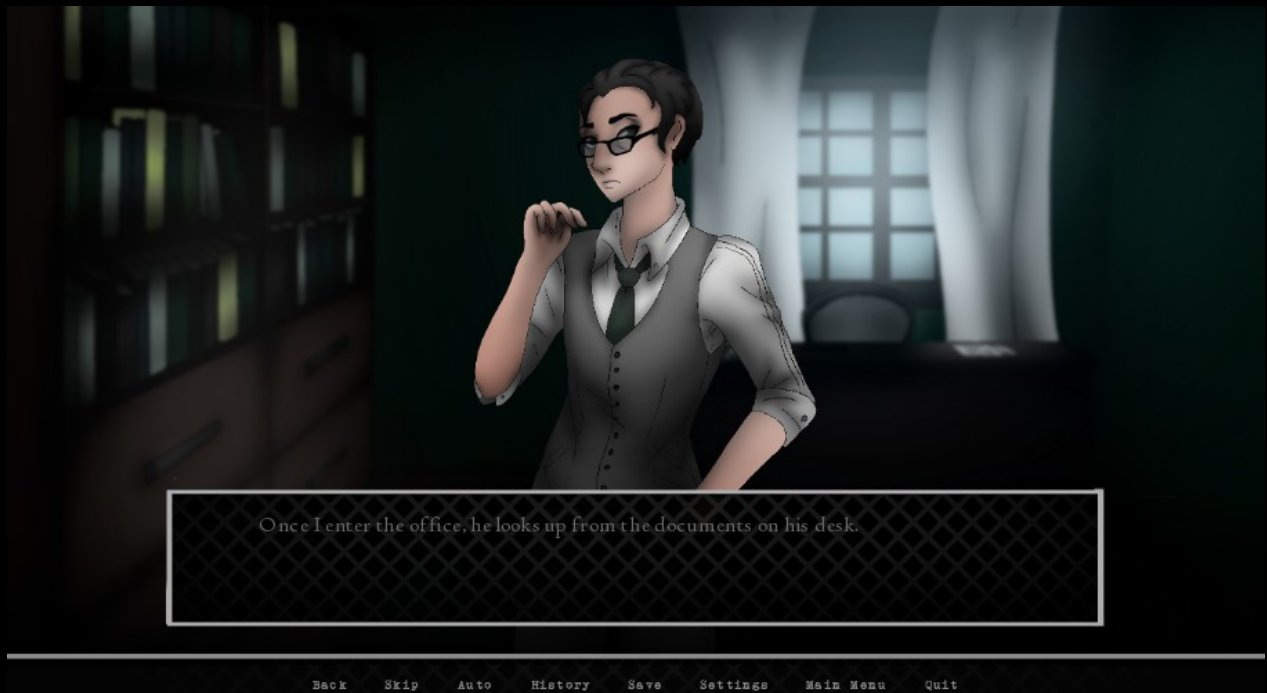
By the time you reach the offices hallway, your empathy meter will be at a 6. If you have 4 or more, the nurse will decide to **wait for you outside Dr. Sharpe's office**. This outcome of the tour has two benefits: it will help you during the interview and is a way of establishing a bond with said nurse, which you can later use to talk to her during your breaks.

### IV. Job interview

If you followed the guide until now, you've already prepared for this scene by increasing your empathy meter. This will be very beneficial to you during the interview, as you won't have to worry about increasing it with your answers.

That said, unlike the empathy meter, the points you get in this scene can have a negative value. You start out with 0, and usually one answer subtracts 1 point, one answer adds one, and one either does nothing or increases your empathy (this is so players who haven't befriended the nurse can still get through the interview, but it's slightly more complicated).

Let's get into the questions, shall we? I'll list the answers with their effects, and add comments below.



- Are you implying that I'm inexperienced? **Points -1**
- I am prepared **No effect**
- Stay silent **Points +1**

This first choice might come as a surprise for you, but if you ask the nurse for advice, she tells you to only speak when you're asked to. Do not let him provoke you, it's exactly what he's trying to do here.

- Look down – may eventually lead to one point gained, if you keep choosing it, but I don't really recommend that as the best choice. Unless you want to get into some ecchi shenanigans (๖ ๖)
- Look him straight in the eye **Points +1**
- Stay still **No effect**

That's a weird choice, I admit. Next, you're asked about the nurse who offered you a tour.

- I'm glad she's gone now (seriously?) **Points -1**, if you befriended her before – **Points -2**
- She was great **Empathy +1**, if you befriended her – that and **Points +2**
- She did her job **Points +1**, if you befriended her – that and **Points +2**

This question is pretty much a balancing act. Pick whatever you think will help you the most.

Onto the hospital question:

- It feels odd **Points -1**
- It's really impressive **Empathy +1**
- It doesn't affect my work, does it? **Points +1**

These next two questions may have been misunderstood by some players.

**This is not a character creation sequence**, and Dr. Sharpe is perfectly aware he can't expect you to share that kind of information with him. So treat them as a test of whether or not you know when to shut your mouth and say something that will make you look better. These choices have nothing to do with what you are and identify as, or what you want the main character to be like. You're not establishing character traits, you're just trying to survive the interview and seem as polite and competent as possible. That said, here's the outcomes:

- No, never **No effect**
- A long time ago **Points +1**
- Actually... **Points -1**

The third choice is a joke option. The main character is trying to be funny here, that's what it is.

- Heterosexual **No effect**
- Homosexual **Points -1**
- Bisexual **Points -1**
- Asexual **No effect**

Really, he doesn't actually want to hear about your personal life. Moving on to the more normal questions:

- The pay **Empathy -2, Points -1**
- The workplace **Points +1**
- Being able to help people **Empathy +2**

Pretty straightforward. Next.

- Of course I do **Points -1**
- I don't celebrate **Points +1**
- I don't know yet

No, he's not asking you out here (common misconception). It may be a bit nitpicky of me, but I figured if you're the partying type that might not help your work.

## Interview outcome

The outcome of the interview, as stated before, depends on the values of two stats: empathy and points.

If your empathy stat is high, he'll comment on it, saying "You definately have what it takes in terms of personality" - if he doesn't say that, it's fine too – he only says it when it's higher than you need,

If your empathy is lower than 2, he'll say "A psychologist needs some amount of empathy.../I think that is what you lack." - this is a sign you're going to fail the interview

To ensure the main character is hired, you'll need:

- 2 or more empathy points
- 1 or more point

If you are hired, he will tell you to come to the hospital tomorrow. Once he says that, you can be sure you've been hired. Good job! You'll be faced with one last choice afterwards:

- Thank you **Empathy+1**
- So... I was hired? **No effect**
- Of course **Points +1**

If you've gained more than 3 points, he will say "It has been a pleasure."

- The points you gain here are also affection indicators. If he says this after the interview, you can be sure you're on your way to starting his route later on, if you so desire.

If you've done everything right, once you leave his office, the nurse from before will be waiting for you outside. She'll introduce herself and you'll get one more choice, which doesn't really have consequences, so don't worry about it – your anxiety of picking the best choice is over now (at least until the patient sessions). If the nurse talks to you afterwards, congrats – you've made your first friend! Don't underestimate the benefits of befriending everyone around you – who knows when it'll come in handy.