

Sample Story – Midway Progression

Go to the sewer entrance in the alley:

The entrance is blocked by vines.

The player can choose to look for another entrance or take a sample of the vine to the plant shop owner, Secoya, in hopes of finding a way to quickly kill and remove them.

If you chose to take a sample to Secoya:

Secoya will be shocked by the vine you have in your hand and will quickly move to temporarily close her shop for more privacy. It is then that she will tell you about her forced involvement in the creation of those vines and what is needed in order to kill them.

Hidden behind the secret door in the warehouse is the mother plant. You will need to get in there and kill it if you want to kill all of the vines in one swoop. Secoya has one of the keys you need to open the door and willingly hands it over to you. She then lists off the chemicals needed in order to make a planticide strong enough to kill the mother plant, all of which can be found within the warehouse.

If you need a quick fix to kill off a few of the smaller vines, then she suggests getting your hands on the ability enhancer sold by Enzo. Something about it is deadly to plant life. While Secoya isn't sure how exactly one goes about getting the enhancer from Enzo, she says you can ask anyone hanging around *insert building name*.

Going to get the ability enhancer:

Head to the building Secoya told you about and ask the NPCs if they know how you can get Enzo to give you some of the ability enhancer. Once given the information, you can head to the bar and make the necessary exchange of words with Enzo to get what you need and head to the sewers.

Go into the sewer:

The sewer is obviously gross and you curse about wearing the wrong shoes. After walking around for a bit, you come across both the lost item and a dead body.

The body is encased in a flower and appears to be that of a middle-aged man. However, upon further inspection you notice that his clothes seem to be something a middle schooler would wear and that laying beside him is the item you were looking for. You realize that this is the kid the bartender spoke of, though he has age significantly in a short amount of time.

While retrieving the bartender's item, you see that the manbaby also has a "key" on his body, so against better judgement, you reach into the gross flower and remove it from his body.

You can choose whether or not to call in the body.

If you call it in, then the officer bots will come and try to forcefully remove the boy from the corpse flower, killing him and angering the plant(s).

If you don't call it in, then you are on the clock to save him yourself. This is something you can go to Secoya about.

If you found another entrance into the sewer and are seeing Secoya about the corpse flower:

Secoya will be shocked by your description of the plant and will quickly move to temporarily close her shop for more privacy. It is then that she will tell you about her forced involvement in the creation of those vines/plants and what is needed in order to kill them and save the boy. She will also tell you the dangers in removing the human body by force, and how any intense movement that the flower feels from inside causes it to accelerate the speed in which the life force is being sucked out from the body. If you kill the plant itself, then some of that life force will be returned to the human's body, but sadly not all.

Hidden behind the secret door in the warehouse is the mother plant. You will need to get in there and kill it if you want to kill all of the vines and corpse flowers in one swoop. Secoya has one of the keys you need to open the door and willingly hands it over to you. She then lists off the chemicals needed in order to make a planticide strong enough to kill the mother plant, all of which can be found within the warehouse.

Head back to bar:

Return the stolen item back to Enzo and he'll give you the eye. Before you leave, he will tell you that if techy things like this interest you, then there is a similar item located in the arcade as one of the grand prizes.

Go to the arcade:

Play games until you have enough points to get the key that you need from the prizes mounted on the wall.

At this point, you should have 4 out of 5 of the items/keys you need to open the door. You wrack your brain but the only other person you can think of to ask is Fio.