

Main Quests

Act 1: Awakening & Escape

- **Remember** (Ongoing)
 - *Description:* You forgot about yourself, move forward to discover more.
 - *Location:* Galaxy (General)
 - *Trigger:* This quest automatically initiates when you start a new game and wake up with amnesia.
 - *Tasks:* Proceed through the prologue. Look in the mirror to customize your character's appearance and role (Top/Bottom). Discover your name and start interacting with your AI companion, Chip.
- **Get to Land**
 - *Description:* Repair the engine and land in one piece.
 - *Location:* Spaceship
 - *Trigger:* Starts immediately after the character creation sequence when the ship comes under attack.
 - *Tasks:* Escape the ventilation system. Choose whether to grab Chip's AI core before fleeing. Navigate the tutorial combat against the boarding drones.
 - *Rewards/Consequences:* Successfully surviving the sequence forces the ship to crash-land on Akra Leuka, initiating the next phase of the game.
- **Escape from Akra**
 - *Description:* Raise some money and hire crew to go after the pirates.
 - *Trigger:* Begins the moment you step off your crashed ship onto Akra.
 - *Sub-Objectives:*
 - **Repair the ship:** Hire a low-cost engineer (Katari) by finding him in the slums.
 - *Tasks:* Speak to Katari. Accumulate **9,000 GC** to pay for the repairs. Alternatively, if you gather 50 Scrap Metal from wandering the subways, the price is lowered to **6,000 GC**. Wait 3 days for him to finish the repairs.
 - **Hire a pilot:** Search for a pilot at Akra (Sammuel), found in the alley or later at Galiano's Club.
 - *Tasks:* You must witness the "Alien Blowjob" scene in the alleyway first. Afterwards, find Sammuel at Galiano's club when Egon is bartending.
 - **End the Sub-Guh'Nir's:** Galiano asked you to put an end once and for all to the creatures in Akra's core facilities.
 - *Note:* This is required to gain Galiano's trust and the funds/help needed to leave.
 - *Location:* Akra Leuka - Subway Facilities.

- *Tasks:* Kill the first 5 Sub-Guh'Nirs. Return to Galiano. Then, go to the newly discovered "Sub-Guh'Nir Den," kill 10 more to lure out the Alpha, and defeat the Alpha.
 - *Rewards/Consequences:* Defeating the Alpha rewards you with **5,000 GC**. You can choose to spare/recruit the Alpha for future materials, though this will cause mixed reactions among your crew.
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Act 2: The Pirates & The Warlord

• Attack On Pirates

- *Description:* It's time to go after those pirates and recover the information they stole.
- *Location:* Comet L-17 (Pirate Base)
- *Trigger:* Complete the ship repairs and speak to Rylan in his room after 10:00 PM.
- *Tasks:* Navigate the 3-floor maze of the pirate base. Hack the vault. Find the laboratory to get Arthur's Gaseous Weakener. Confront Rylan (if your relationship is low, you must fight him) and then face the pirate leader, Bradley.
- *Rewards/Consequences:* After defeating Bradley, you must choose to kill, imprison, or recruit him. Each choice drastically alters crew respect. You also rescue Arthur and Alastor during this mission.

• Sithyrya Progression (Required to reach The Warlord)

- **Get out of Kavhar:** Find a way to cross the Kavhar wall.
 - *Tasks:* Talk to Snake in the seedy bar at night. Fly back to Akra, buy a massive amount of food rations from Groceries, and trade them to Snake to secure passage through the gates.
 - **Cross The Silent Plains:** Find a means of transportation (Snake/Amphibious 6000) to get to the other side.
 - *Tasks:* Purchase the Amphibious 6000 or negotiate travel. You may also need to complete the task of killing 5 Sand Wyverns for Mayor Fergus.
 - **Kill The Warlord** (Branching Path)
 - *Path A (Bradley): Kill The Warlord* - "Talk to Bradley when you are ready to kill The Warlord."
 - *Trigger:* Available if you recruited Bradley and he survived. Requires combat training with him.
 - *Path B (Arthur): Kill The Warlord* - "Talk to Arthur when you are ready... (You'll need to reach the ruins of Ra'kash first)."
 - *Trigger:* Available if Bradley is dead or imprisoned. Requires you to complete the "Create a Biological Weapon" side quest with Arthur first.
 - *Objective:* Defeat Arihama/The Warlord.
 - *Rewards/Consequences:* If you completed the Akonian Ritual beforehand, you can permanently absorb the Warlord's essence. This triggers the massive Beach Party celebration event on Diamond Reef.
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Act 3: Akra Power Struggle

- **A Battle for Power**

- *Description:* One of Galiano's associates is trying to screw him over. Find out what's going on and put an end to his plans.
- *Location:* Akra Leuka - Garth's Whorehouse.
- *Dependency:* This quest leads into the conflict between Galiano and Garth.
- *Trigger:* Complete the Sub-Guh'Nir questline and speak to Galiano.
- *Tasks:* Fight the cyber-thug at the whorehouse. Wait a few days for Galiano to form a plan. Confront Garth upstairs.
 - *Choice Branch (The Fate of Garth):*
 - **Kill Garth once and for all:** "Garth is hiding in the suburbs... find him and decide his fate." (Refuse Garth's bribes 4 times, fight him, and kill him. Reward: **25,000 GC** from Galiano and a relationship boost).
 - *Alternative:* Siding with Garth leads to a different outcome in the power struggle. (Accept his 5th bribe after beating him in combat. Reward: **100,000 GC**, the club is renamed after you, and you get a percentage of the daily income. You lose relationship points with Galiano and Egon).

- **Clash Of Corporations**

- *Description:* Choose a corporate ally to reach the upper levels.
 - *Dependency:* Requires resolving "A Battle for Power" to gain access to the Second Floor elevator.
 - *Choice Branch:*
 - **Side with Nikolaos (New Life):** Align with the established power and New Life corporation. (Focuses on investigating corruption, inciting a popular revolution among the citizens, and taking down Holoryx).
 - **Side with Holoryx (Biotech):** Align with the new contenders, Biotech. (Focuses on corporate sabotage, stealth missions, and stealing data from New Life Sentinels).
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Act 4: The Praharmas

- **Find the Praharma of Akra**

- *Description:* Work your way through Akra's complicated social hierarchy and rise to the top.
- *Location:* Akra Leuka (Upper Levels).
- *Trigger:* Gain access to the second floor of Akra and defeat the Warlord.
- *Tasks:* Gain favor with the tycoons in the VIP restaurant. They will grant you access to the third floor. Upon arriving, you will be violently contacted via telepathy by the Praharma, Phobos, who threatens the city.

- **Find the Praharma of Urukai**

- *Description:* The Urukang must be hidden somewhere. Help the Uruk society to obtain clues.

- *Location:* Urukai.
 - *Trigger:* Land on Urukai after defeating the Warlord.
 - *Tasks:* Feel the psychic "Hiccup" in the Whispering Plains. Travel to the Stone Loom Mountains and speak to Bror. Enter the mines and defeat the "Heart of the Stone" boss. Go to Aethergald, receive an invitation from Lyren, and speak to the six-armed Shaman, Q'Lan, to learn the truth about the "Wind."
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