

# WALKTHROUGH & TIPS

## Navigation:

1. [About the game](#)
2. [Reality \(Non-VR\)](#)
  - 2.1. [Home](#)
  - 2.2. [Player](#)
  - 2.3. [Phone](#)
  - 2.4. [Map](#)
  - 2.5. [Work](#)
3. [Dawn of Arcanum \(VR game\)](#)
  - 3.1. [Map](#)
  - 3.2. [Shop](#)
  - 3.3. [Inventory](#)
  - 3.4. [Quest book](#)
  - 3.5. [NPC](#)
  - 3.6. [Player's Home](#)
    - 3.6.1. [Crafting Stations](#)
    - 3.6.2. [Guardian Circle](#)
  - 3.7. [Gathering](#)
  - 3.8. [Battle](#)
4. [Walkthrough](#)
  - 4.1. [Rachel and Kim activities](#)
  - 4.2. [Rachel's quest](#)
  - 4.3. [DoA quests](#)
    - 4.3.1. [First Arrival](#)
    - 4.3.2. [Lost Caravan](#)
    - 4.3.3. [Alchemical Ingredients](#)
    - 4.3.4. [Wind Weaver](#)

## About the Game

***Double Perception*** is a game with 2 realms. First is Reality. Nothing special, just common Earth. Second is a bit more interesting – ***Dawn of Arcanum***. DoA is a VR game, that you can access via VR headset in your room. But you have to buy it first.

Explore both worlds for opportunities, meet new people and earn a reputation of a titled player.

## Reality (Non-VR)

### Home:



Your house has 6 rooms: Your Room, Bathroom, Rachel's Room, Livingroom, Kimberly's room. This is the place where all main events will happen. Here you can interact with Rachel and Kimberly, restore stamina and enter DoA (If you've bought a VR headset).

## Player:

Player have two basic parameters: Action Points (Green Battery) and Stamina (Yellow Bar).

Action Points will be spent on any action that requires some time to do. For now, you only have 2.5 AP. Every action in the main world will take 1 AP. But in DoA actions will take only 0.5 AP. At this point, there's no way to increase AP. AP will restore with every time advancement.

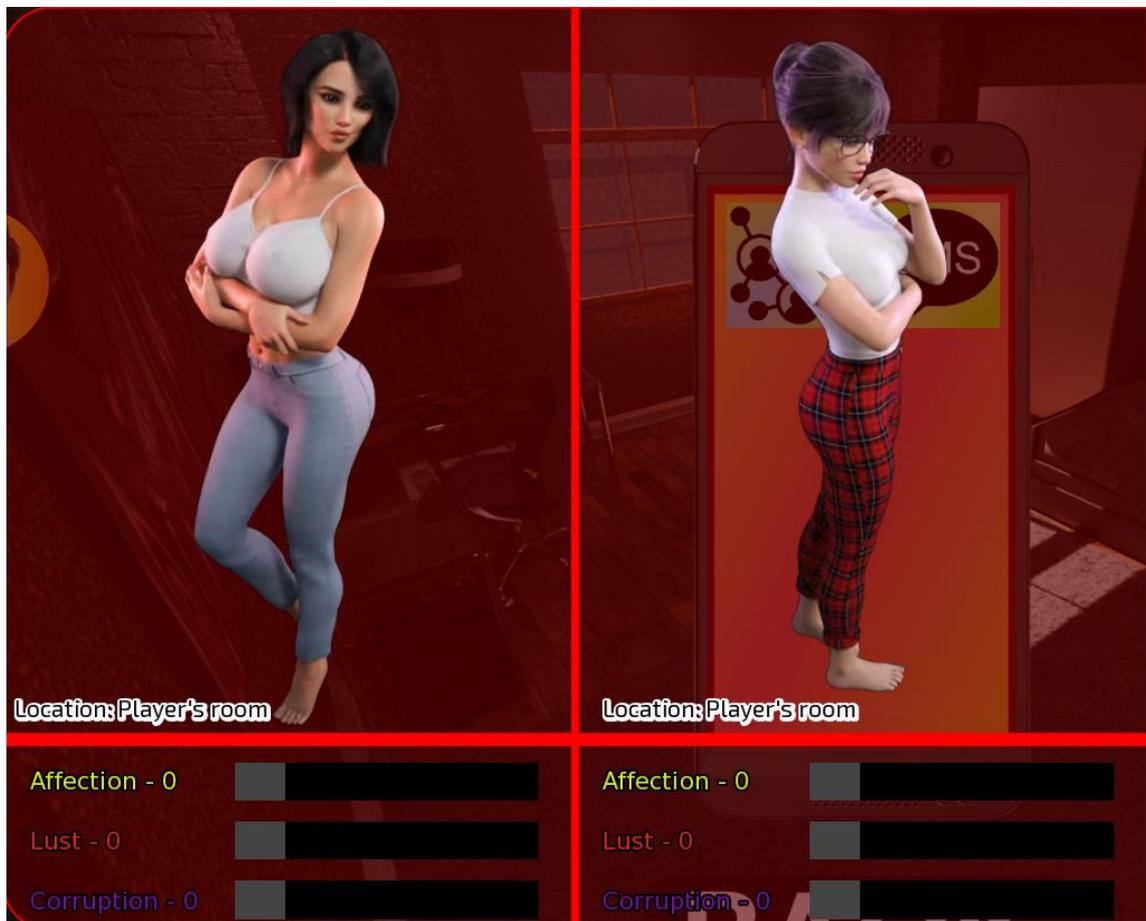
Stamina will be spent with every action that requires, well, your stamina. Such as Work, some NPC events, and Gathering / Battles in DoA. To restore stamina, take a nap in your bed. This will also advance time.

You can also check dialog history by clicking on notes.



## Phone:

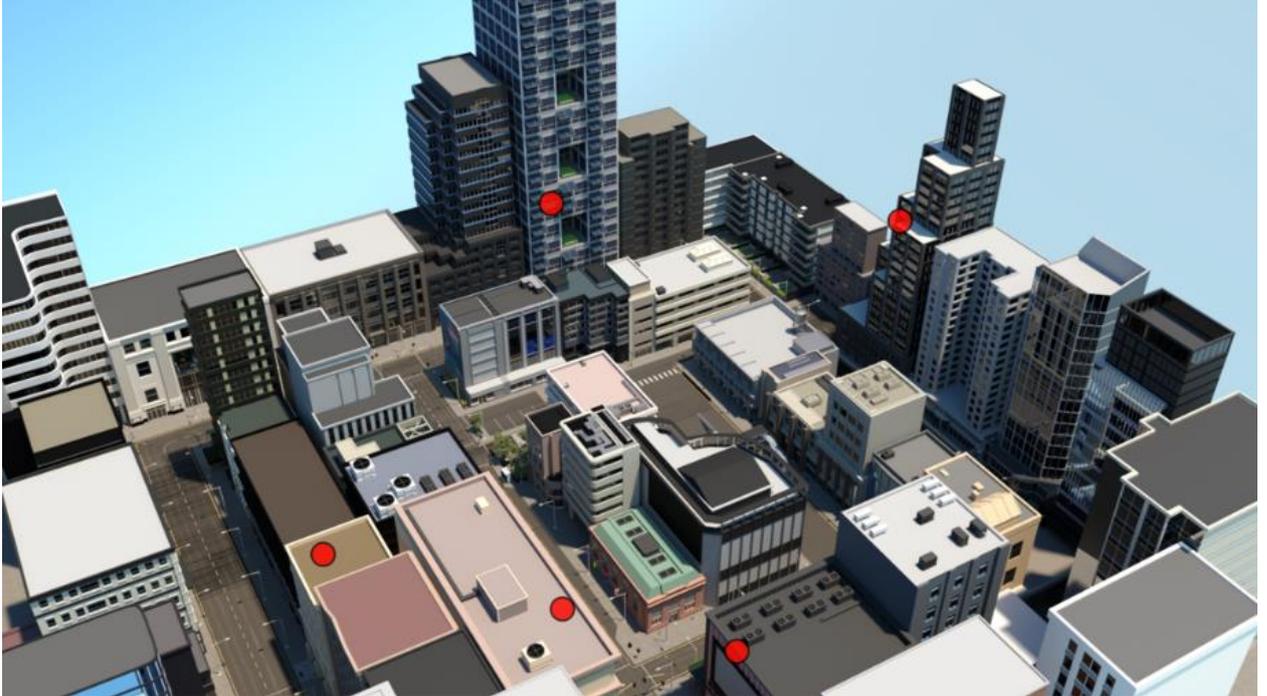
Phone is mainly a way to check your relationship with people. You can also see messages from them (not much at the moment)



## Map:

Real World's Map has 5 locations: Your Flat, Construction Site, Clothing Shop, Electronics Store, and Restaurant.

Pretty basic.



## Work:

There're two job options in DP for now. Which is *Waiter* and *Construction Worker*.

**Construction Site** – is a basic QTE minigame, where you must press 4 buttons (c, b, j, y) in time. The more bags you deliver – the more money you get.



**Waiter** – is a QTE game too. Here you have to take orders and deliver them in time. Same thing – more orders mean more money. There's also a Tips mechanic which allows the player to earn extra money with some RNG involved.



At both jobs, you'll be able to skip the minigame after the first try and earn the same amount as before. However, you can always retry to increase your score with a chance to get a lower score.

# Dawn of Arcanum

The game within the game... Sounds like a joke, but it's not. Just try it yourself, I'm sure you'll like it. I hope you will...

## Map:



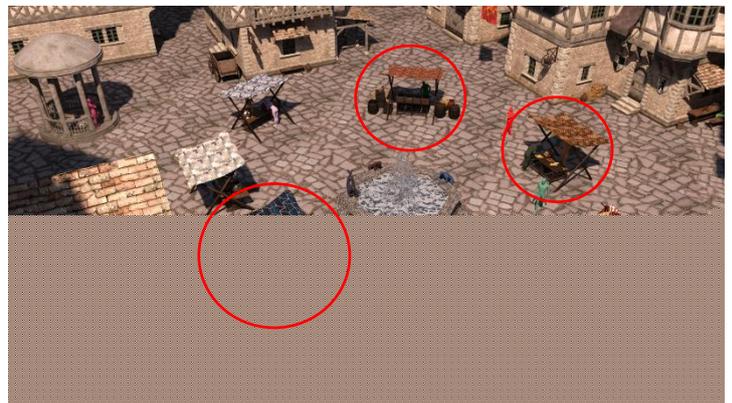
DoA has 3 main locations: Main Village, Great Library, and Your Home. As well as 3 leveling locations: Forest, Desert, Sky Temple.

Main locations are where you interact with NPC, take quests, buy stuff, etc.

Leveling locations are created for 2 things, which are Gathering and Battles. We'll talk about these activities later.

## Shop:

Shops are located at Main Village. There are 3 kinds of stores. The first one is *Resources Market*, here you can buy all resources. The second is *Armory*, in which you can find armor, weapons, and accessories. And last but not least is the *Recipes Stand*. Recipes Stand provides you with recipes for items, that allow you to craft them at your home location, and magic scrolls.











## Battle:

Battles in DoA are turn-based.



This is the battle screen. There are several stats shown: Your HP/MP as well as your enemy's,  Attack,  Defence, and  Mana Control of both participants. You can also hover on these 3 parameters to see their effect on the battle.

Below you can see 4 options to choose from:

- **ATK** – attacking spells
- **DEF** – defensive spells
- **ITEM** – your items that you can use during battle (Only 3 magic scrolls at this time)
- **RUN** – attempt to run from battle, which has 1/3 chance to success. But you should know that running from ambush will leave you without loot from gathering!



Your spells together with the enemy's spells can have additional effects on them.

These are:

-  - Stun. Opponent will skip next turn.
-  - Regeneration/Vampirism.
-  - Increasing DEF. (20 Cap)
-  - Increasing ATK
-  - Decreasing DEF
-  - Decreasing ATK
-  - Piercing. The damage will be done in full.

If you die in battle, you will lose 15% of your gold and 25% of your current XP.

# WALKTHROUGH

Here will be all info about plot progression and quests.

## 5 D F K H O ¶ V D Q G .activities: O \ ¶ V

Here you can see all information about Rachel's and Kimberly's possible locations during the day, available interactions as well as their requirements, affection gain, and maximum gain.

Weekdays	Morning	Day	Evening	Night
Rachel	Making Breakfast / Taking Shower	At Work	Taking bath / Watching TV / Reading	Sleeping
Kimberly	Taking Shower / Having Breakfast / Sleeping	Playing on PC / Having Lunch / Reading	Playing on Console / Yoga	Playing PC / Sleeping

Weekends	Morning	Day	Evening	Night
Rachel	Making Breakfast / Taking Shower / Sleeping	Having Lunch / Yoga	Taking bath / Watching TV / Reading	Sleeping
Kimberly	Taking Shower / Having Breakfast / Sleeping	Playing on PC / Having Lunch / Reading	Playing on Console / Yoga	Playing PC / Sleeping

Rachel	REQUIREMENTS	GAIN	MAXIMUM
Making Breakfast		+1 affection	9 aff
Watching TV		+1 affection	9 aff
Reading		+1 affection	9 aff
Yoga		+1 affection + 1 lust	10 aff 5 lust
Having Lunch		+1 affection	9 aff
Dress Quest	3 affection		
Gift Dress	Dress	+5 affection + 2 lust + 1 corr	
Give shampoo at bath	5 aff 1 lust	+1 affection + 2 lust	10 aff 10 lust
Bath Together	8 lust	+1 corruption + 2 lust	5 corr 20 lust

Kimberly	REQUIREMENTS	GAIN	MAXIMUM
Having Breakfast		+1 affection	9 aff
Having Lunch		+1 affection	9 aff
Playing PC(day/night)		+1 affection	9 aff
Playing on Console		+1 affection	9 aff
Yoga		+1 affection	9 aff
Yoga Together	6 affection	+1 affection + 1 lust	10 aff 7 lust
Showing Outfits(school)1	2 lust	+1 affection + 1 lust	15 aff 10 lust
Showing Outfits(beach)2	2 lust	+2 affection + 1 lust	15 aff 10 lust
Showing Outfits(grown-up)3	2 lust	+1 corruption + 2 lust	15 lust 5 corr
Showing Outfits(swimsuit)4	2 lust	+2 corruption + 2 lust	15 lust 5 corr
Photoshot	5 lust	+2 corruption + 2 lust	15 lust 5 corr

## Rachels quests:

There's only one quest for Rachel yet. This is Rachel's Dress quest. When you will get Rachel's affection score to 3, there will be a 33% chance to trigger this quest during watching TV together. After getting this quest you need to buy a dress from Clothing Shop to progress. This will cost you 420\$. Nice...

And after buying a dress you can trigger next event by approaching Rachel during the evening and selecting **Give her a dress** option. This event will only be shown once, so if you want to save a screenshot – just press S on your button (you can also press the middle mouse button to hide UI).

## Dawn of Arcanum quests:

**First Arrival** quest is a tutorial quest that will be given with first entering DoA.

There are 3 basic steps:

1. Talk to Innkeeper (Will be done with a cutscene)
2. Talk to Wizard
3. Check your Home Location

After completing this quest all game mechanics will be available.

## Rewards:

- 100 XP
- 100 Gold
- 4 Damaging Scrolls
- 4 Mana Regeneration Scrolls
- 4 Healing Scrolls

**Lost caravan** is a quest given by Innkeeper. Here you will be asked to retrieve 5 supplement boxes. You can find them by gathering/battling in the Forest area. After obtaining all 5 of them – talk to Innkeeper to receive a reward

## Rewards:

- 200 XP
- 200 Gold

