

Walkthrough for Shuggerlain v.0.10

(Prologue: Part 2)

In this v0.10 of the game there are no bad or good choices in the story, as it's a prologue and it's still quite linear. However we'll tell you useful information for the combats of the update.

The first one is the encounter with the lesser succubus Misha. To make sure she'll attack you in the alley, make sure to have **breakfast** both times you have that option available. Otherwise she won't appear and you'll miss the event.

After that, you only need to **have a walk at night with Dynae** to activate the event.

After Dynae leaves with the two Ashteran girls, Misha will appear. At that point select **free her** to start the combat. "Scare her" option will do exactly that and you'll miss the event.

Ok, now you're in the combat.

You have available the following attacks from the beginning (and how many damage points every action takes to her health bar):

Kiss her: 8 damage points

Kiss her neck: 7

When Misha's health drops under 90 you'll also have:

Grabb ass: 5

Touch her breast: 9

When Misha's health drops under 70 you'll also have:

Nipples: 9

Stimulate Crotch: 11

When Misha's health drops under 55 you'll also have:

Finger her: 9

When Misha's health drops under 40 you'll also have:

Sex: 16



Anal Sex: 11

So basically the most effective combination with Misha would be: Kiss, breast, crotch and sex

Misha will also attack you. And like you, some of her attacks will become unlocked when Nulkan's HP drops down:

Kiss: 6 damage points

Kiss neck: 5

Handjob: 9 (Needs Nulkan's HP under 80)

Lick tip: 10 (Needs Nulkan's HP under 80)

Assjob: 12 (Needs Nulkan's HP uUnder 60)

Blowjob: 12 (Needs Nulkan's HP under 60)

Titjob: 12 (Needs Nulkan's HP under 60)

With all this, you'll have the tools to beat this lynx girl and avoid other men to suffer under her charms :D

LITTANOS BATTLE

Shuggerlain uses a combat system we called VN battles. First of all you need to understand the 3 phases in it.

Tactic phase: In this phase you'll have to take decisions that will affect directly to the battle.

Choose the correct option to reduce the damage taken and maximize the damage you cause.

Correct choices will also generate 50 fever points. Neutral decision 20 points. Bad ones 0 points.

Skill Phase: In this phase you'll be able to spend generated fever points in powerful skills. In battle, you confront bigger enemies, so the skills of your heroes are essential to make victory happen.

This phase comes always after finishing your tactical phase.

Combat Phase: Questions 3, 6 and 9 are Combat Phase questions. It's similar to tactic phase, but in this case you have to choose which unit will confront a specific enemy unit. For this, you'll have to take into account the strong points and weak points of your units and the enemy's.

In this battle you'll only manage infantry and light cavalry units. What you need to know for this update is that a same unit type (let's say **infantry**) **will always do a neutral damage to** their own type (it means, another **infantry**).

Light Cavalry is good against Ranged units, like **Mages** (they are quick to avoid combat with other soldier, they can reach fastly their target and they are agile enough to avoid the most of the projectile attacks).

In future walkthrough we'll do a more complex and comprehensive damage sheet, but for now it's not really necessary.

So basically, the best options for winning the Littanos Battle would be:

1. Command Occultations Spell
2. It's time. Charge!
3. Light Cavalry

(Do some Lightnings here)

4. Calm her down
5. Nadine! Fall back!

(Some more lightning here)

6. Infantry/Light Cavalry (Both cause neutral damage as there are not better units available yet.)
7. Let them escape. Focus on the remaining ones.
8. Send Nadine to charge against that flank.

(Some more lightning)

9. Infantry/Light Cavalry (Both cause neutral damage as there are not better units available yet.)
10. Scream something to humiliate him.

(Some more lightnings. Dynae's lightning strike party mode: on lol)

With these choices Tregor's army should be below 500 HP, way below the 3000 needed for the victory :D That's why instead of only using Dynae's lightning strike on the skill phase, you can also use Nulkan's skill if you don't feel like gathering 120 points.

Notice that all values in both battles are temporary and they may change in future updates in order to balance the combat and the units.

So this is it. Hope you enjoyed the update. More sex battles and army battles on the next update :)