Day at the Park Conclusion: Full Walkthrough

Version 1.0

NOTE: This contains HEAVY SPOILERS. Only read this AFTER you’ve played through the game a couple of times. It’s intended to explain how to obtain all of the endings and achievements, and illuminate all game mechanics.

**Variables:**

There are three main variables that determine what endings you can receive. They are:

 Giselle Loyalty

 Helen Loyalty

 Giselle Strength

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Loyalty starts at 0 for both characters. The loyalty stats are generally increased or decreased based off of your dialogue choices and intention.

EXAMPLE: On Screen 4 “You now realize how great the disparity between yourself and Giselle has become. …” You are given four separate choices: “Yes” “Yes, anything for you my goddess.” “No” “No, I’ve betrayed Helen too much”

Selecting merely “Yes” or “No” will not change the loyalty stats. However, “Yes anything…” will increase loyalty to Giselle by 1; contrarily, selecting “No, I’ve…” will increase loyalty to Helen by 1.

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Giselle’s strength is increased from giving her more power, and Giselle taking more herself from the sun.

There is also a “Helen Strength” variable in the game, which is permanently set to 5. Giselle starts at 1. There’s no way to change Helen’s strength variable, since it doesn’t affect the endings (even though Helen herself becomes stronger/weaker in some endings.)

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There are two other variables that effect some paths and dialogues. These include:

 Player Upgrades Received

 Location

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Player upgrades received affects how much strength Giselle receives from each intentional power up. Generally, it’s a 1 for 1 bonus (So 3 player upgrades = +3 strength for Giselle)

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Location merely refers to whether Giselle is inside or outside the cave. It only changes whether she receives an extra power up from the sun, and whether Helen admonishes you for bringing her outside or not.

**Variable Viewer:**

After completing one of the main endings of the game, you will unlock the option of viewing the variables as you play. You can turn this on underneath the “I am over 18” agreement link.

This is useful for hunting down a specific achievement. (I primarily used it for bug testing, to make sure the variables were changing properly.)

**Endings:**

DATP Conclusion features five main endings, with small permutations in some.

**Ending 1:** Helen Wins and DOESN’T absorb everything.

Requirements: Giselle’s strength must be LESS than 7. If Giselle’s strength is 7 or higher, she automatically wins. If Giselle’s strength is 4, 5, or 6, then you must choose Helen during the girls’ fight.

After Helen defeats Giselle, you must choose “Ask if there’s a way for Helen to disable Giselle’s superpowers.”

 **Permutation 1:** Happily Ever After

 Requirements: Reach Ending 1 with GISELLE Loyalty less than 5

 **Permutation 2:** Let’s have a talk…

 Requirements: Reach Ending 1 with GISELLE Loyalty 5 or higher

Note: Helen’s loyalty doesn’t matter for these permutations. What Helen cares about is whether you have fallen for Giselle or not.

Additional Notes: In Permutation 1, one line of dialogue is changed depending on if Giselle’s strength is 1 or higher than 1.

**Ending 2:** Helen Wins and Absorbs the Entirety of the Red Sun’s Power

Requirements: Same as Ending 1; but select “Ask if Helen considered the possibility of stealing sunlight from someone else.”

**Ending 3:** Giselle Wins and Mind Controls Helen

Requirements: Giselle’s Strength must be 4 or higher. If Giselle’s Strength is 4, 5, or 6, then you must select Giselle in the girls’ fight. Select, “What if you used your telepathy powers to mind control Helen, making her obedient in the process?”

 **Permutation 1:** Worthy Servant

 Requirements: Reach Ending 3, with Giselle Loyalty 5 or higher

 **Permutation 2:** Giselle Mind Controls You Too

 Requirement: Reach Ending 3, with Giselle Loyalty less than 5.

**Ending 4:** Giselle Wins and Absorbs the Entirety of the Red Sun’s Power

Requirements: Same as Ending 3; but select “What if you tried to steal Helens powers away from her - absorb the sunlight within her body into your own?”

**Ending 5:** The Fanservice Ending

Requirements: Reach the Balance of Power Screen (Giselle Strength 4, 5, or 6 when Helen arrives). AND (IMPORTANT: ) have Giselle and Helen loyalty BOTH at OVER 3 or UNDER 4. And select “Say: “Ladies… can’t we just work this out? Surely two specimens such as yourselves should be enjoying each other instead of fighting...”” (This option only appears if one of the loyalty requirements is met)

 **Permutation 1**: Best. Ending. Ever?

 Requirements: Reach Ending 5 with Giselle and Helen loyalty BOTH OVER 3.

 **Permutation 2**: Better Luck Next Time?

 Requirements: Reach Ending 5 with Giselle and Helen loyalty BOTH UNDER 4

**Bad/Early Ending**

Requirements: On Screen 3 (After an unspecified amount of time, you finally awaken…) select “-Launch an attack at Giselle-“. Continue to attack Giselle.

Note: This ending does NOT unlock the variable viewer.

**Achievements:**

DATP Conclusion Features 15 achievements. These are for people who enjoy such things, and to help guide players towards experiencing the majority of the game’s content.

Ending Achievements:

Happily Ever After: Reach Ending 1 Permutation 1

Poor Strategic Ability: Reach Ending 1 Permutation 2

Helen Supreme: Reach Ending 2

Willing Slave: Reach Ending 3 Permutation 1

Dark Mistress: Reach Ending 3 Permutation 2

Goddess Giselle: Reach Ending 4

Best. Ending. Ever.: Reach Ending 5 Permutation 1

Better Luck Next Time? Reach Ending 5 Permutation 2

Splat: Reach Bad/Early Ending

Stats Achievements:

(Note: The official descriptions say “Max out loyalty/strength” but it can sometimes be possible to exceed the required number in raw stats.)

Final Form: Receive 3 player upgrades

Pious: Reach Ending 1 or 2; Helen Loyalty 7 or higher

Betrayer: Reach Ending 3 or 4; Giselle Loyalty 9 or higher

(Note: Giselle loyalty requirement is higher than Helen’s. Mostly because there are many more options to increase loyalty to Giselle.)

Faithless: Reach Ending 3 or 4; Giselle Strength 9 or higher

Faithful: Reach Ending 1 or 2; Giselle Strength is 1

Event Achievements:

Balance of Power: When Helen arrives, Giselle’s strength must be 4, 5, or 6.

Bicepsual: See the ‘bicep job’ scene. (Special guide below)

**Special Guides:**

Here are some quick and dirty guides to reach endings/achievements that might be tricky. Please note these aren’t the ONLY ways to unlock these achievements/endings, just a foolproof way to do so.

Bicepsual:

On screen 7, regardless of your choices, Giselle will offer to ‘empower’ you with her nectar. Agree to drink (intention doesn’t matter). Next, select “Move to worship her torso”. Next, select “Yes”.

Faithful:

(order of choices)

Resist.

Doesn’t Matter.

No or No I’ve…

Doesn’t Matter

Refuse to drink

Doesn’t Matter

Stay Silent

Stay Silent

Lie to Giselle

Remain Silent

Faithless:

Intentionally release or release

Yes

Yes

Intentionally try

Happily agree

Try out new body

Yes, Continue

(From here on Giselle is 9 strength)

Ending 5 Permutation 1

Resist for Helen

Not my choice of scenary

Yes Anything For You

Disengage

Cant Keep Betraying

Drink, But Only For Helen

Let me Worship You

Move to Worship Torso

Yes

Tell her Everything

Buy time for Helen

Say… Ladies….

Ending 5 Permutation 2

Resist (not for Helen)

Launch attack

Beg for Forgiveness

“yes”

Explore and enjoy

Refuse to drink

Not worthy of your gifts

Stay silent

Worship

No thanks

Tell her everything

Power her up

Say… Ladies…