

STWA: The Unbroken Pt.6 Walkthrough rev 1.2

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STWA: The Unbroken

By STWAdev

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This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlight elements, not influence your decision. There isn't a right or wrong way through the game, only you should decide.

Only decisions that have an impact on the story or your character are shown. There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  **Bubu** or  **Bubu**

More complex values will be written as text instead:

girls kissed +20

Reference to these values will reuse the same icon or text:

Bubu  is at least 5

girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

 *Granny*

grandmas kissed +20

Icons

 : +1 Love point	 : -1 Love point
 : +1 Friend/Family point	 : -1 Friend/Family point
 : +1 Trust point	 : -1 Trust point
 : +1 Confidence/Self reliance/Fight preparation point	 : -1 Confidence/Self reliance/Fight preparation point
 : +1 Secrecy point	 : -1 Secrecy point
 : +1 Fame point	 : -1 Fame point
 : +1 Infamy point	 : -1 Infamy point
 : +1 Injury point	 : -1 Injury point
 : +1 Desire to protect point	 : -1 Desire to protect point
 : +1 Acceptance point	 : -1 Acceptance point
 : +1 Grief point	
 : +1 Rivalry point	
 : +1 Girl interest point	
 : +1 Suspicious point	
 : +1 Submission point	

Flow Symbols



Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this

decide something #123

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this

did not decide something #123

References to this label will also include the same number

so it is easy to track it down to where it happened (could be multiple places).

decided something #123

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:

0 \Rightarrow white belt #78, 1 \Rightarrow yellow belt #78, 2 \Rightarrow orange belt #78

If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)

It will be listed like this: **karate belt: [yellow, orange] #78**

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

agree #55

Reversed decisions that do not impact the story (yet) will be displayed like this:

did not agree #55

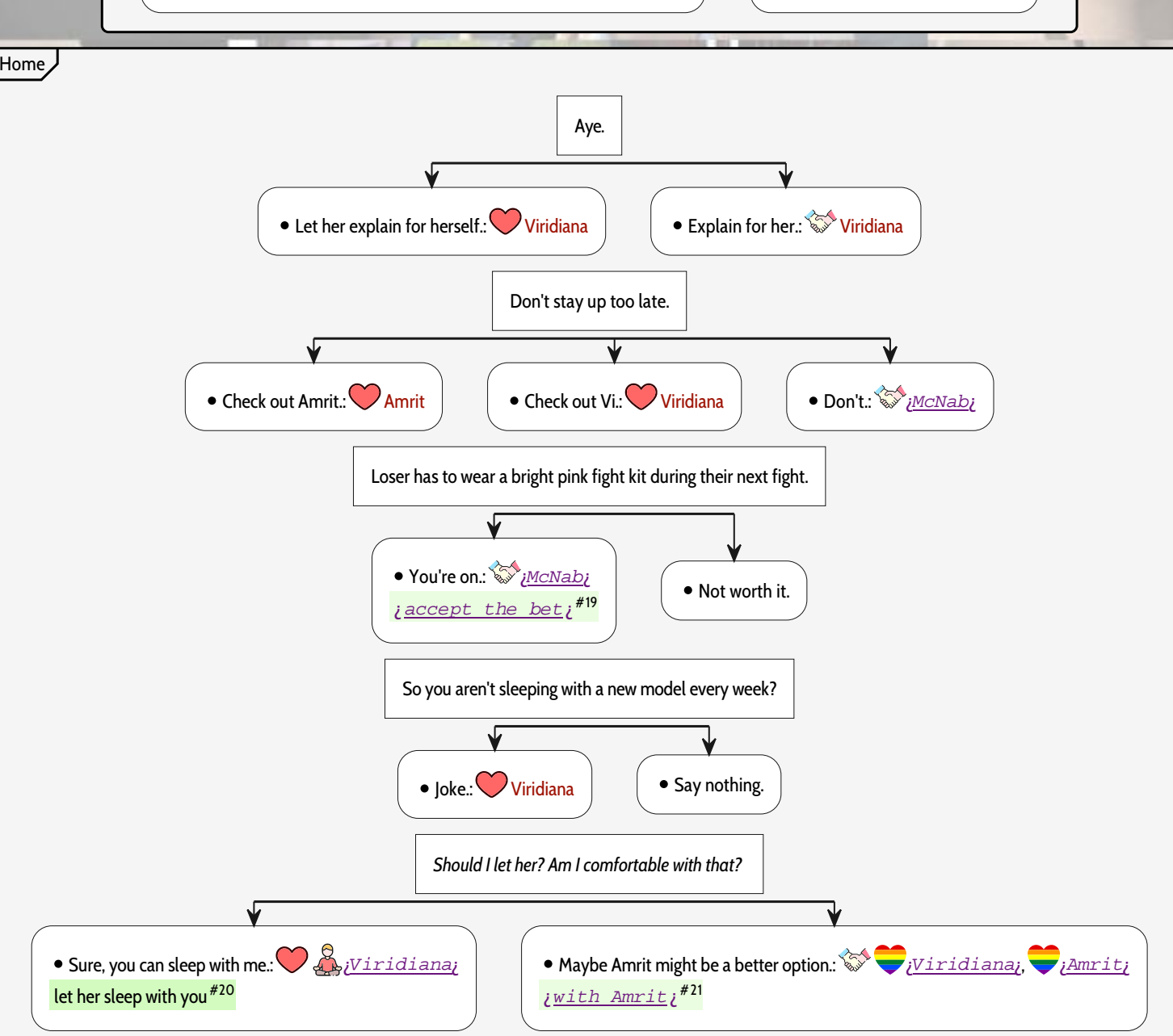
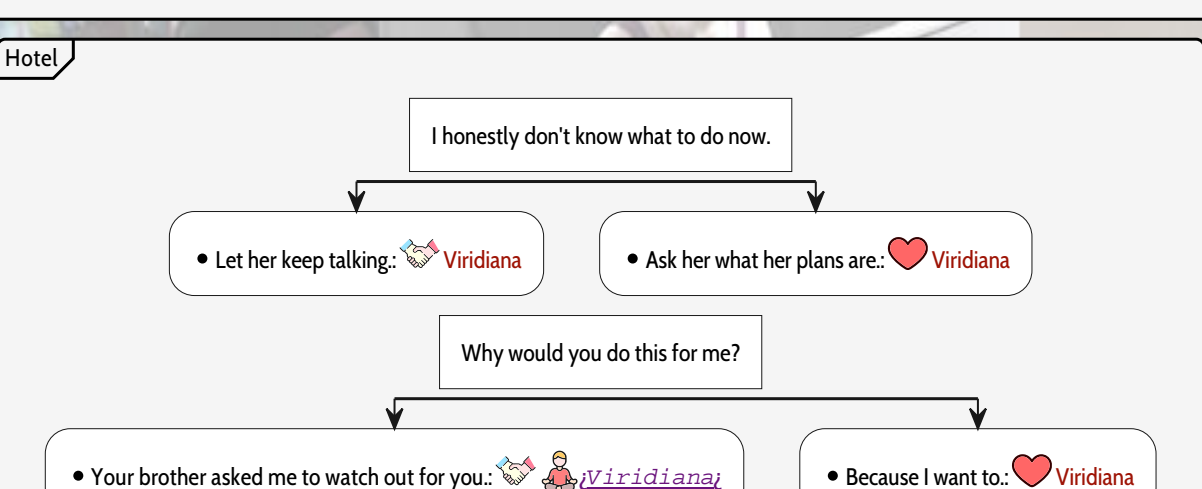
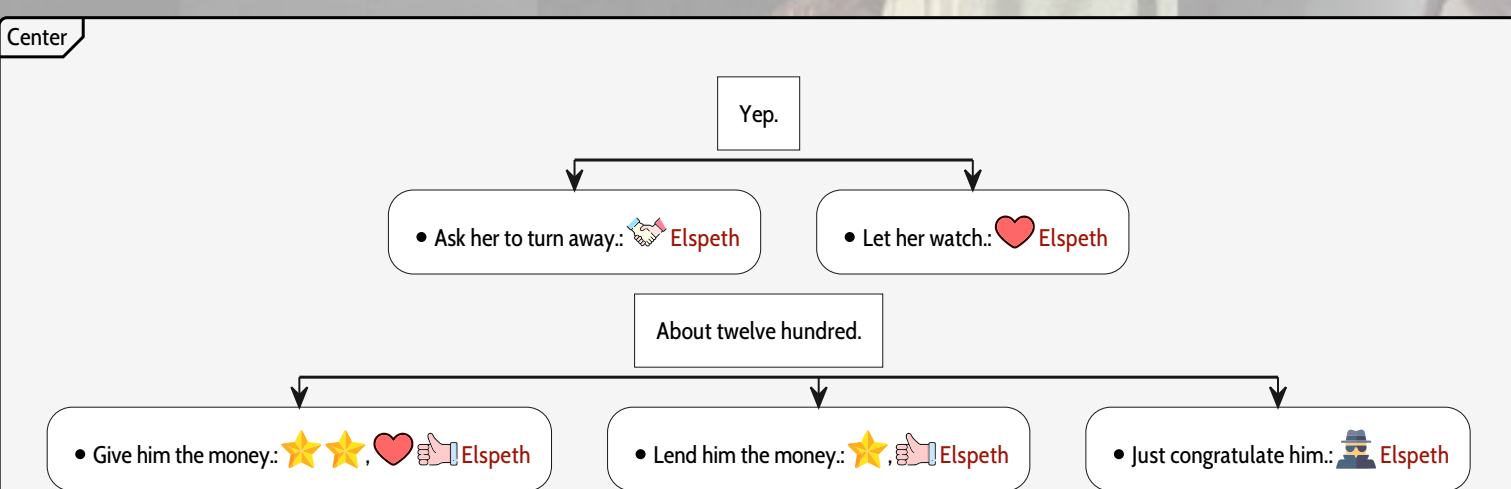
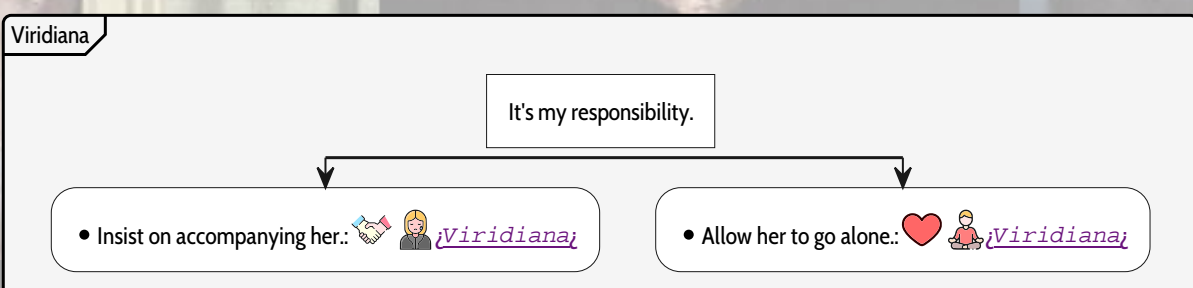
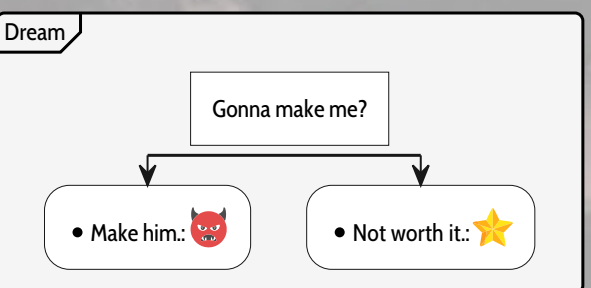
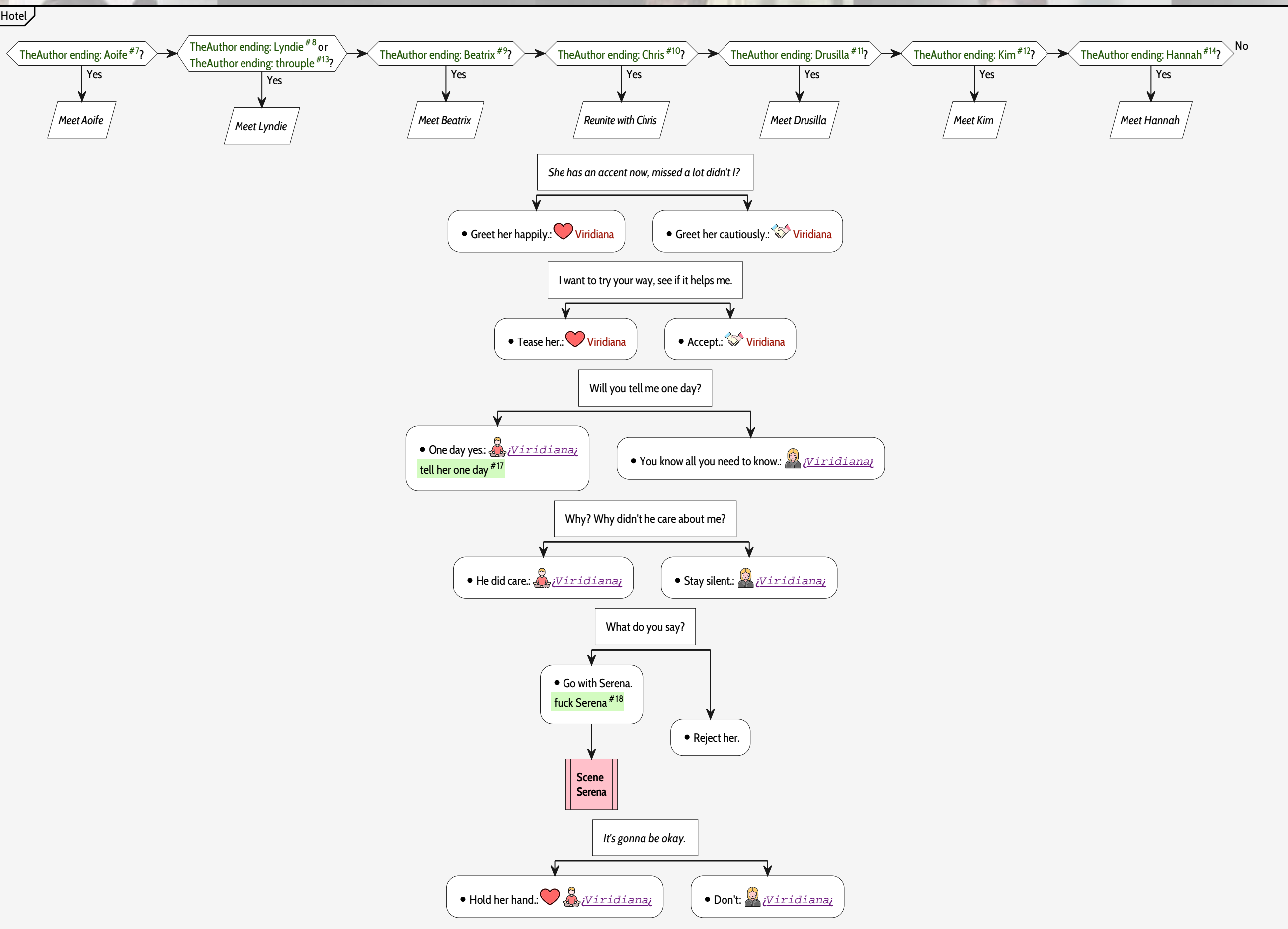
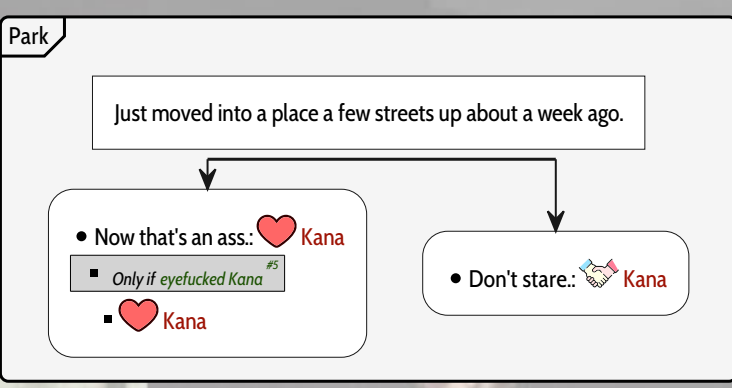
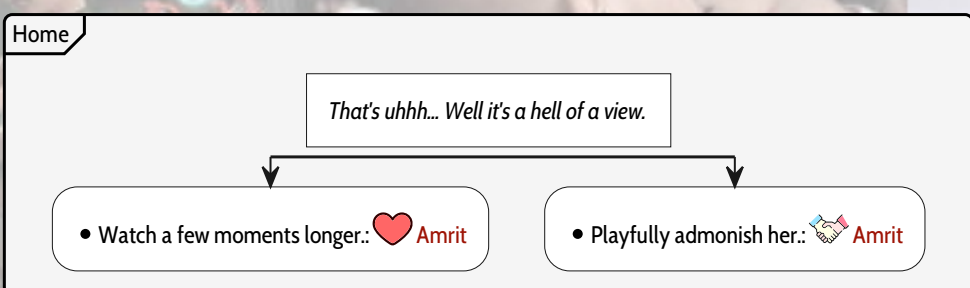
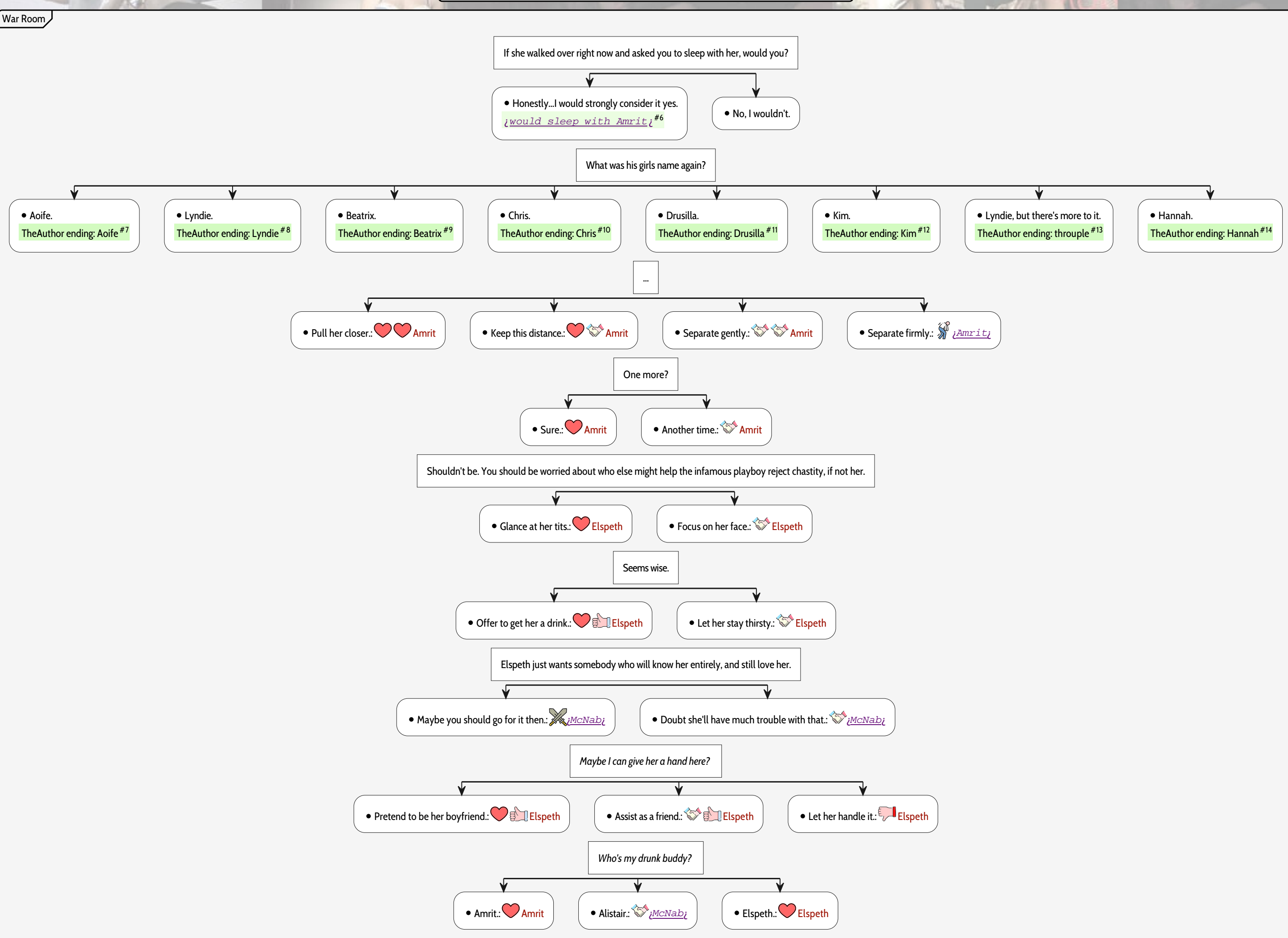
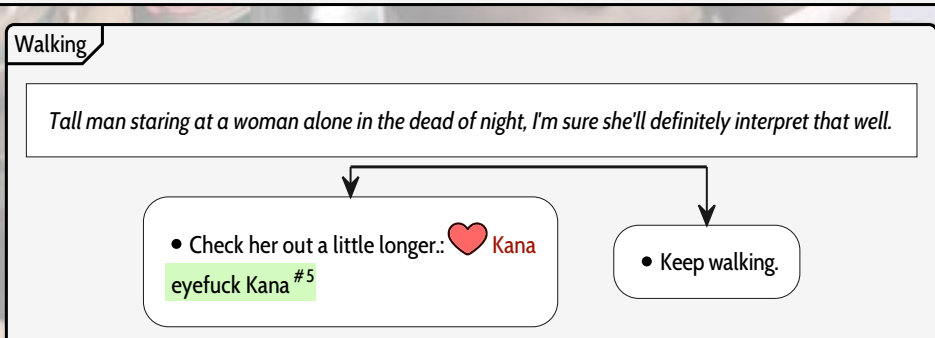
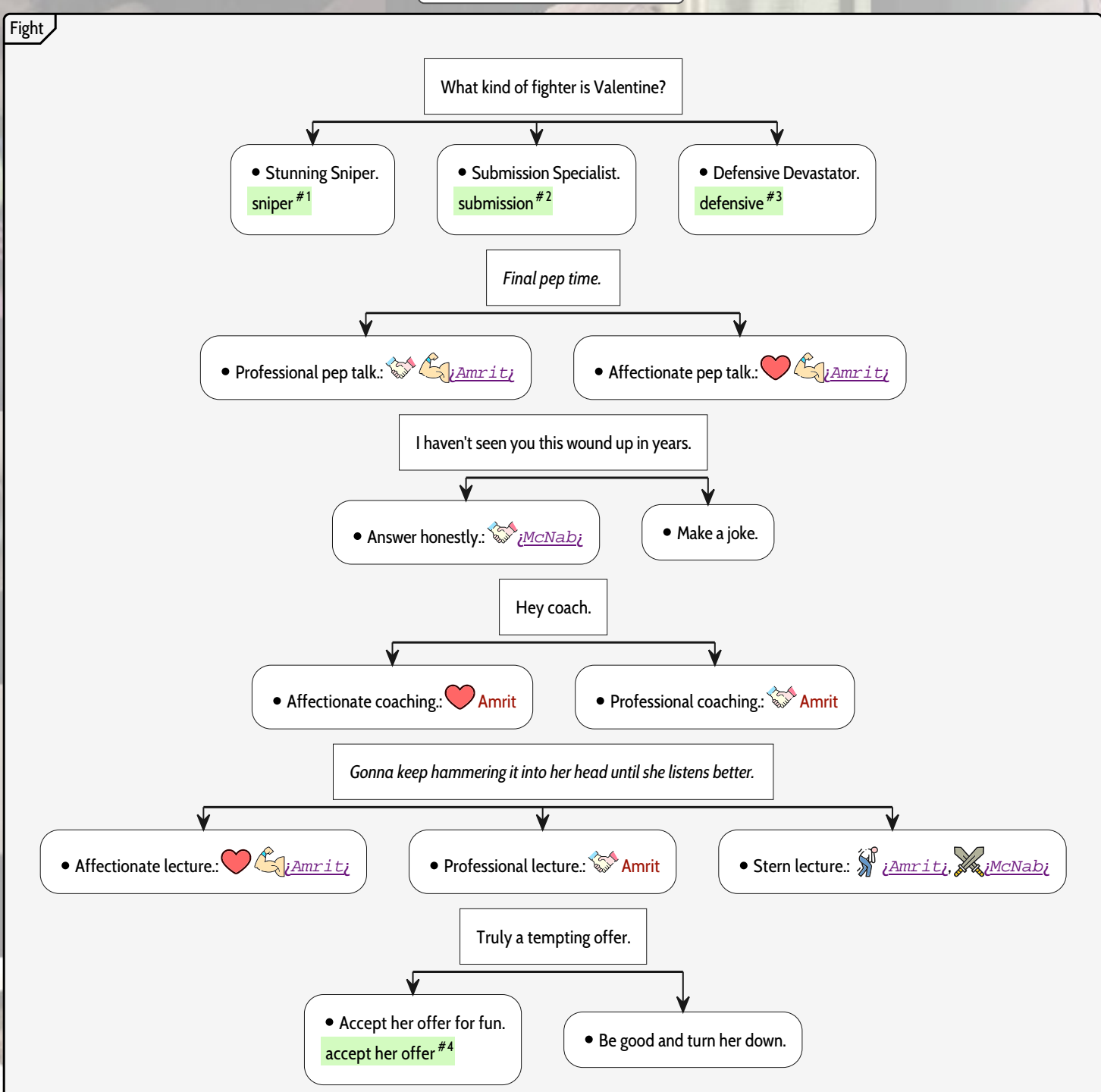
Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: Cheat without a MOD ([link](#)).

Enjoy the game!

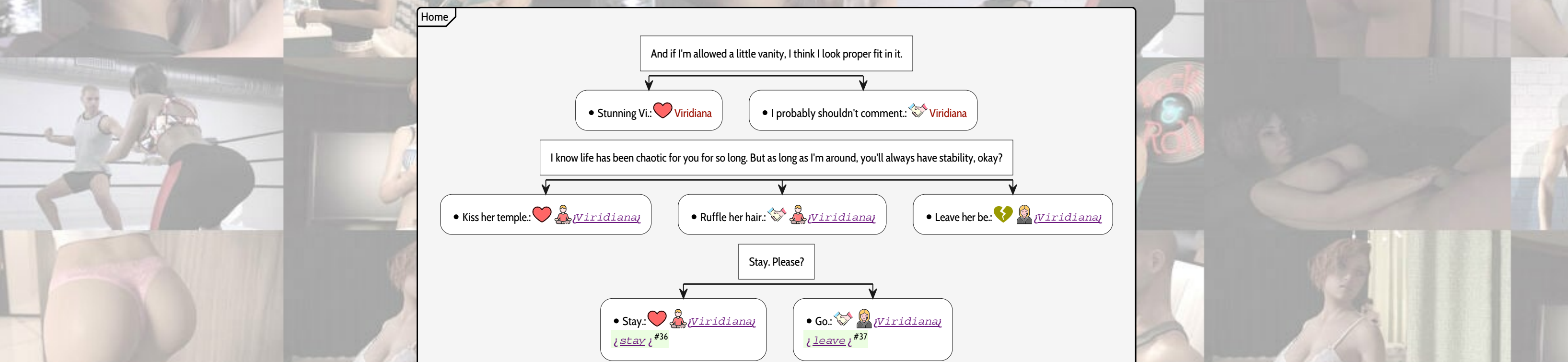
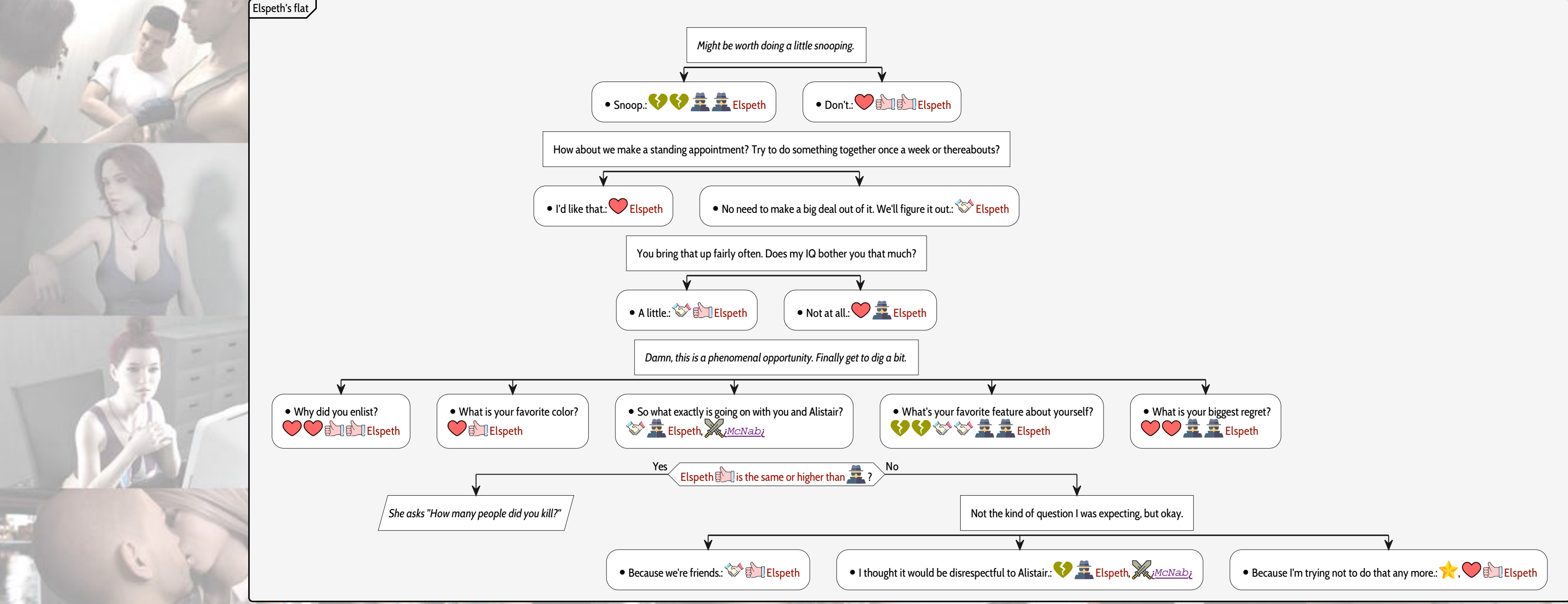
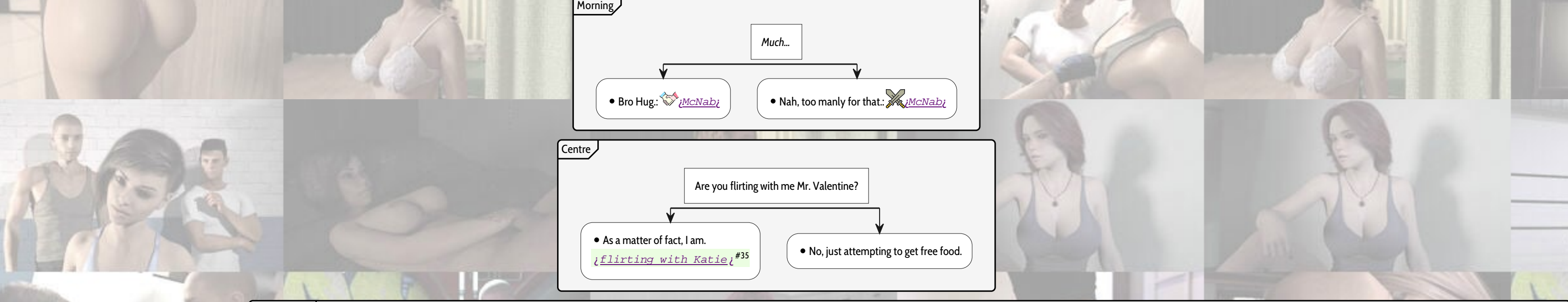
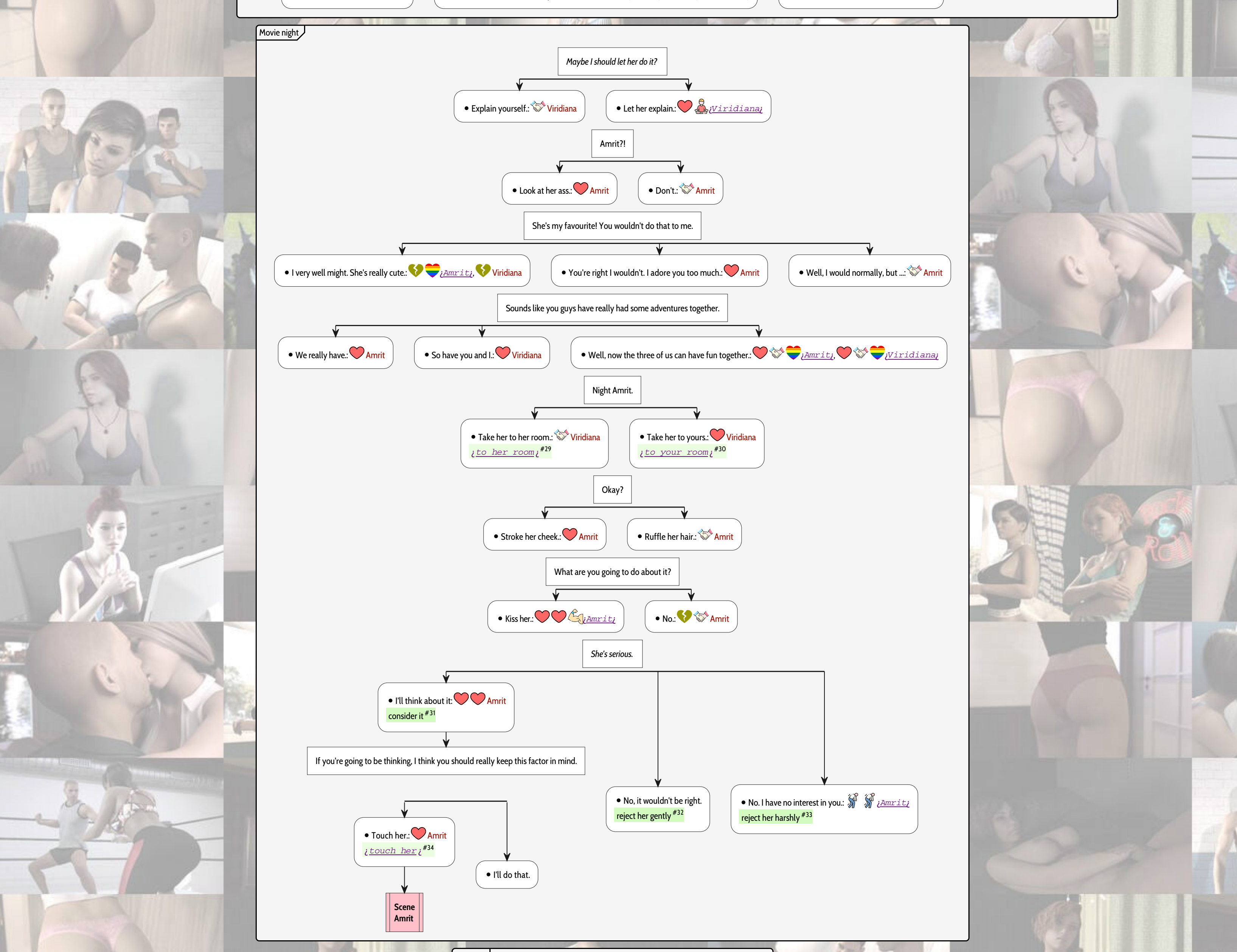
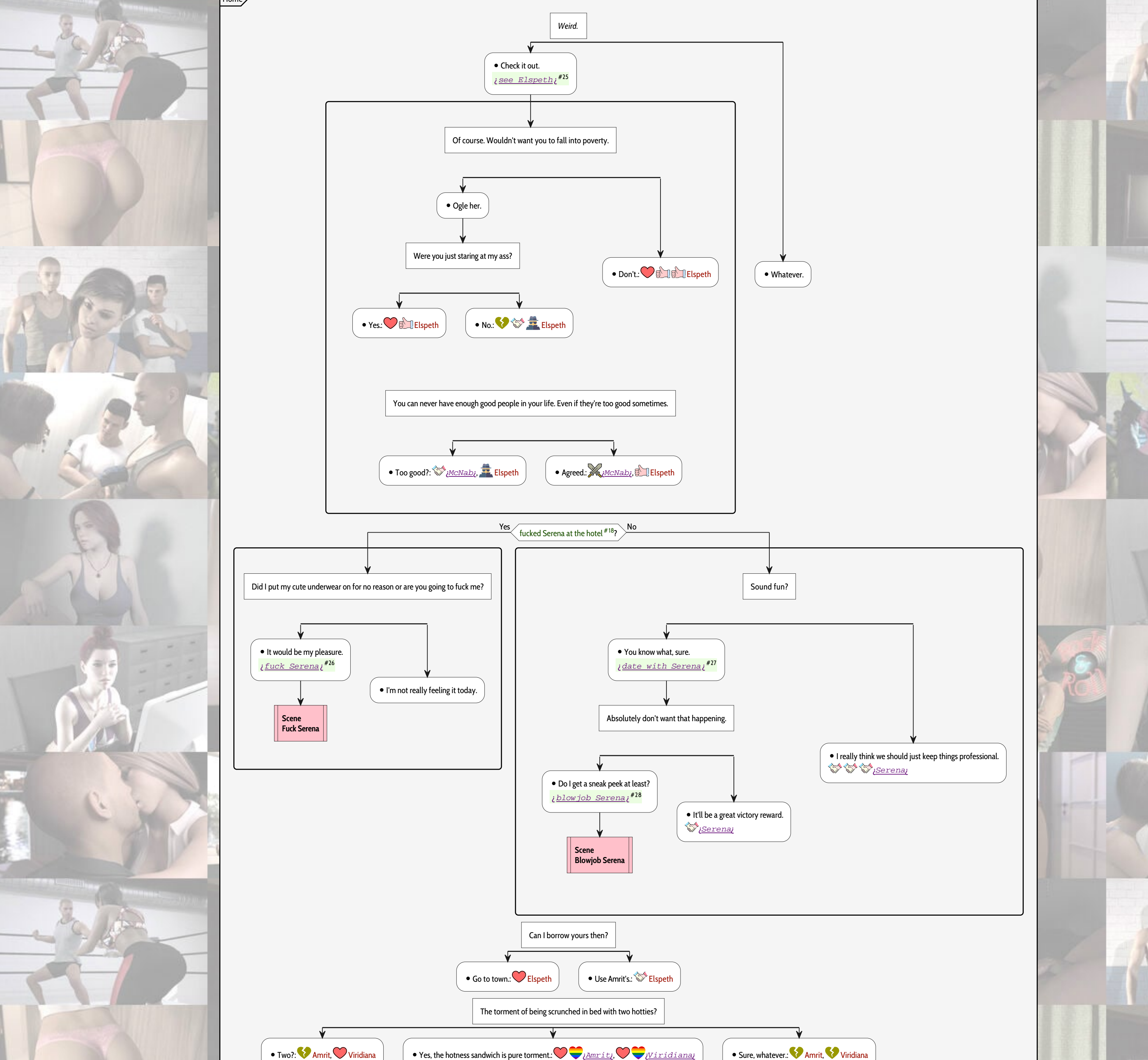
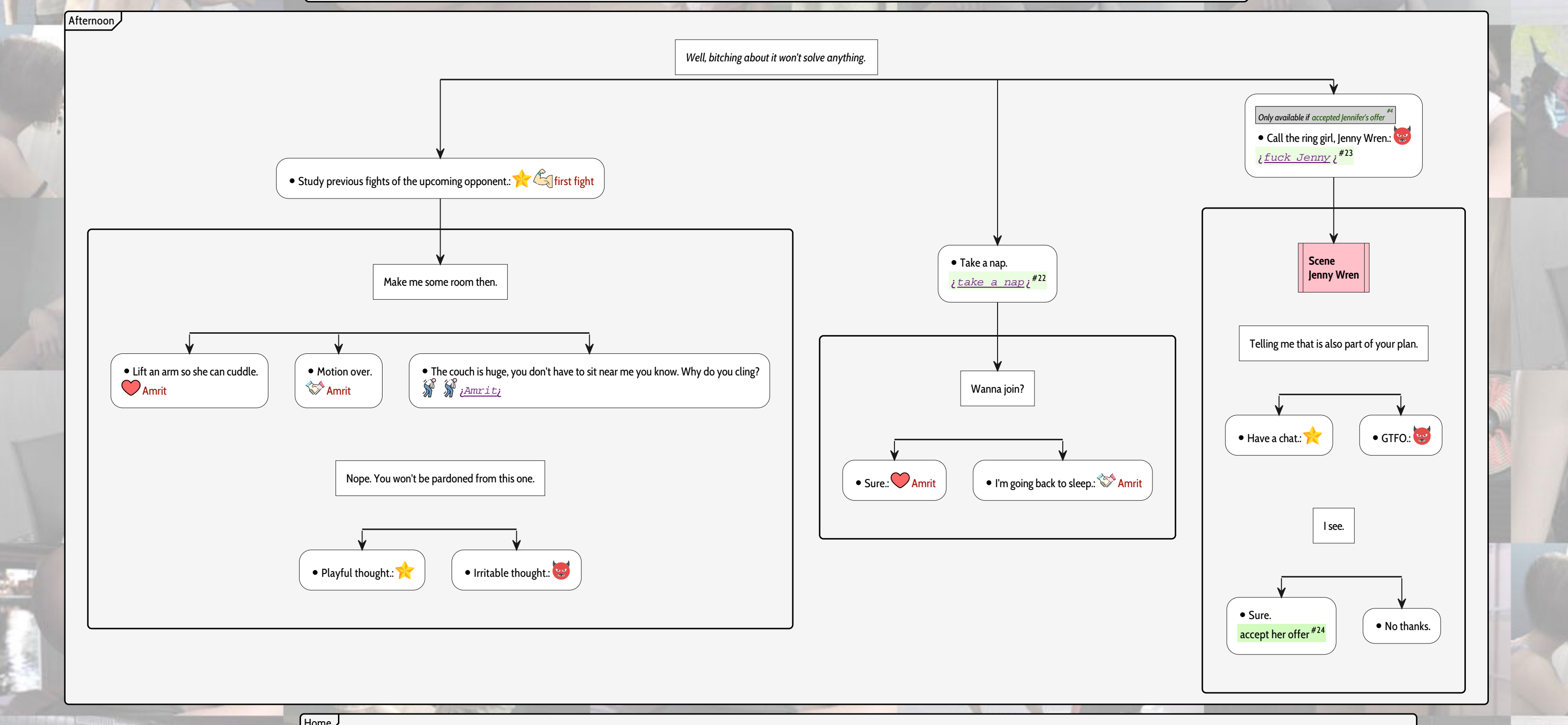
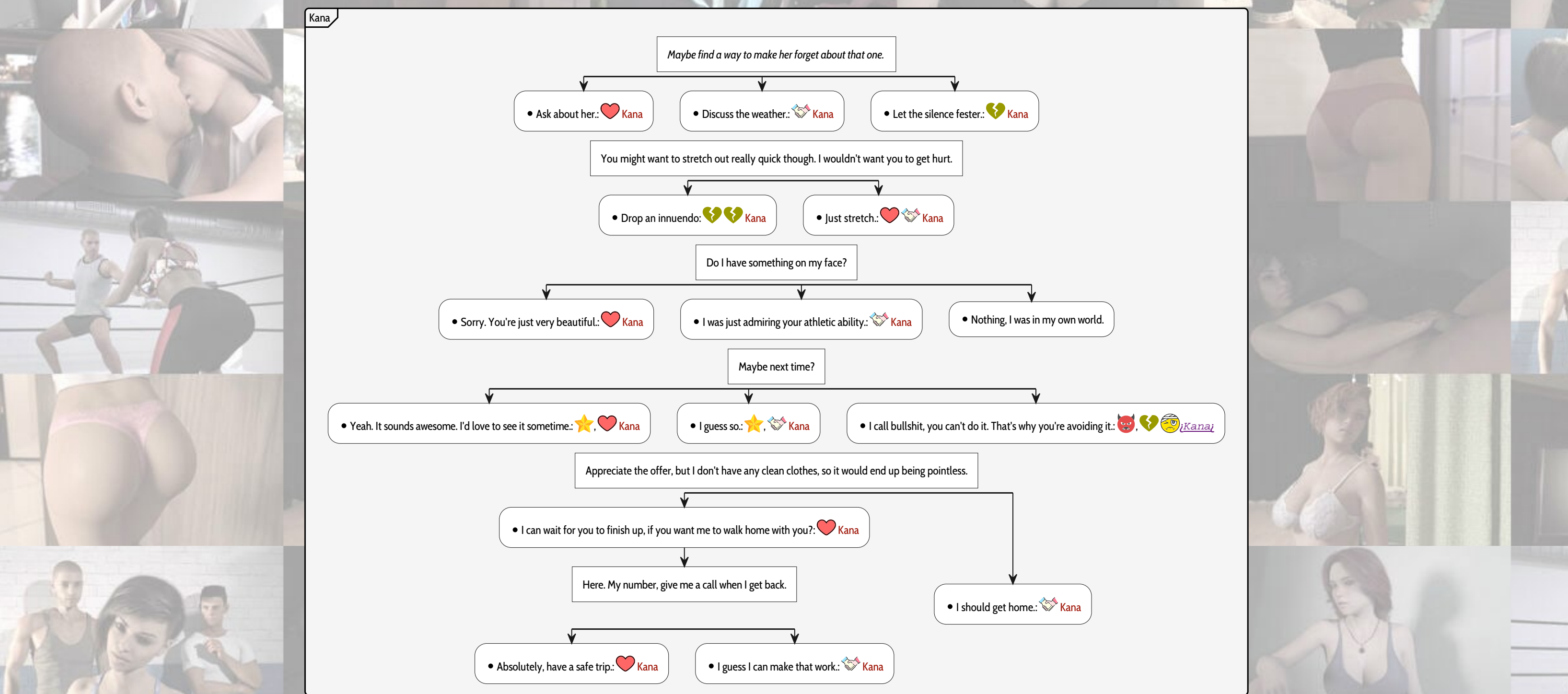
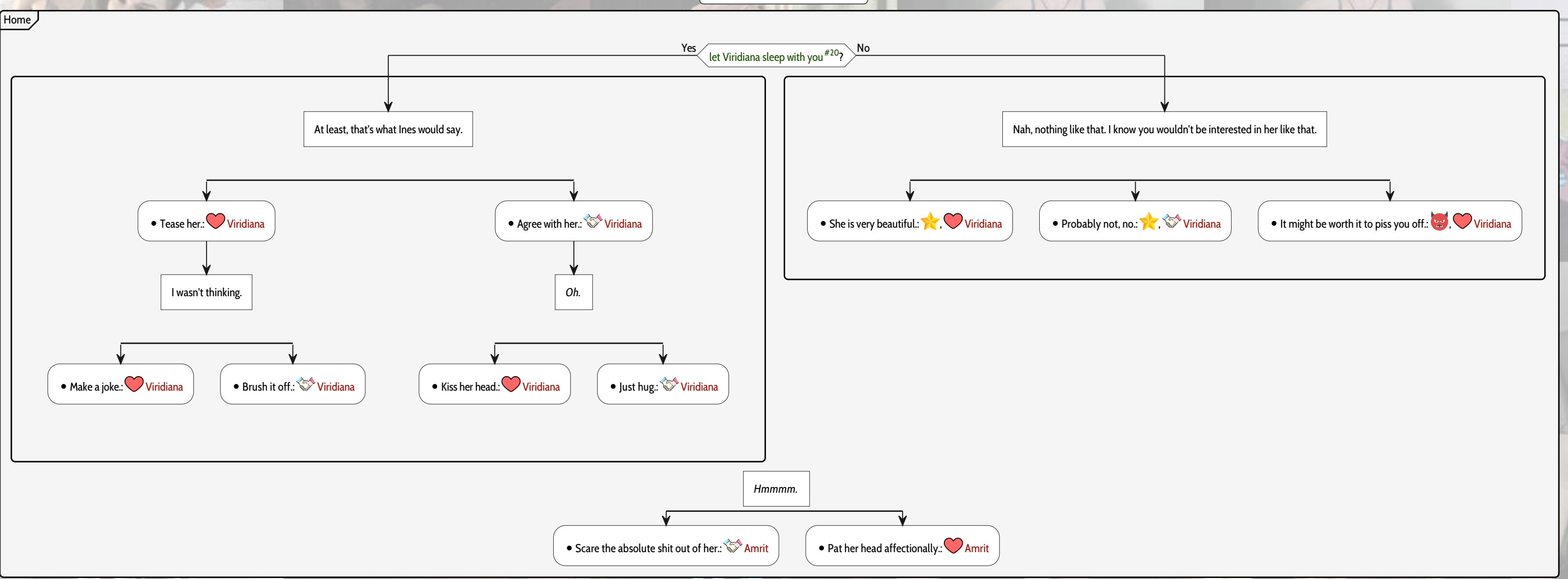
Table of Contents

Introduction	1
Table of Contents	2
Part 1	3
Part 2	4
Part 3	5
Part 3 - Section 2	6
Part 4	7
Part 4 - Section 2	8
Part 5	9
Part 5 - Section 2	10
Part 6	11
Part 6 - Section 2	12
Cheat without a MOD	13

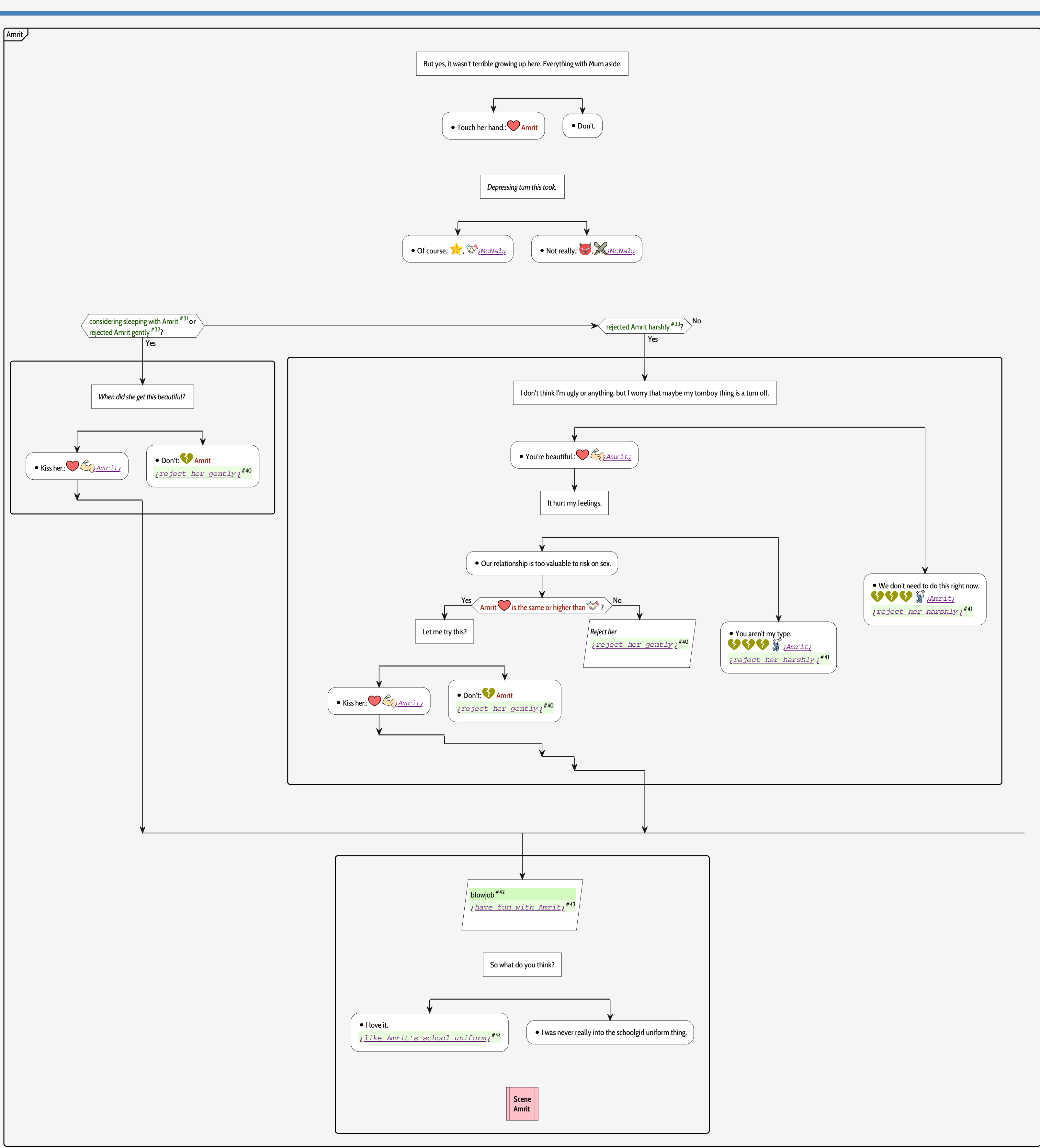
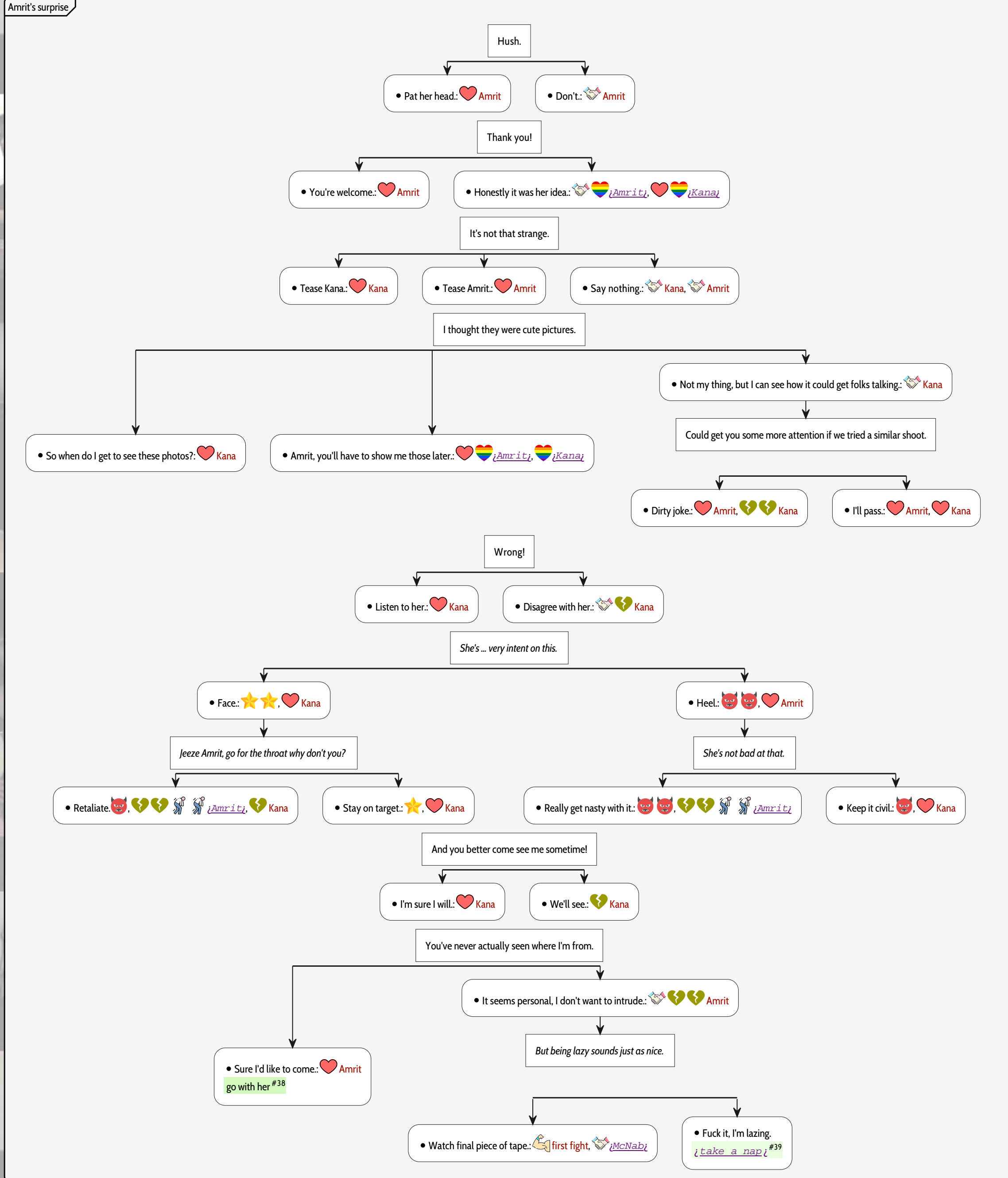
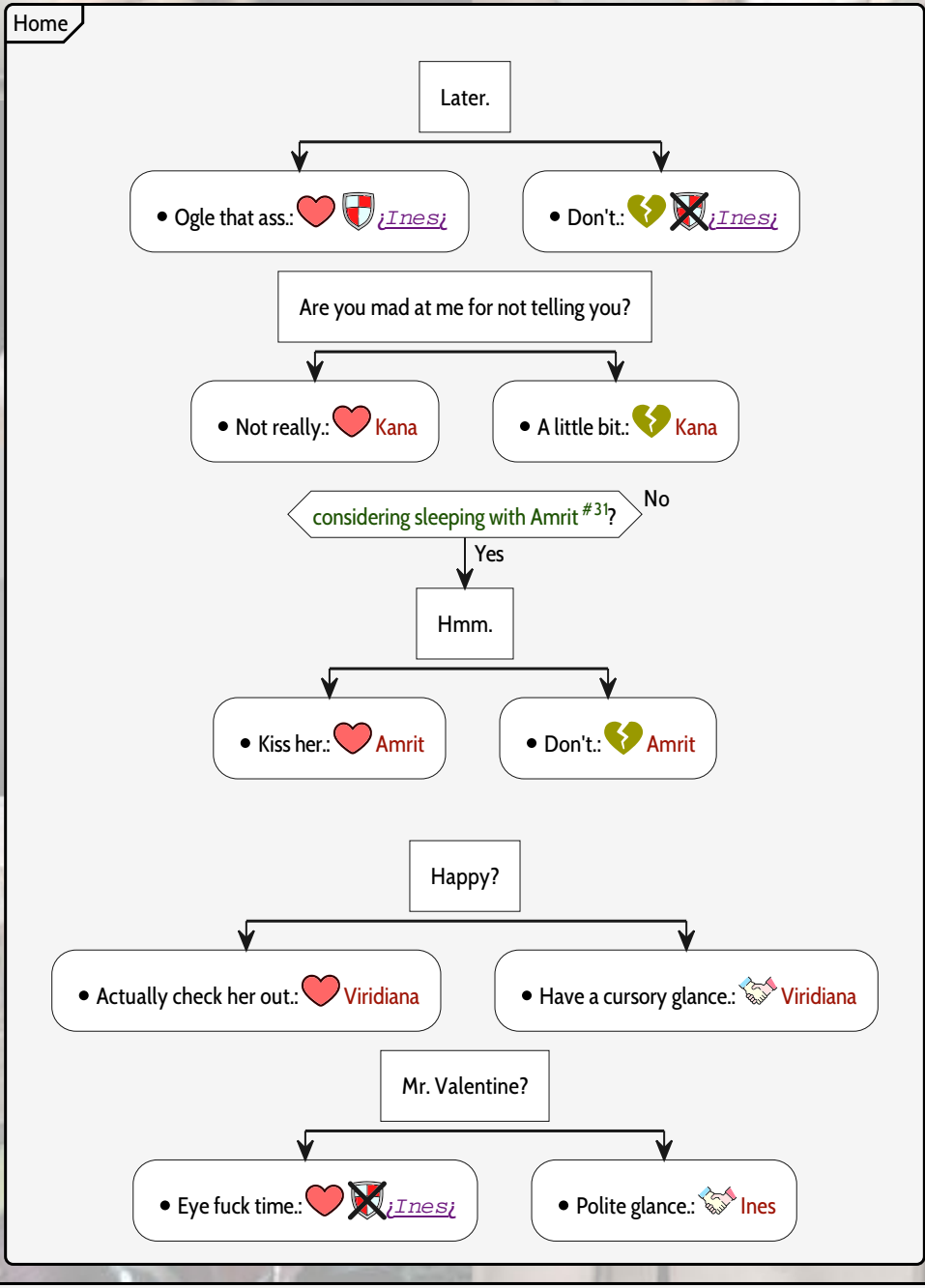
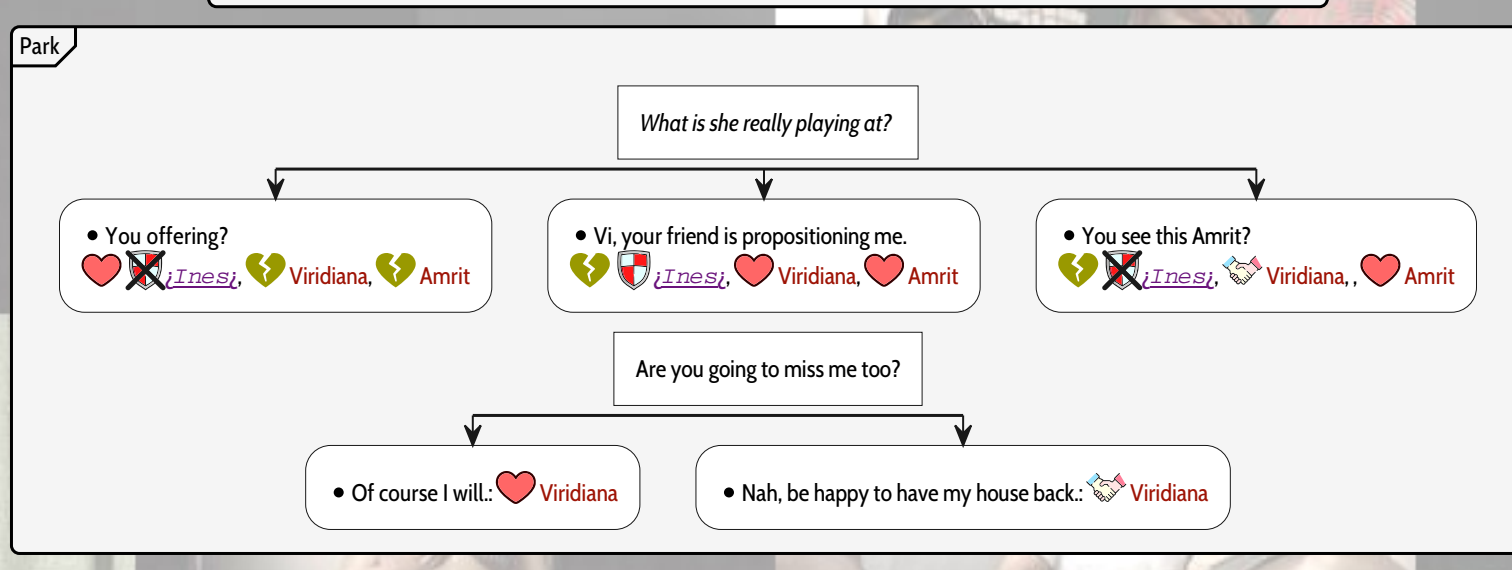
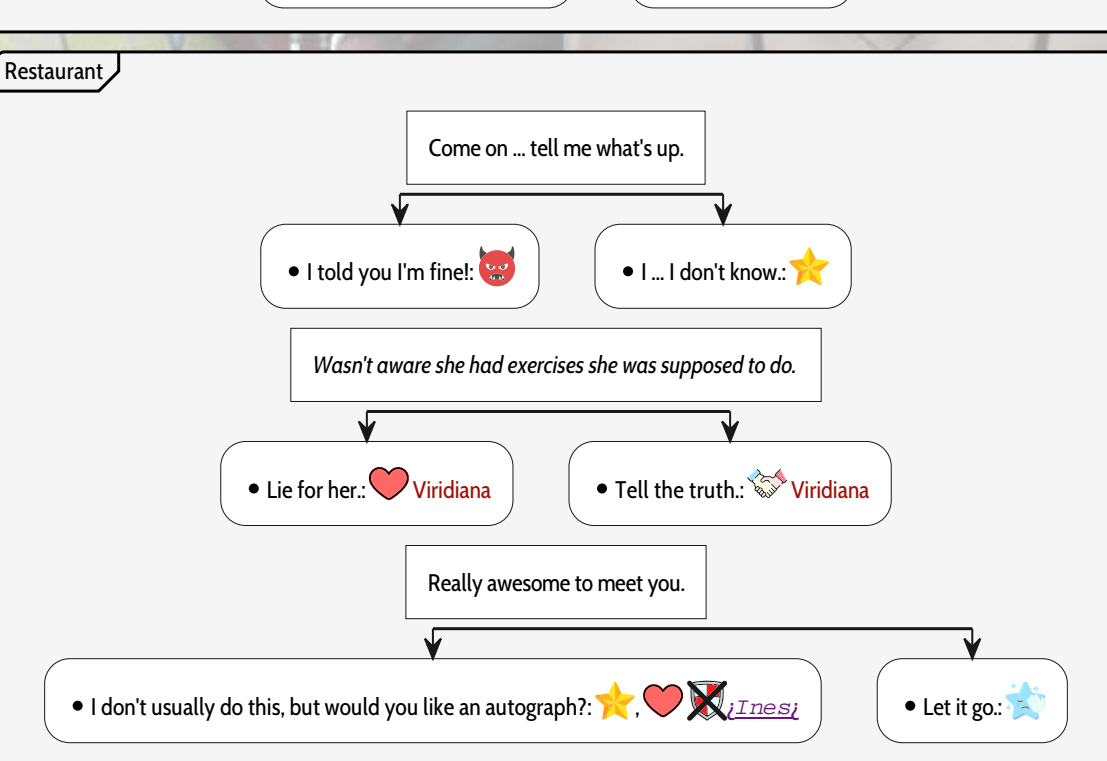
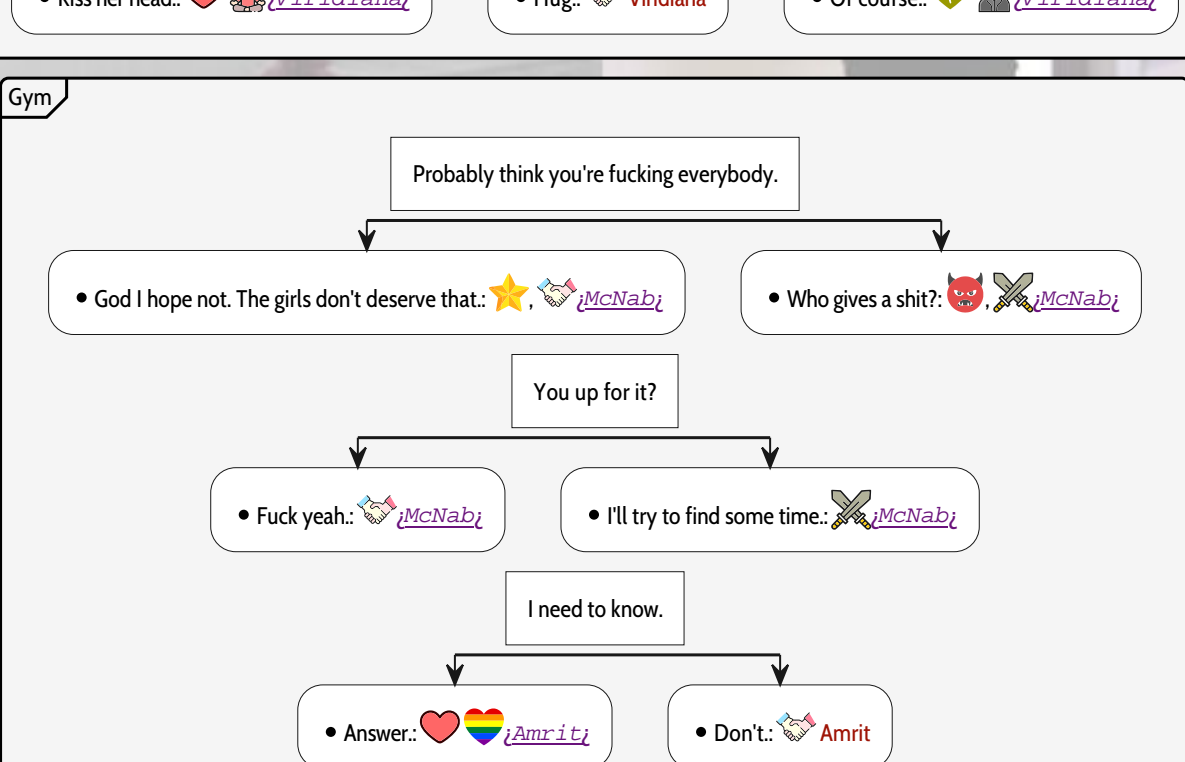
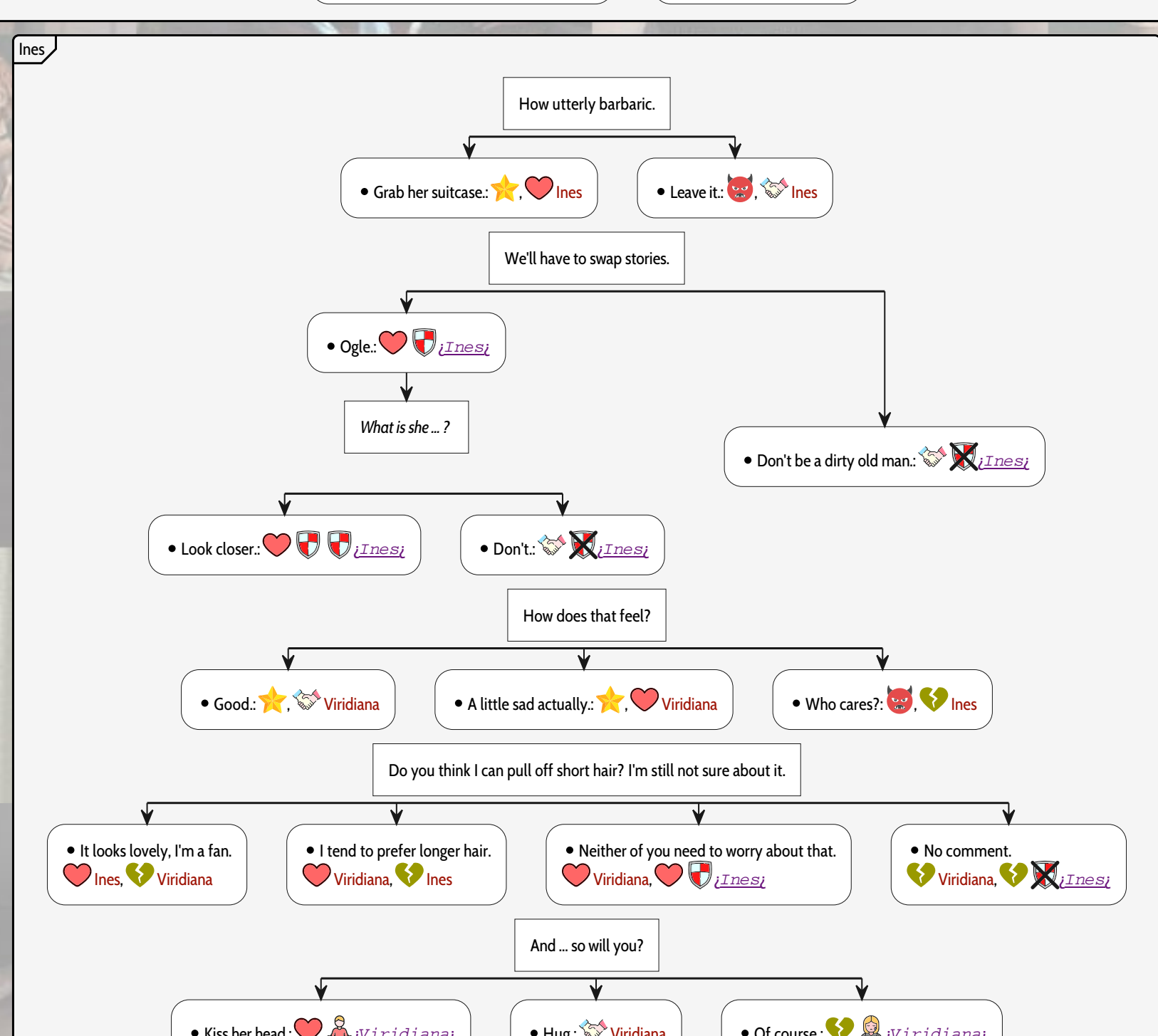
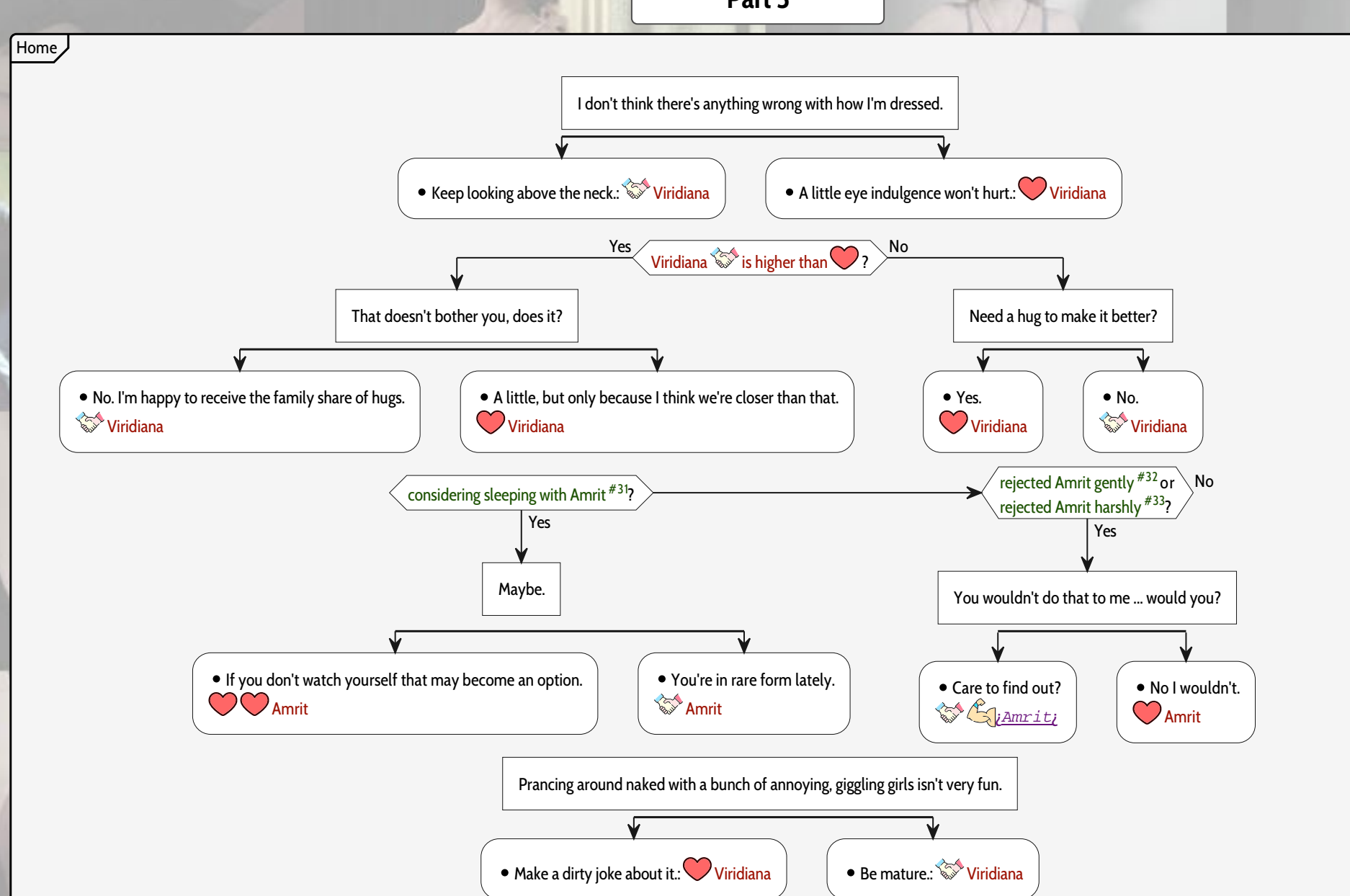
STWA: The Unbroken Part 1



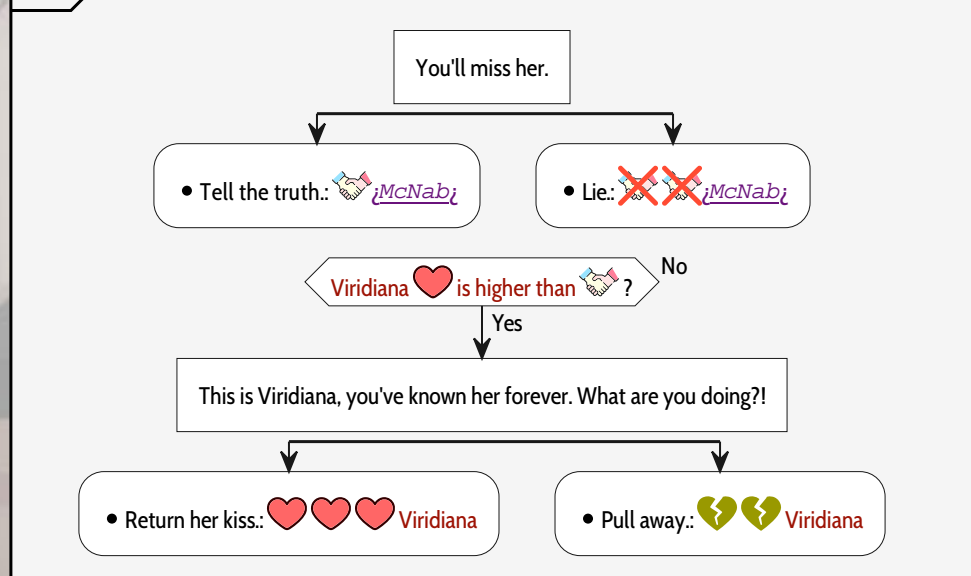
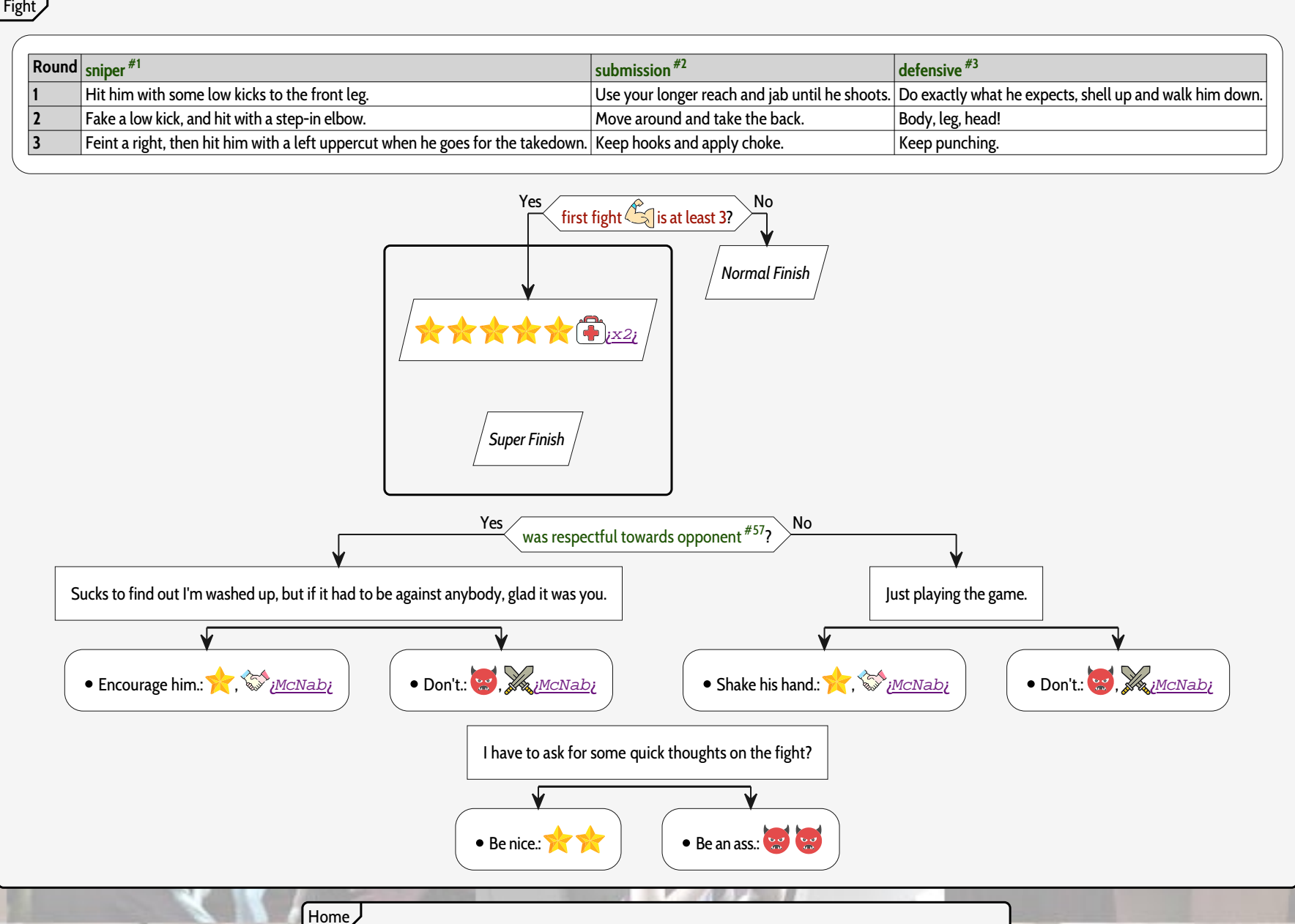
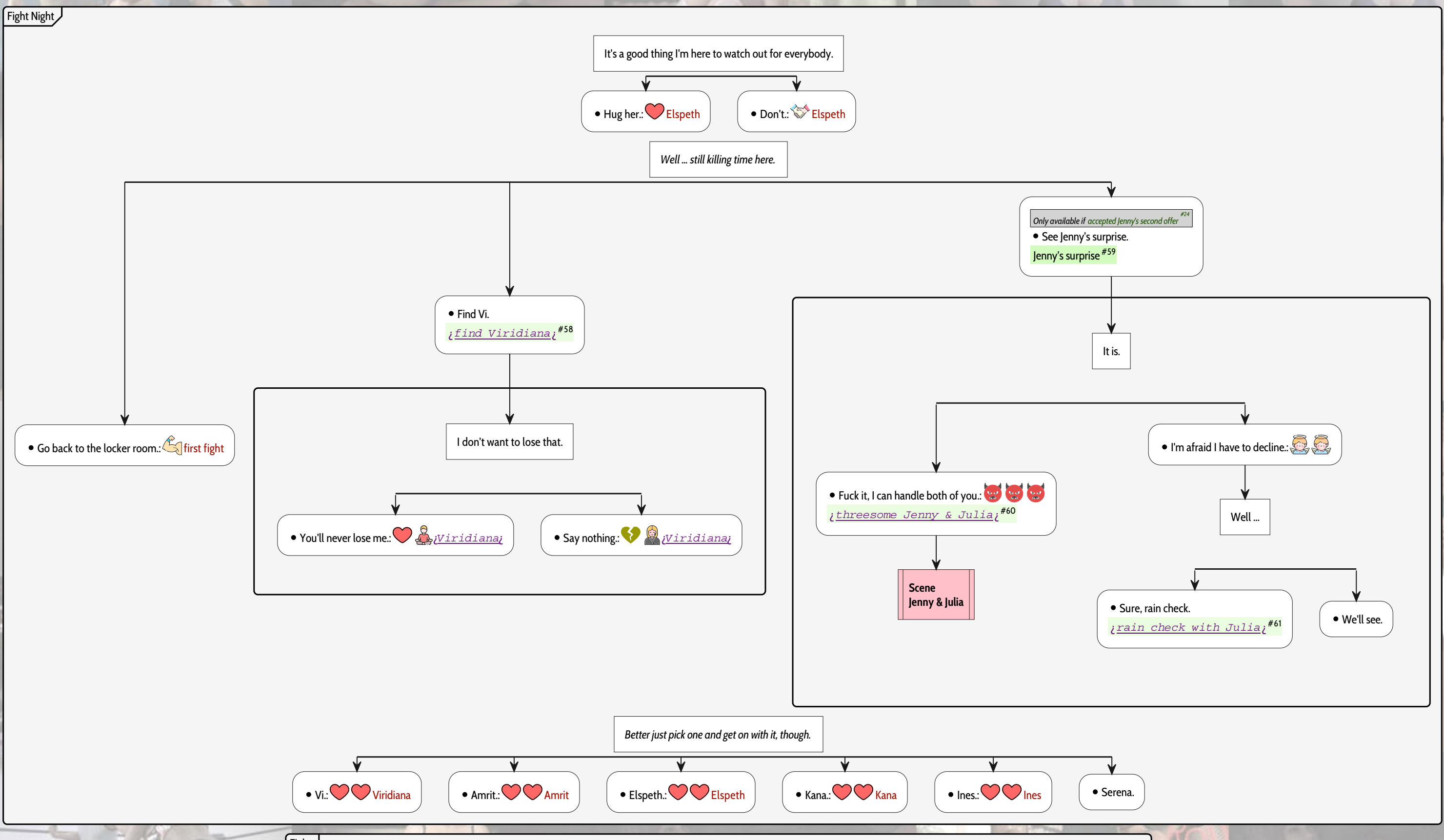
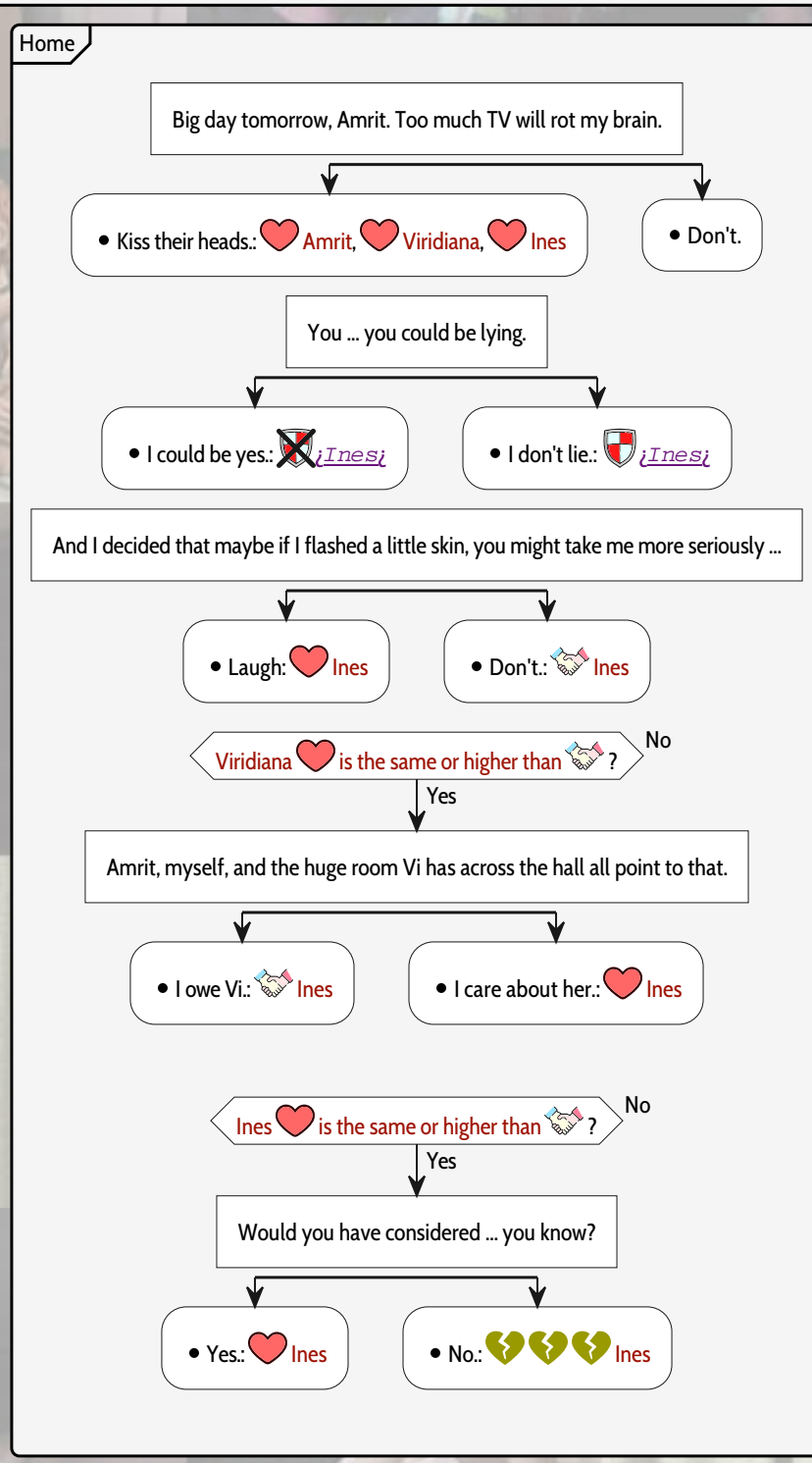
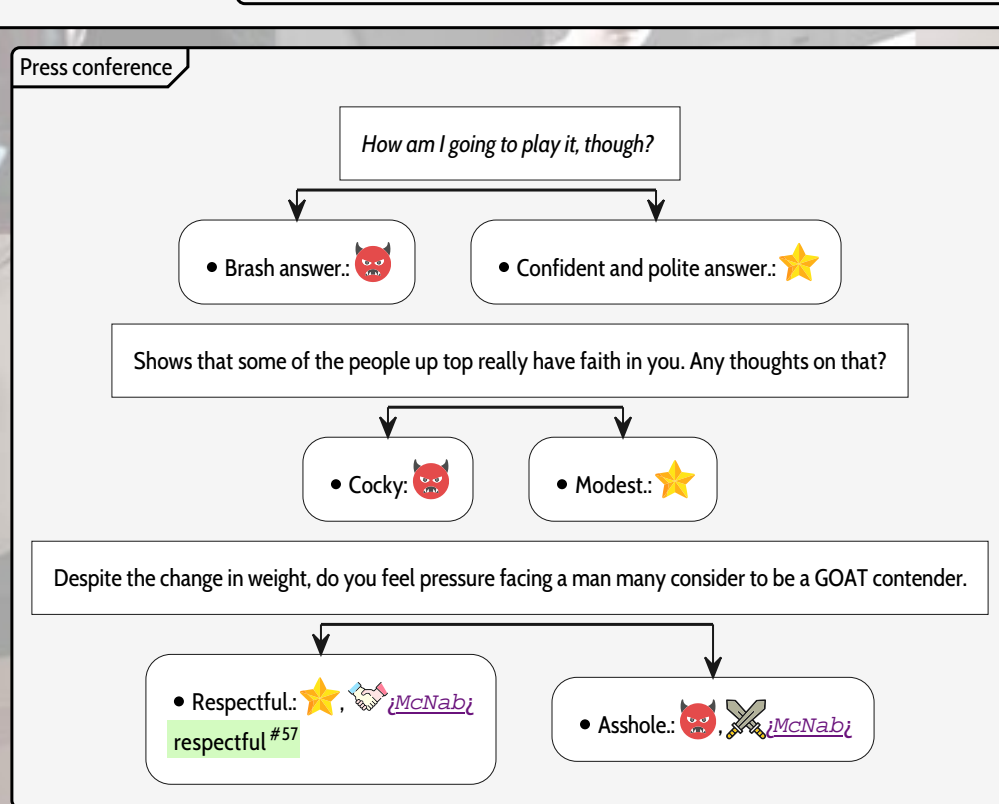
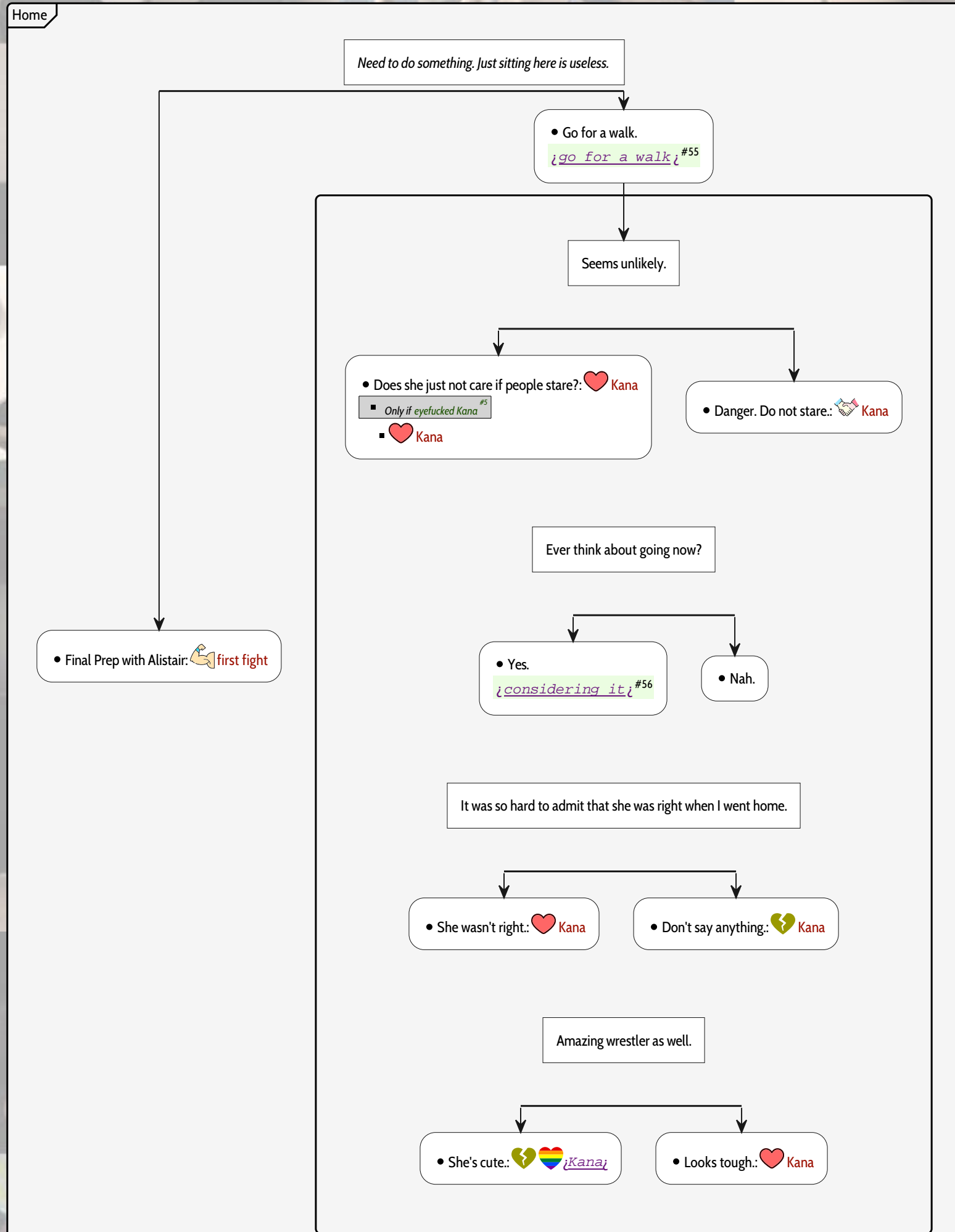
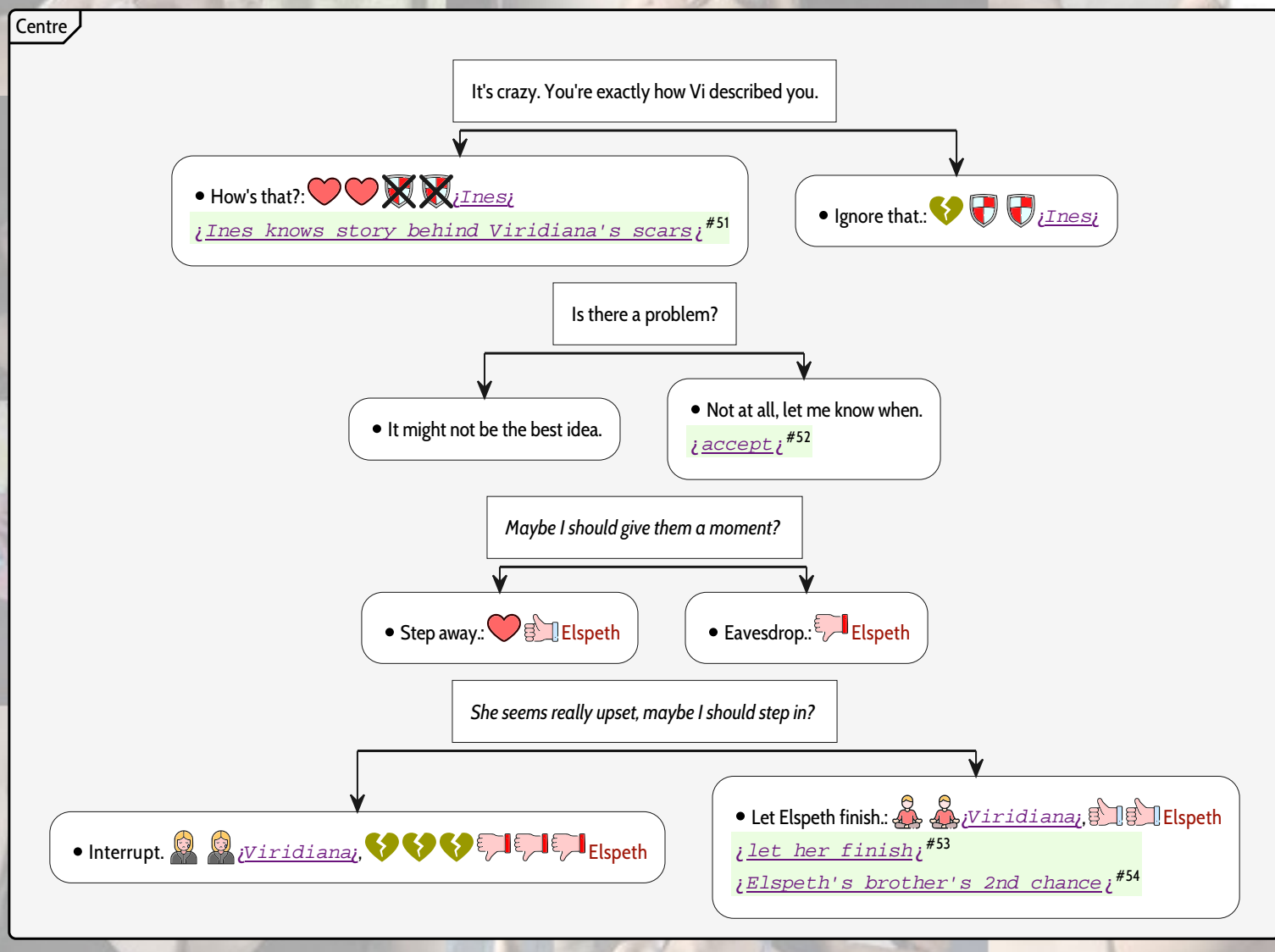
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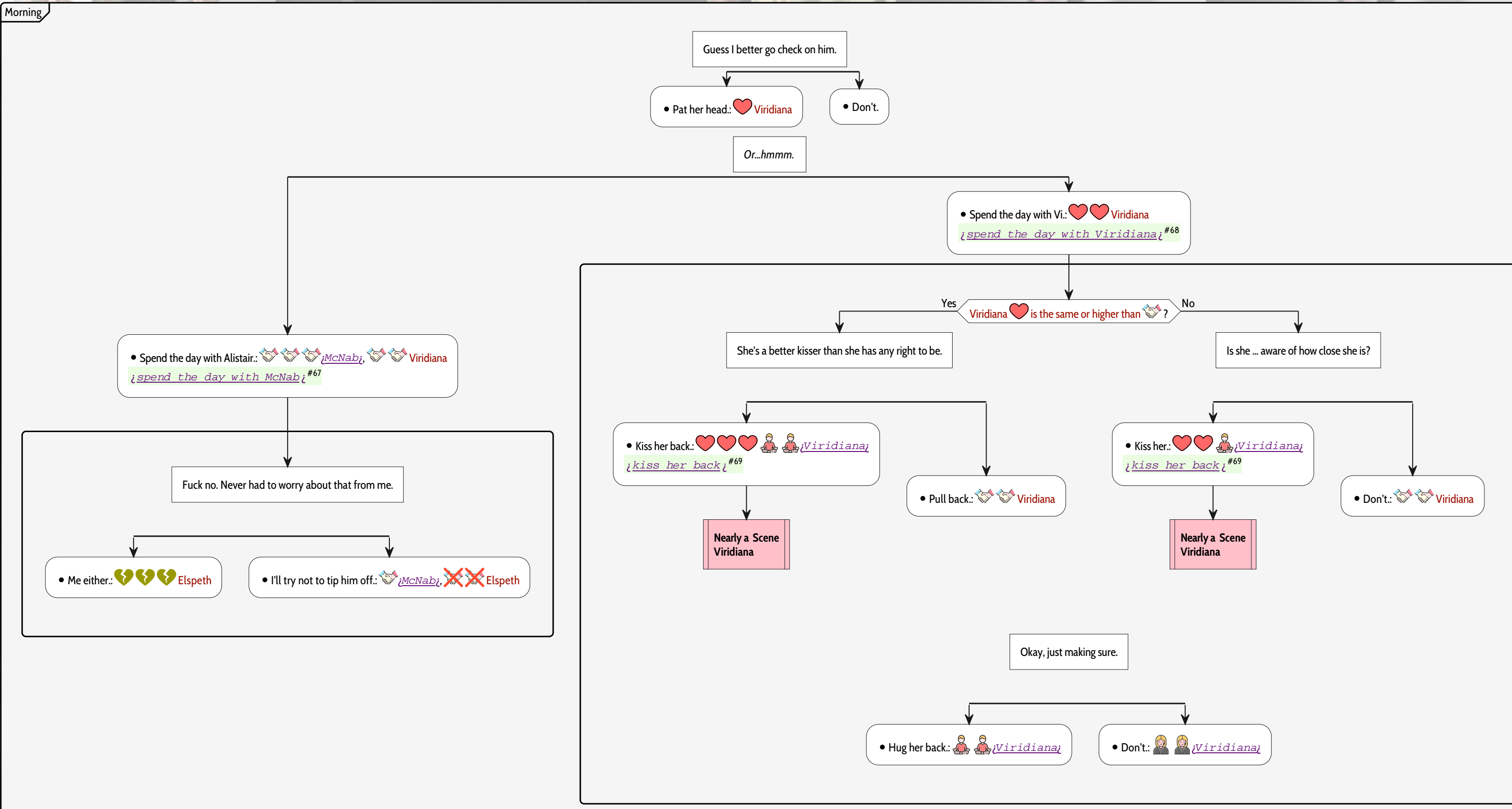
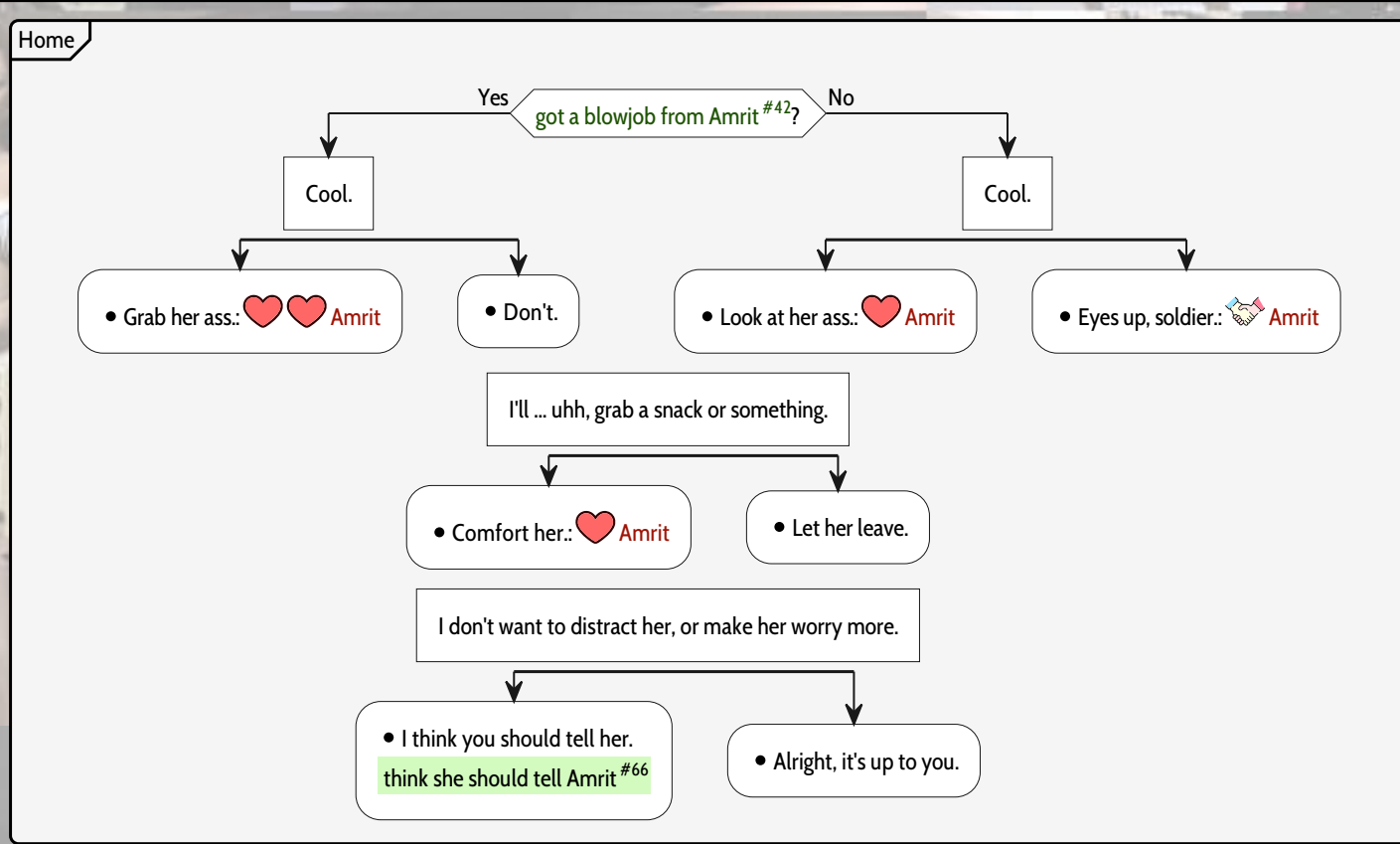
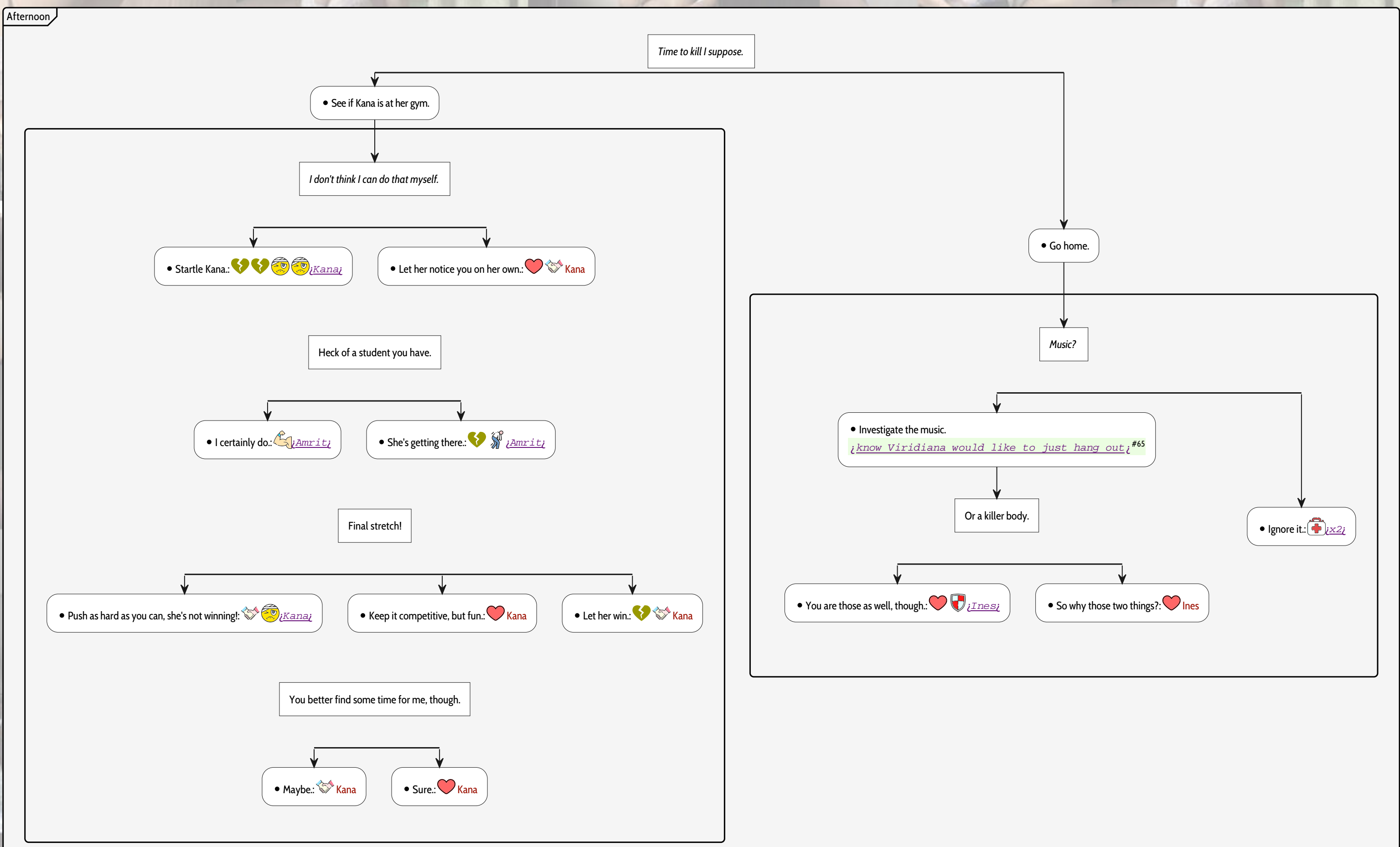
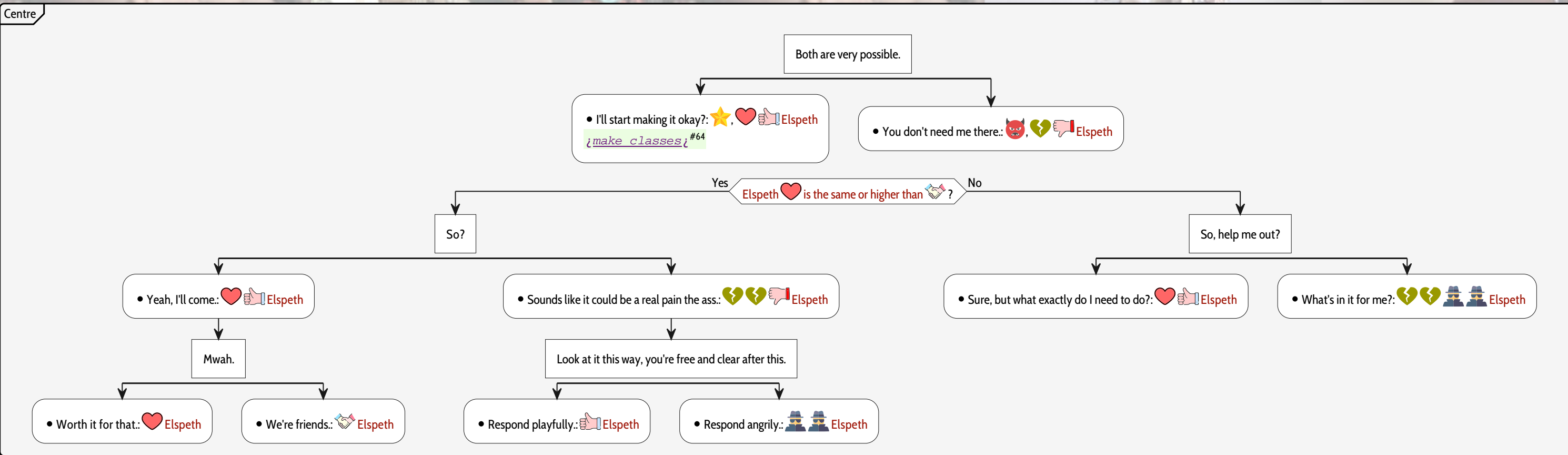
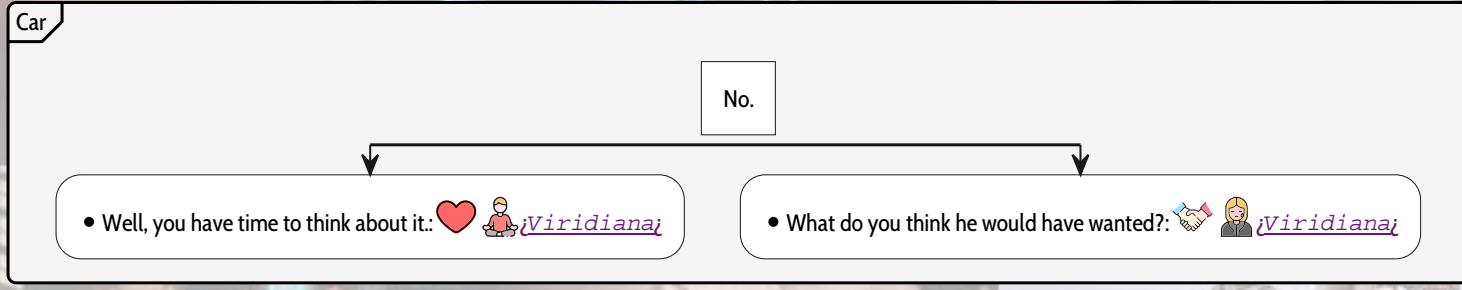
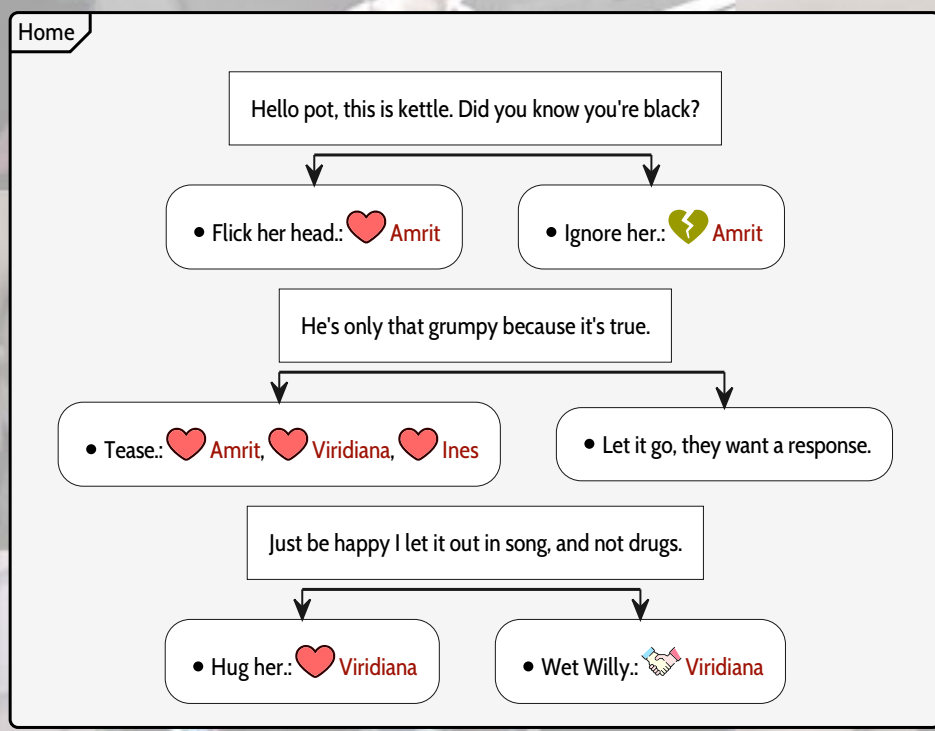
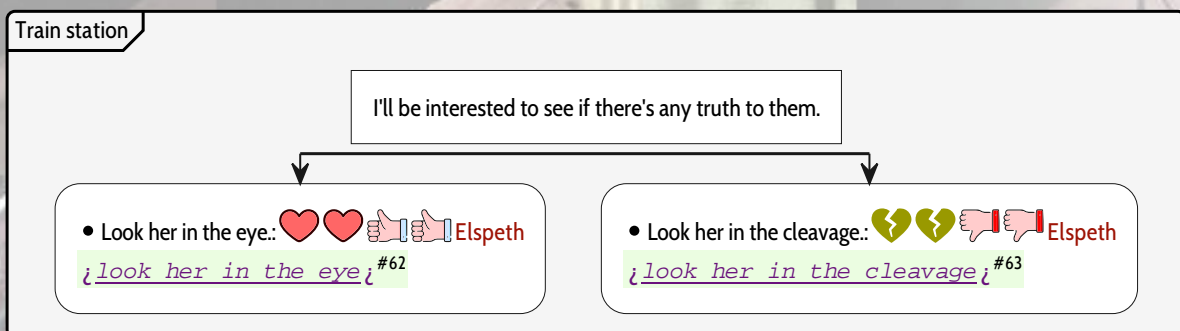
STWA: The Unbroken Part 3



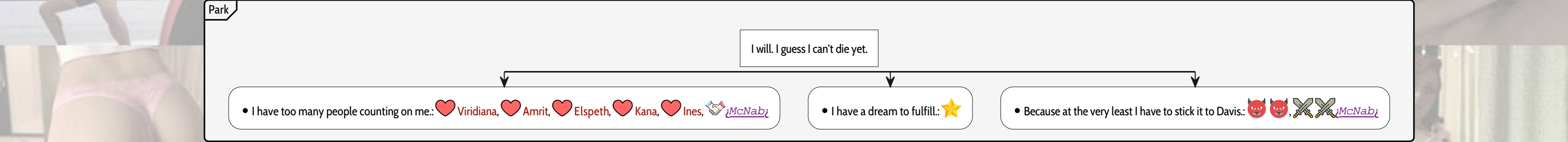
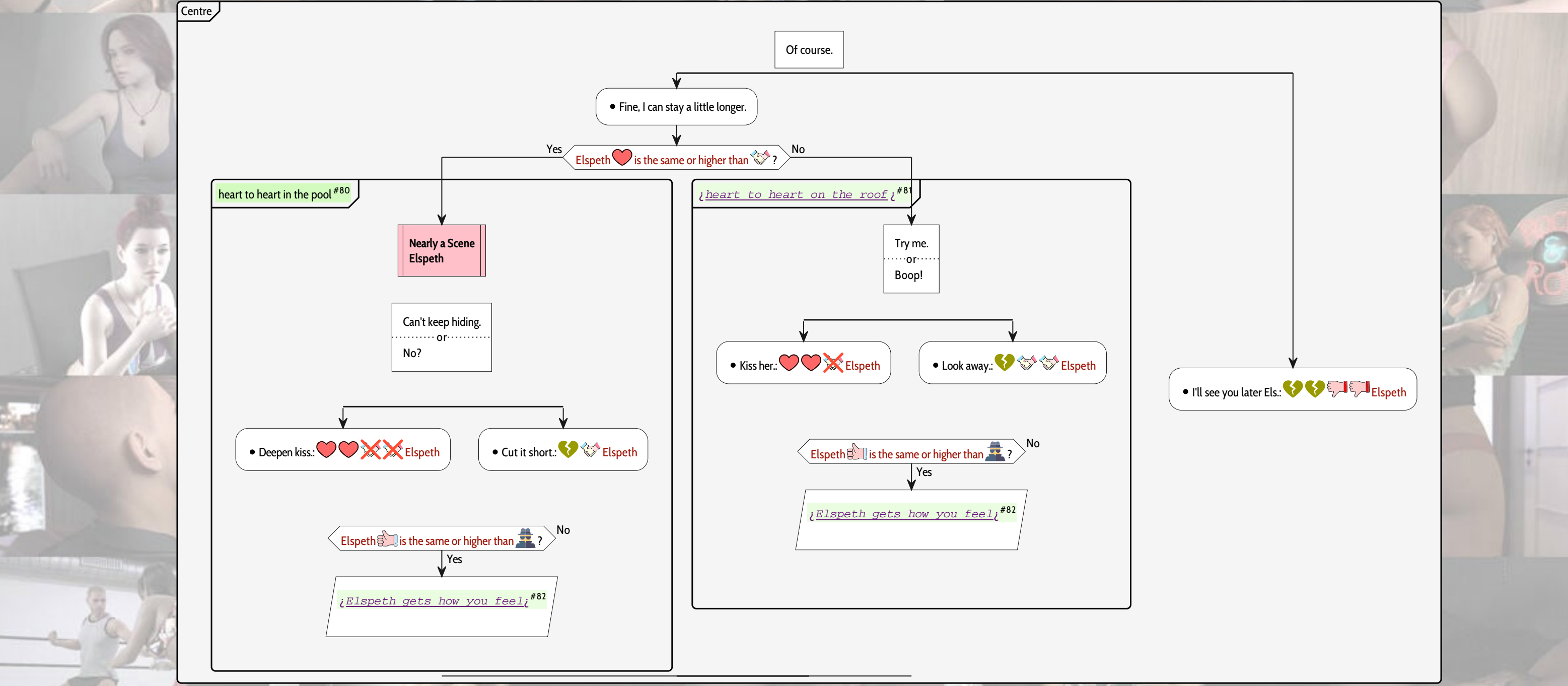
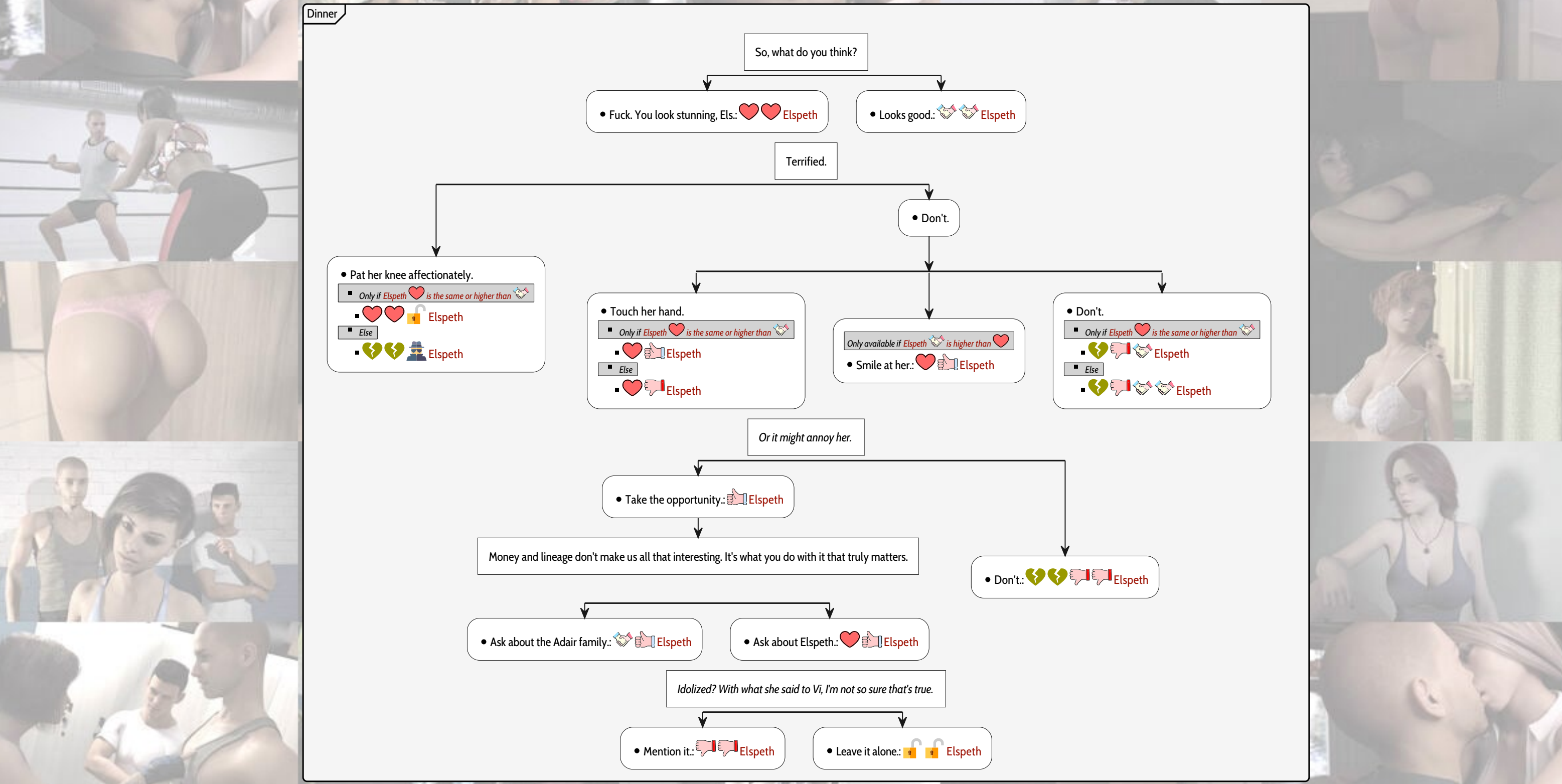
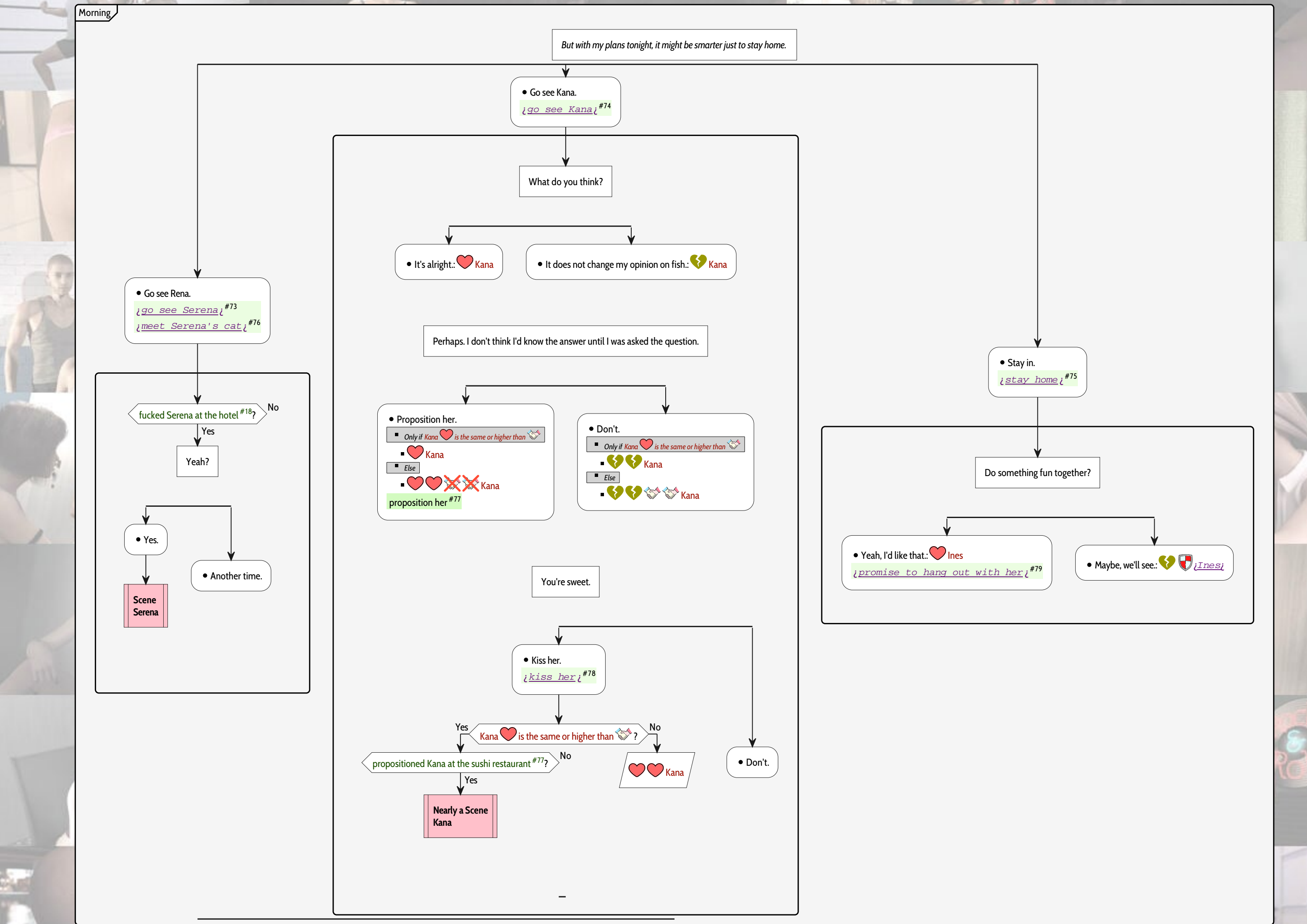
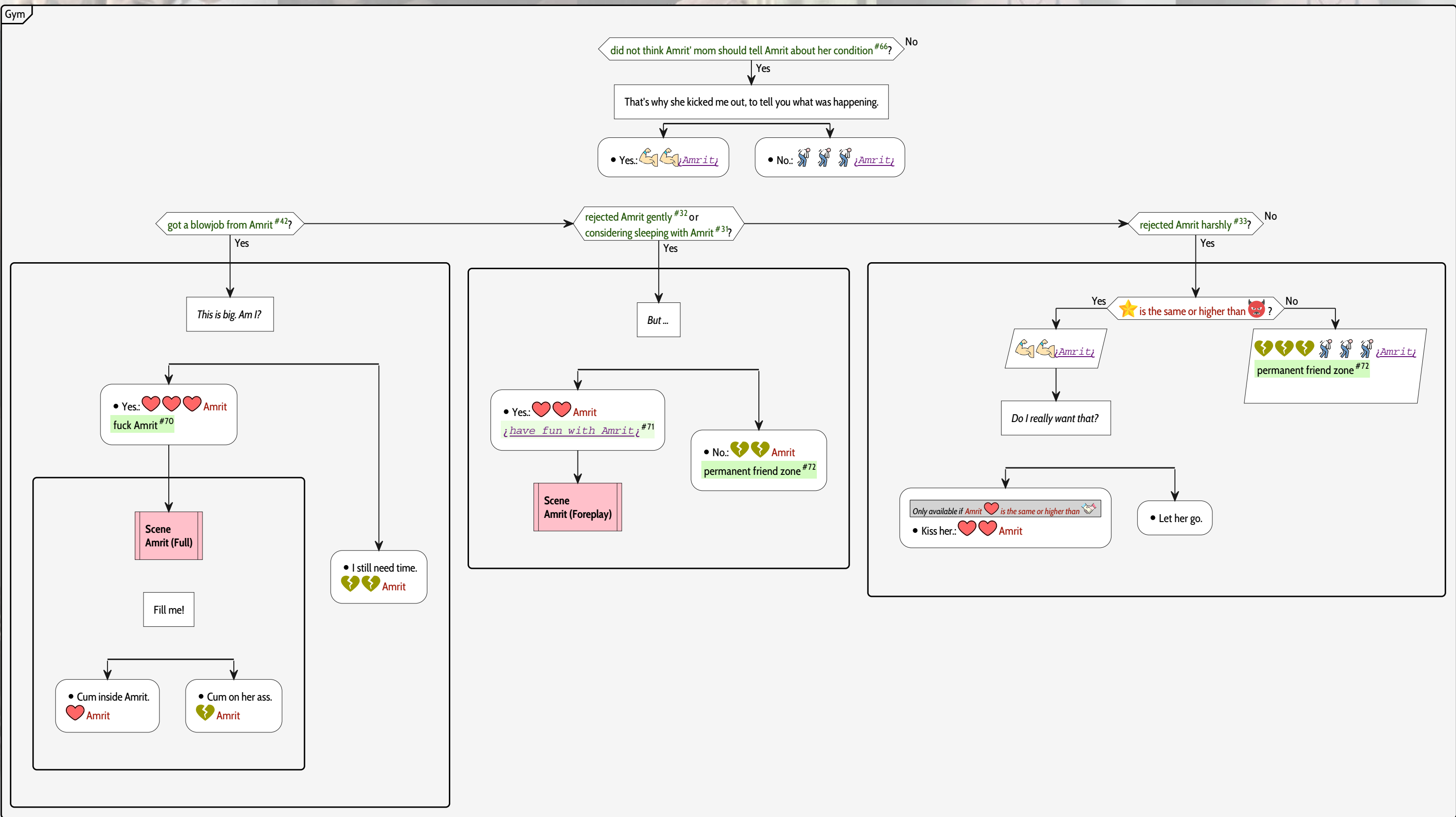
STWA: The Unbroken
Part 3 - Section 2



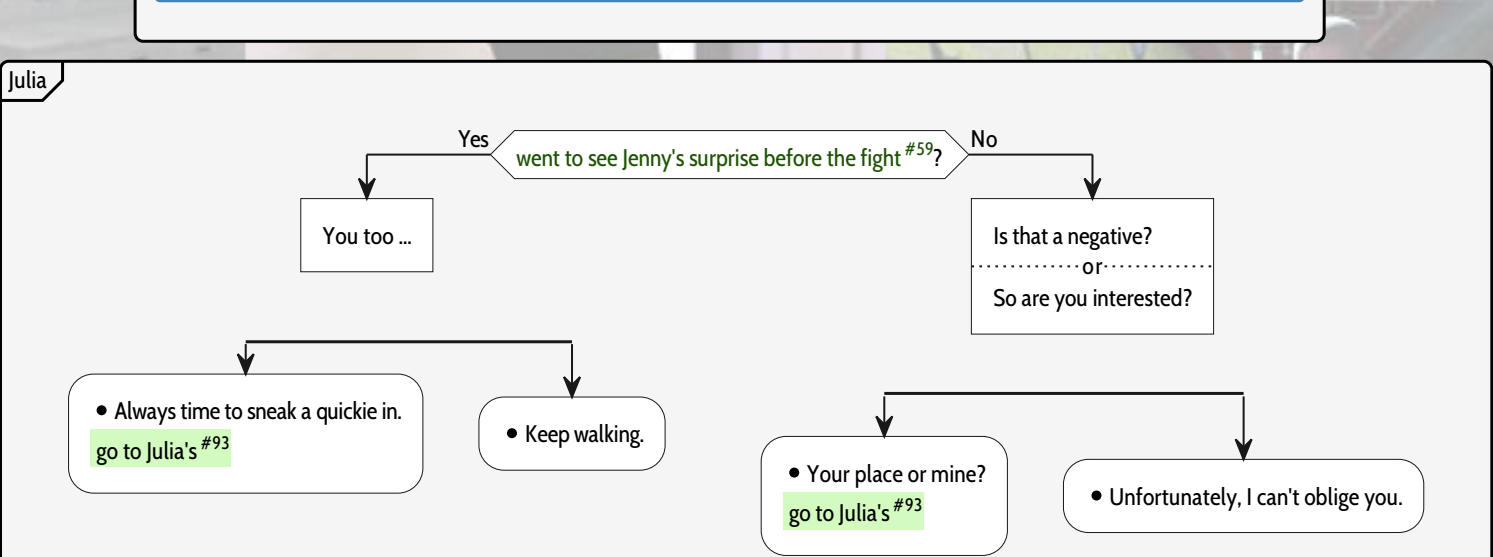
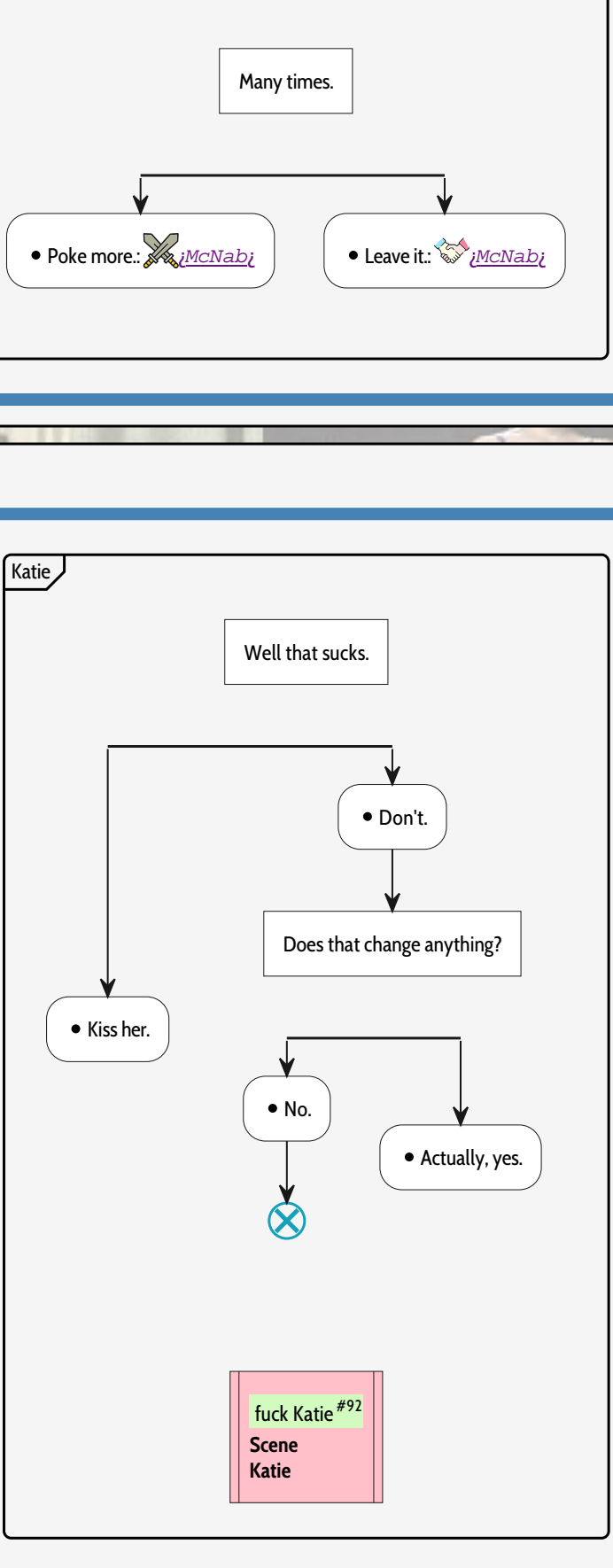
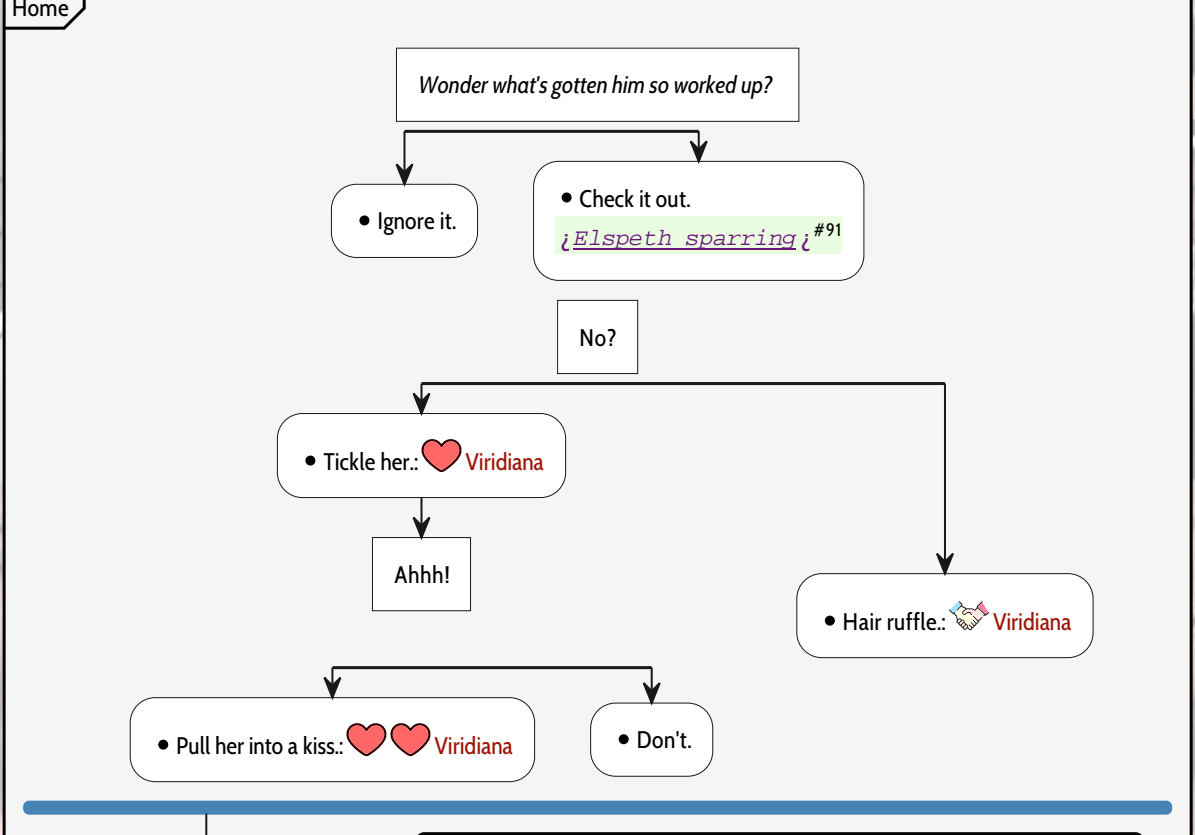
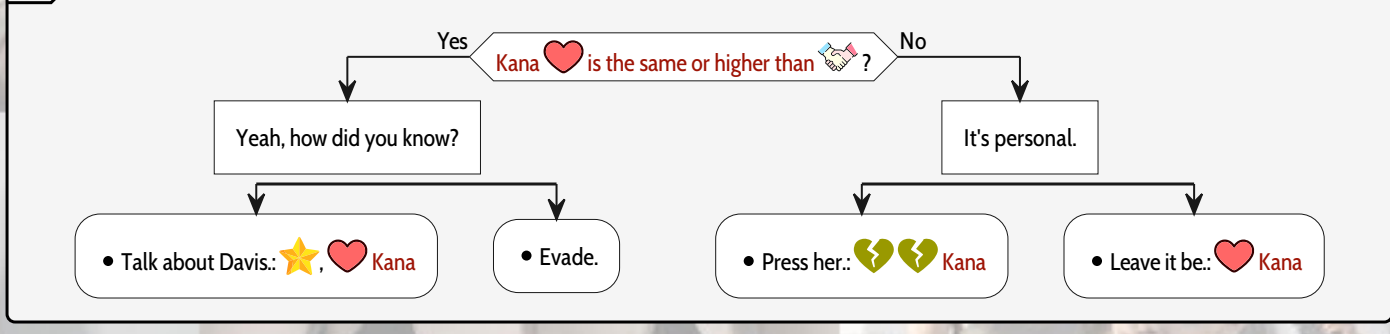
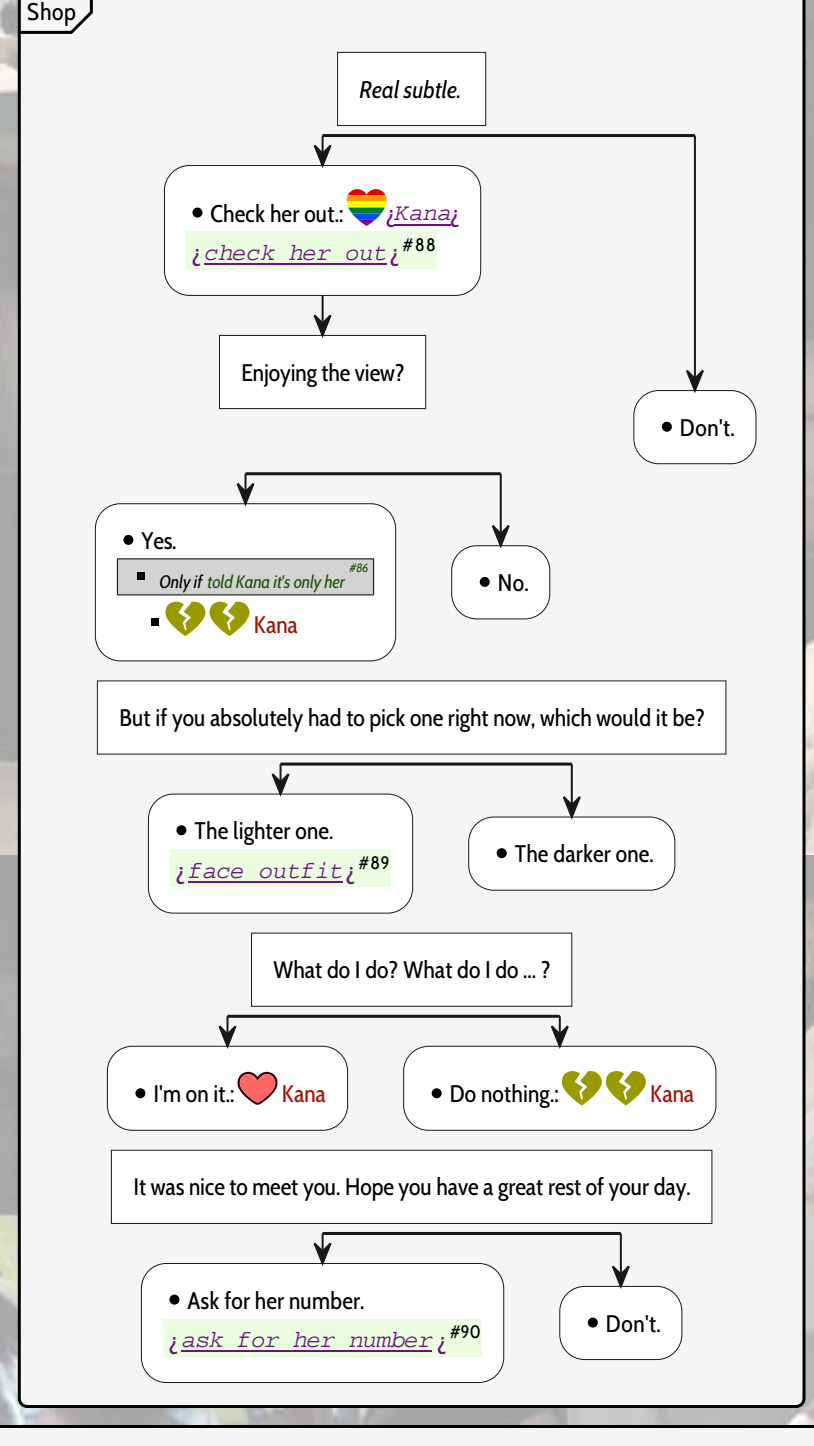
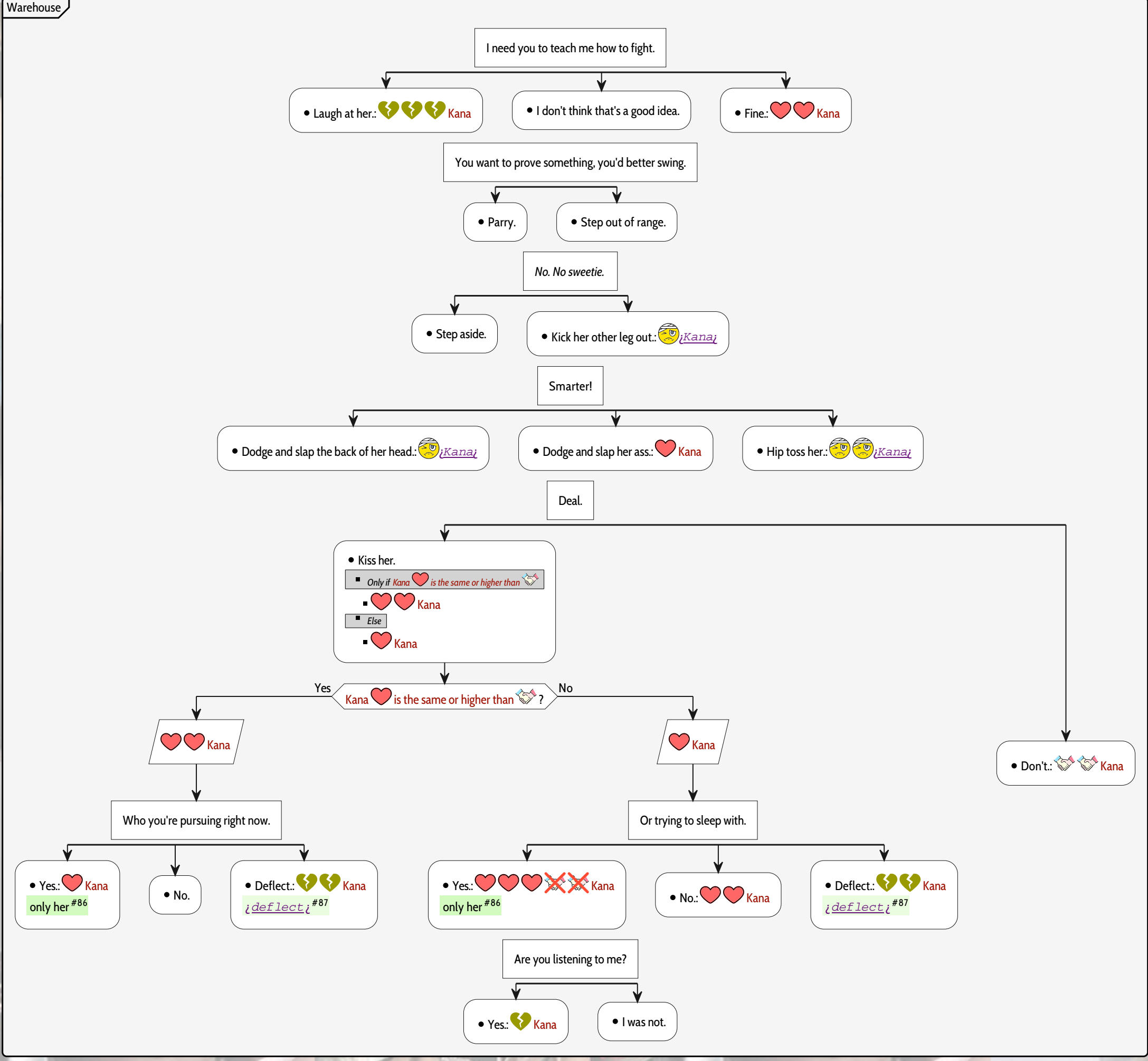
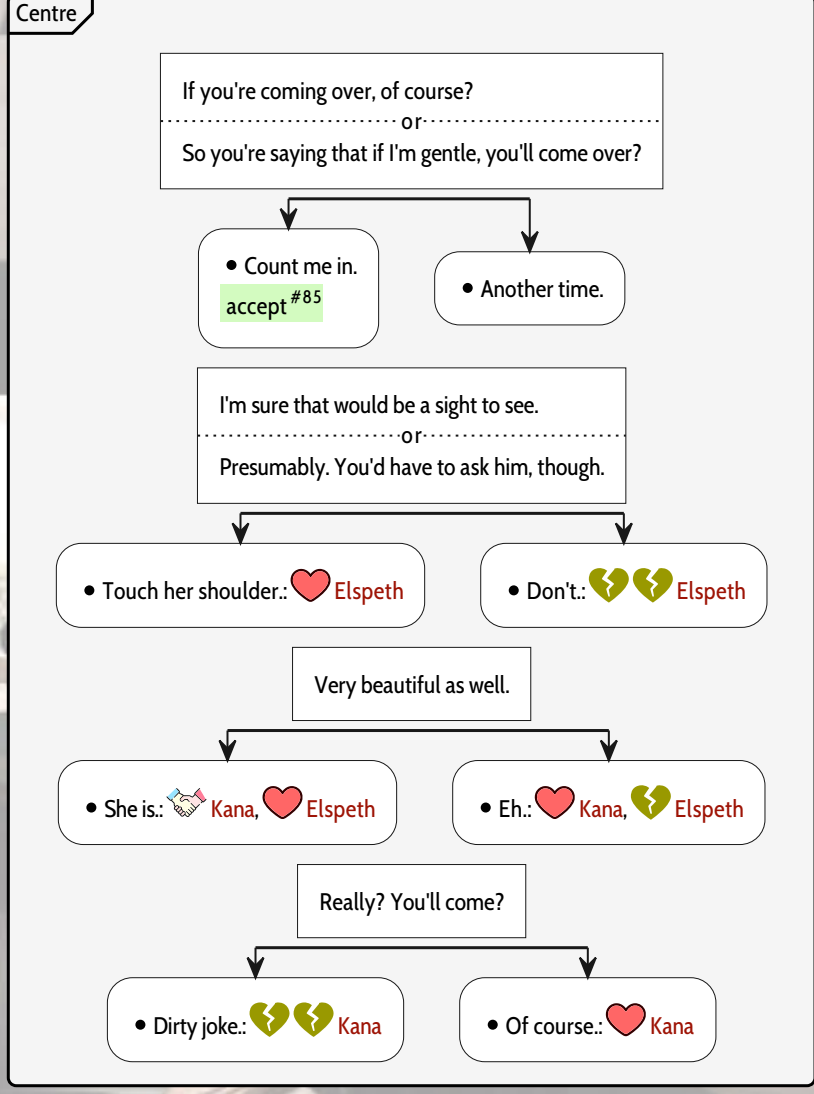
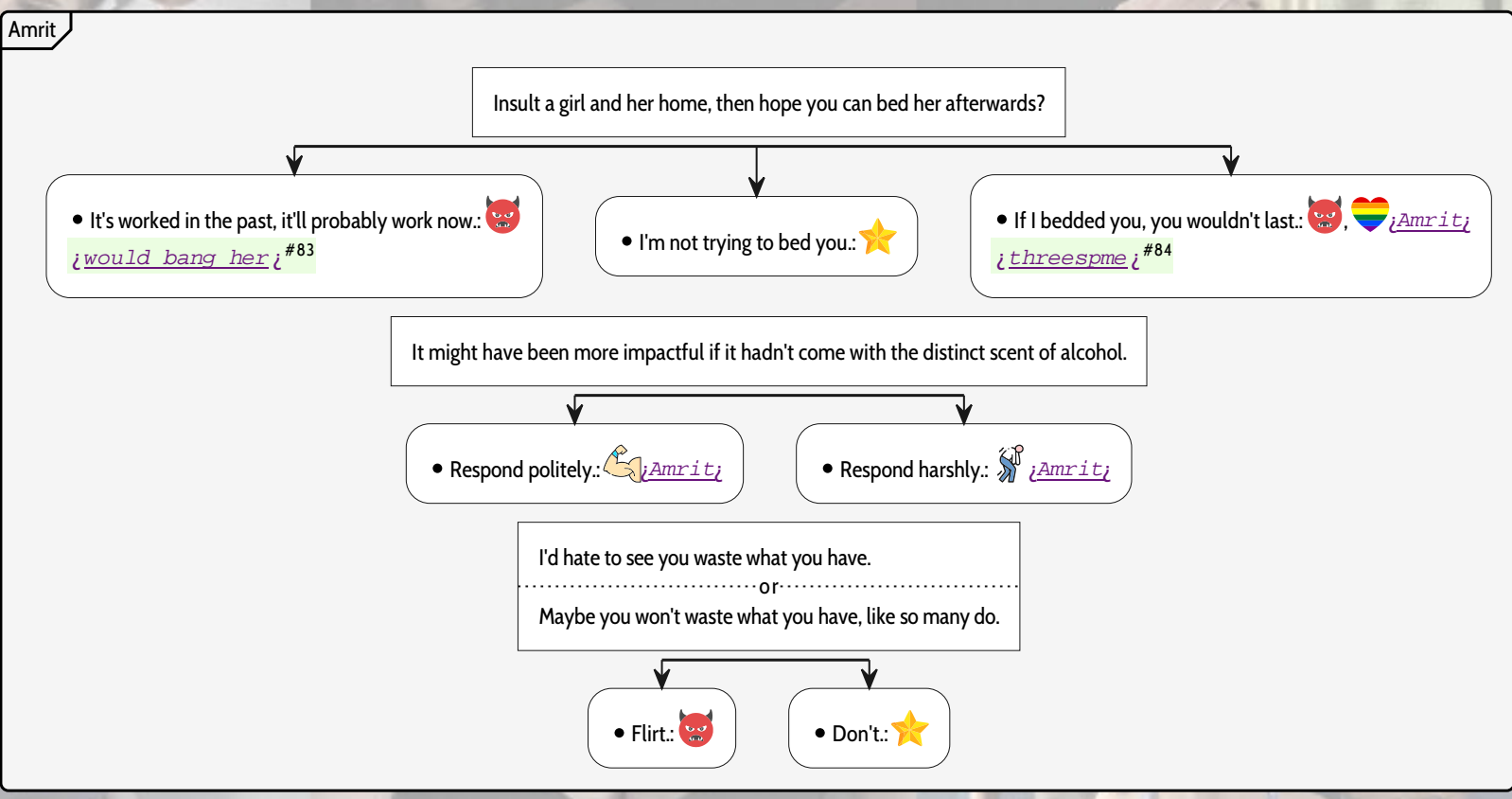
STWA: The Unbroken Part 4



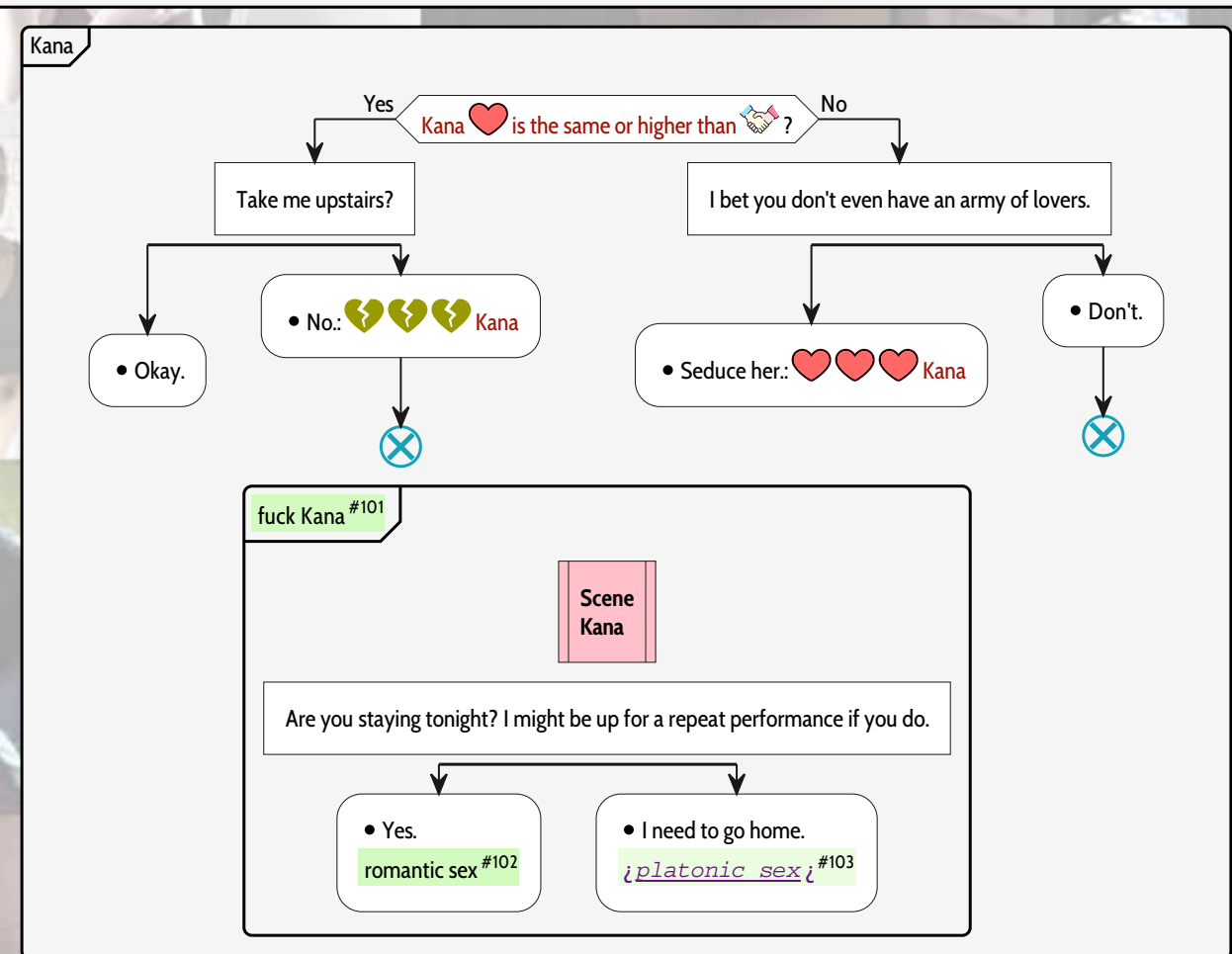
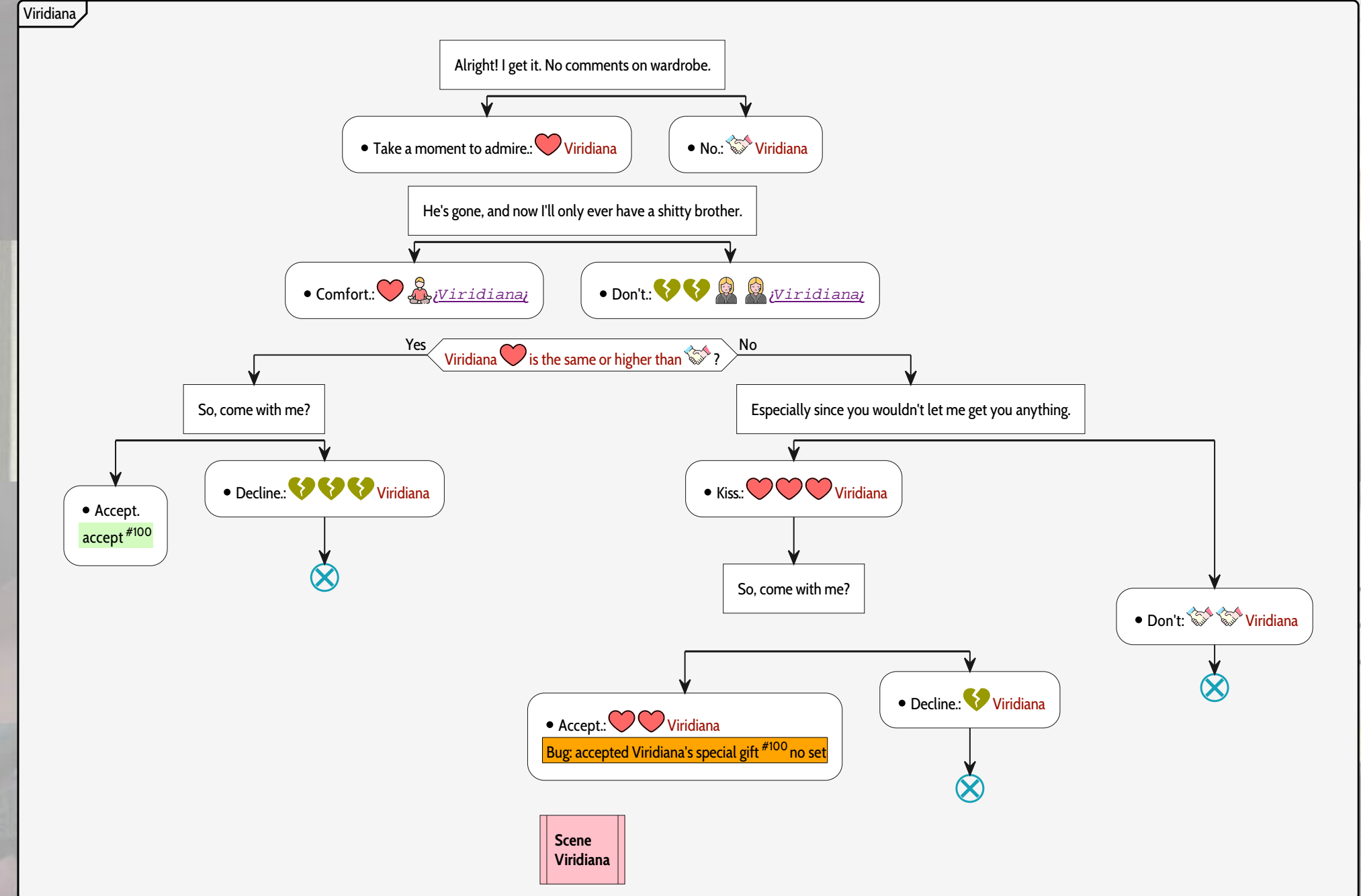
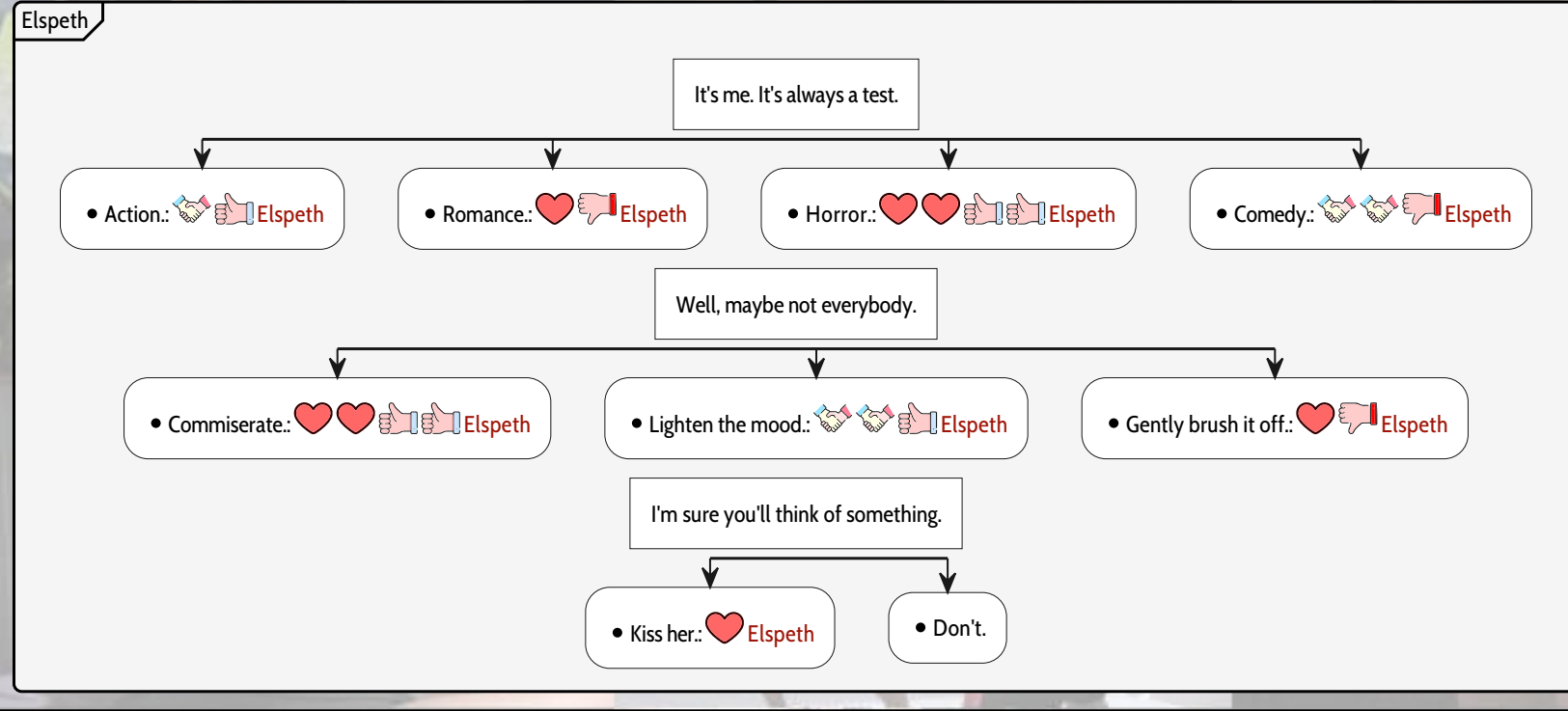
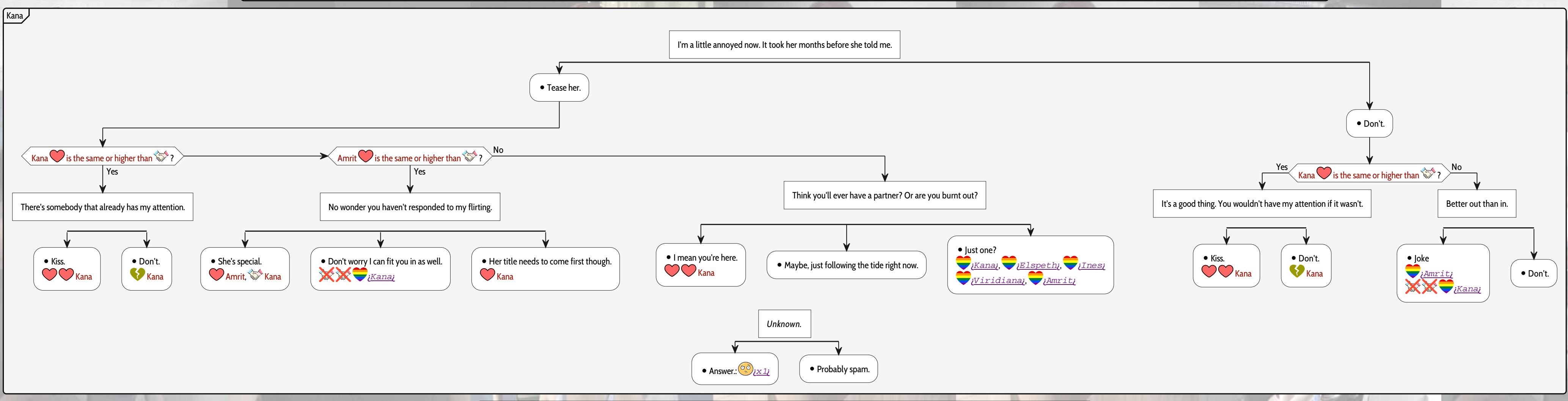
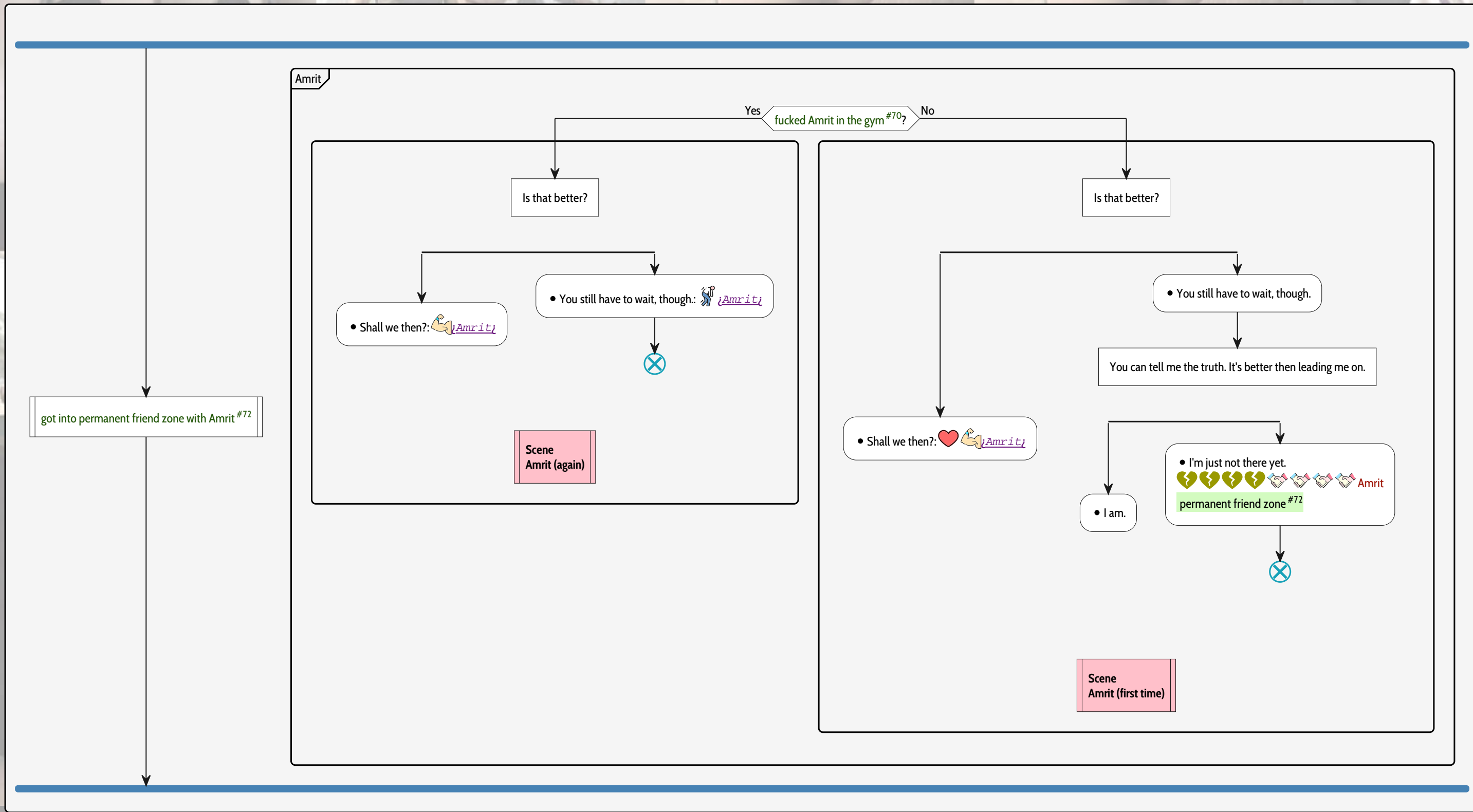
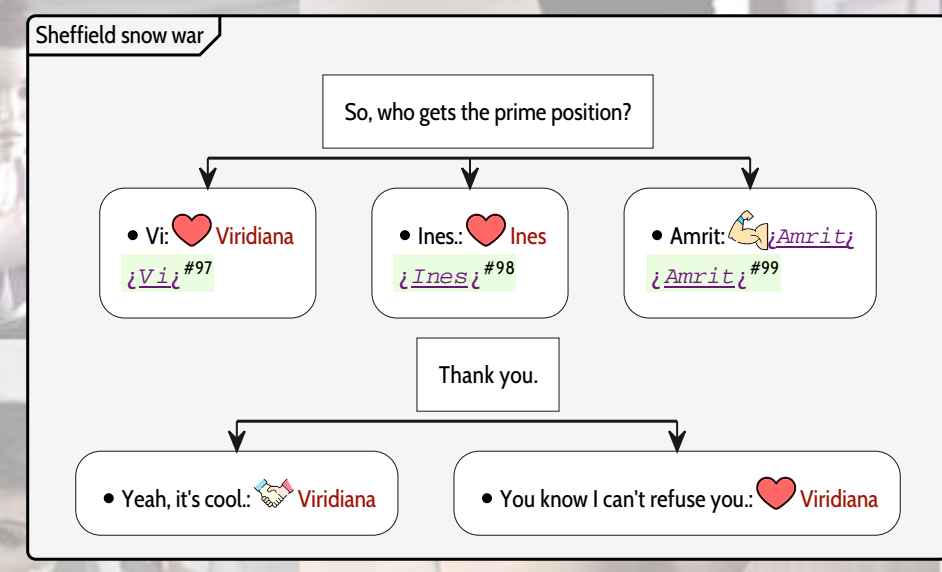
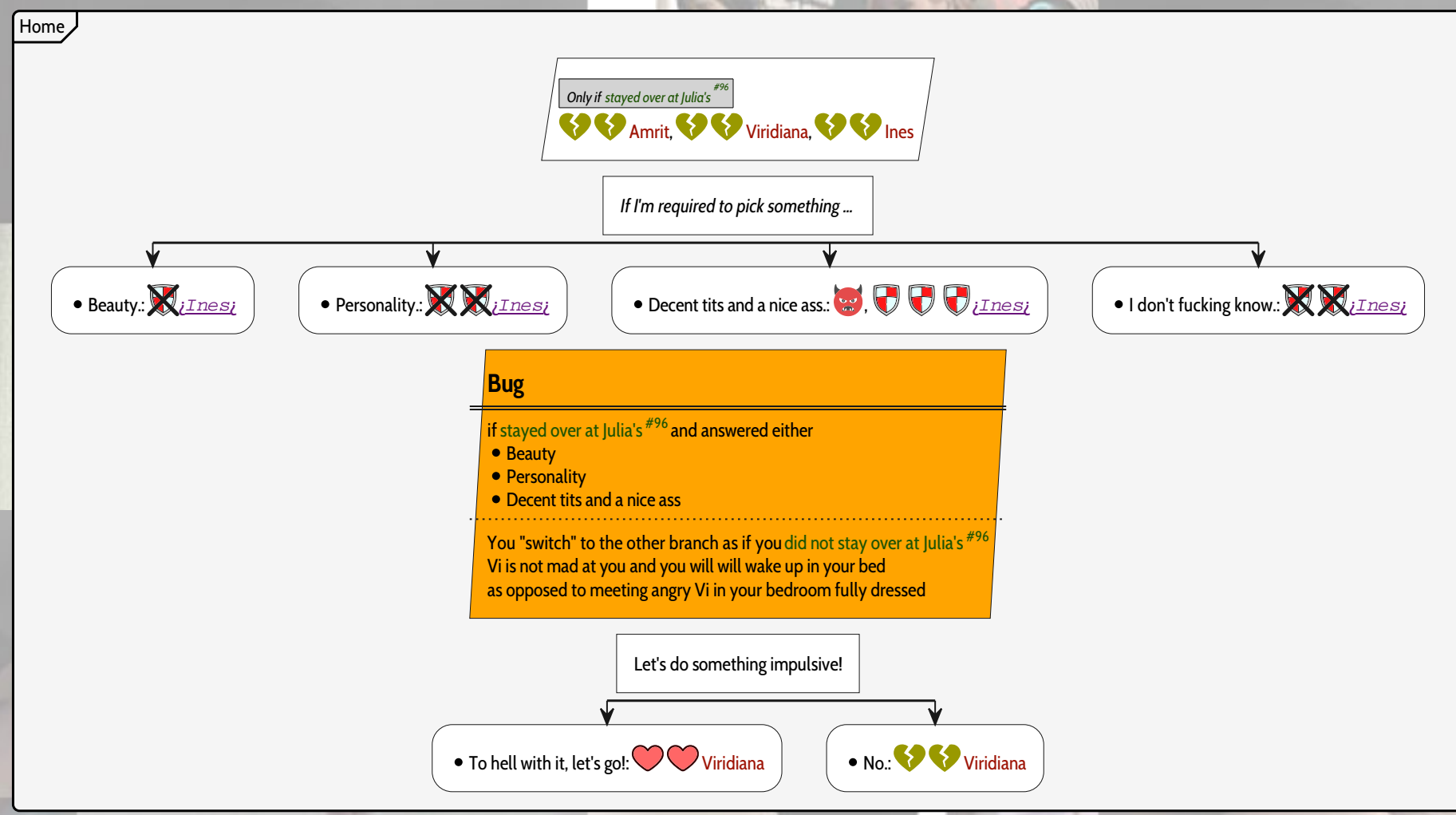
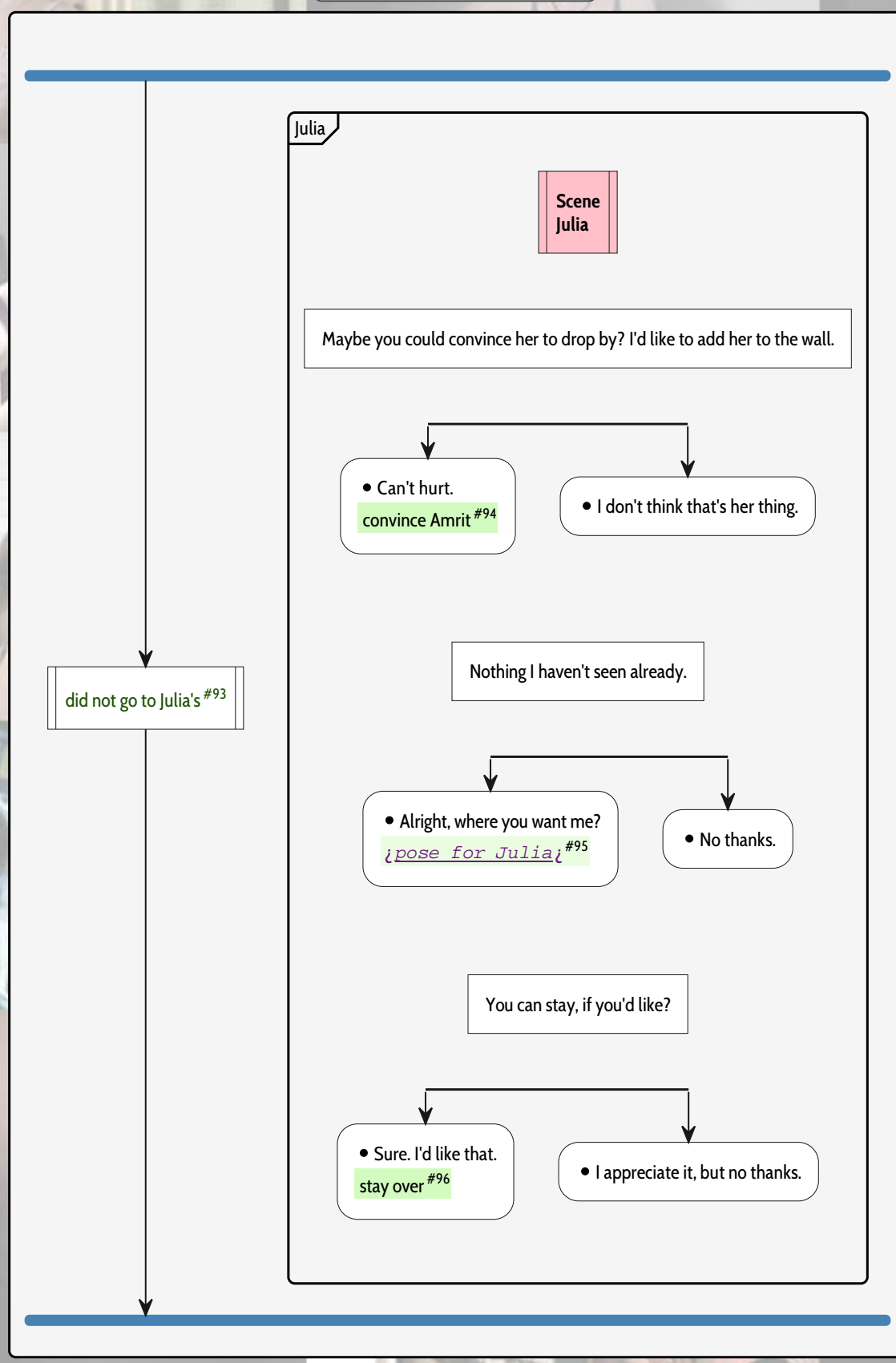
STWA: The Unbroken
Part 4 - Section 2



STWA: The Unbroken Part 5

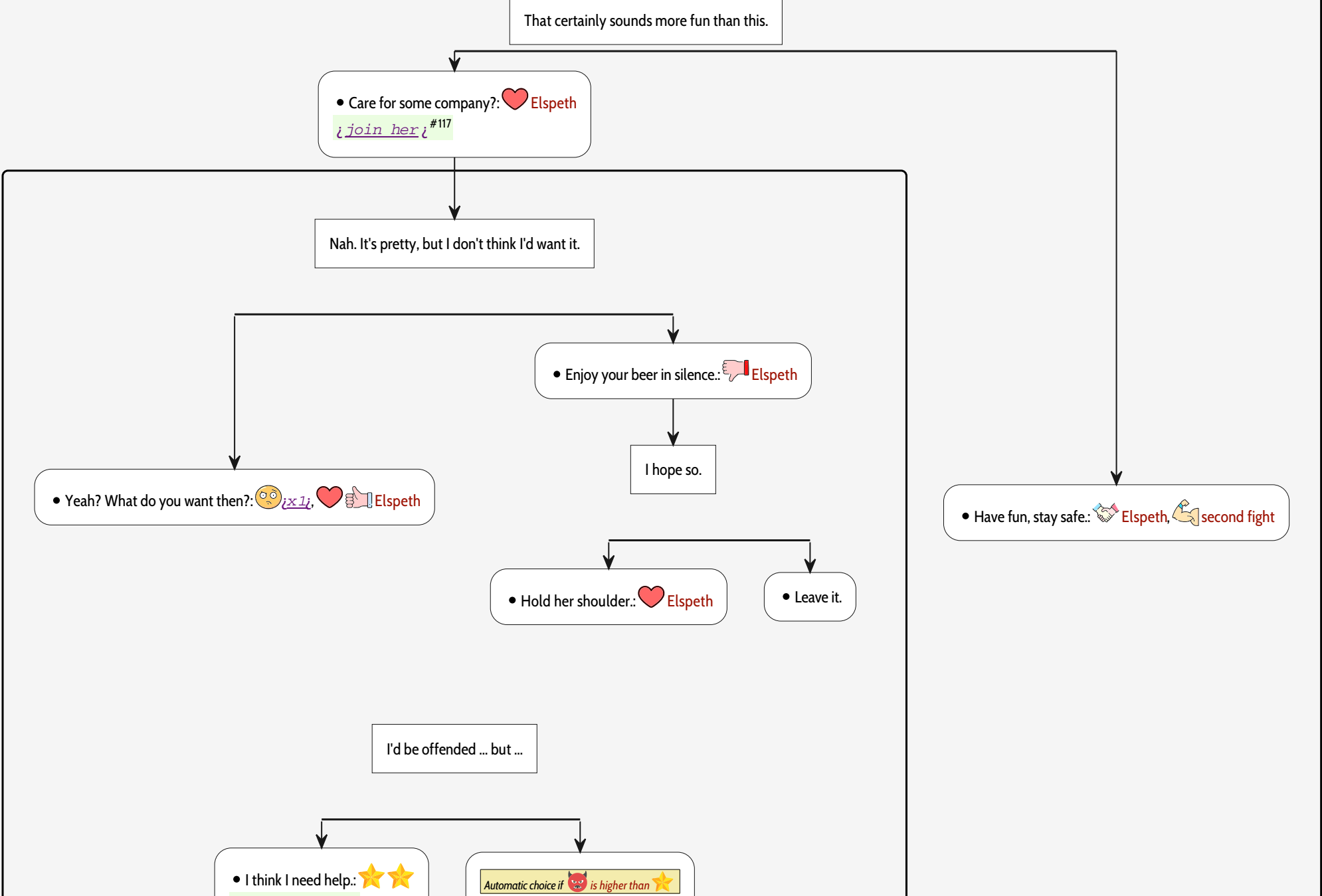
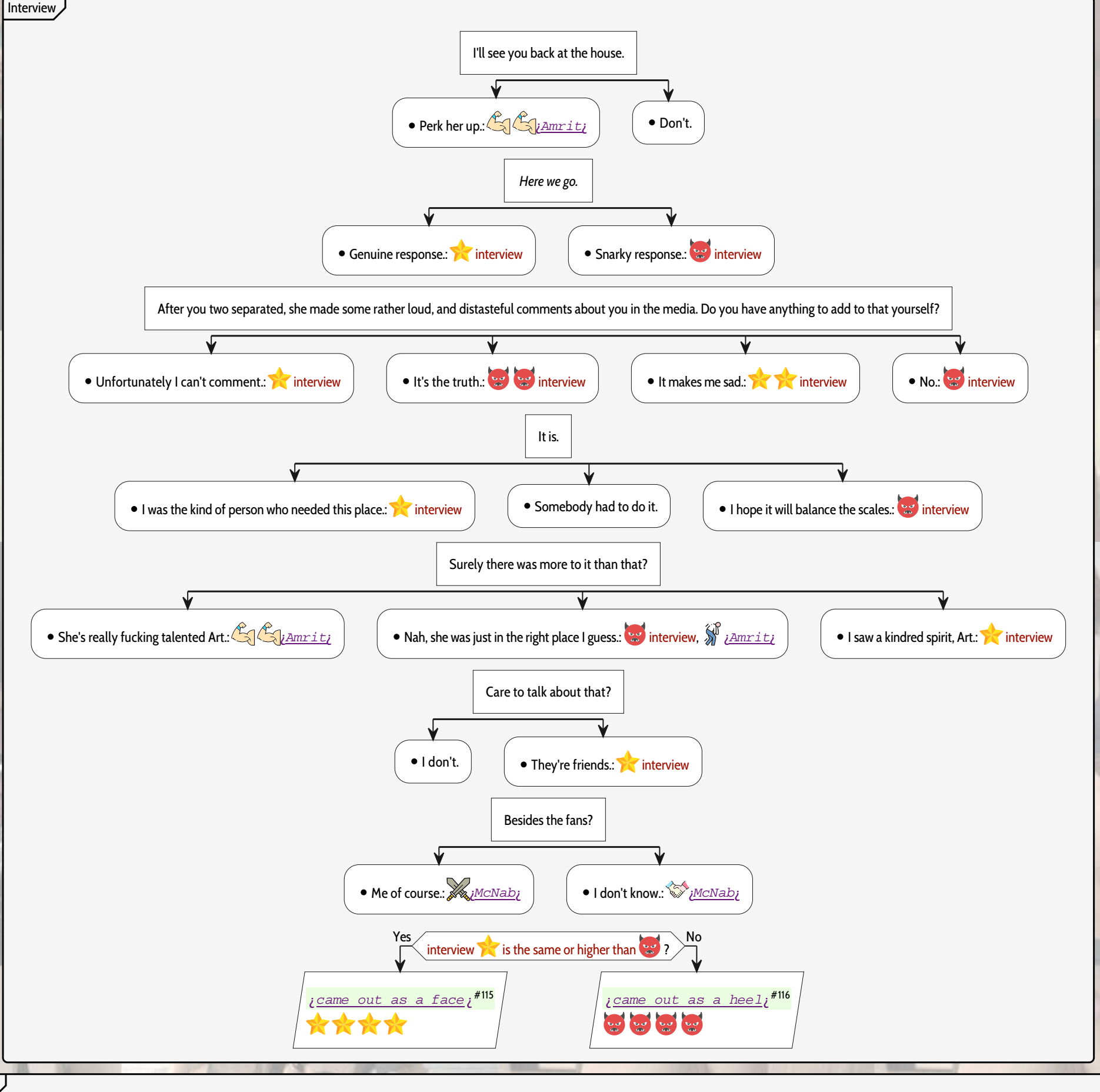
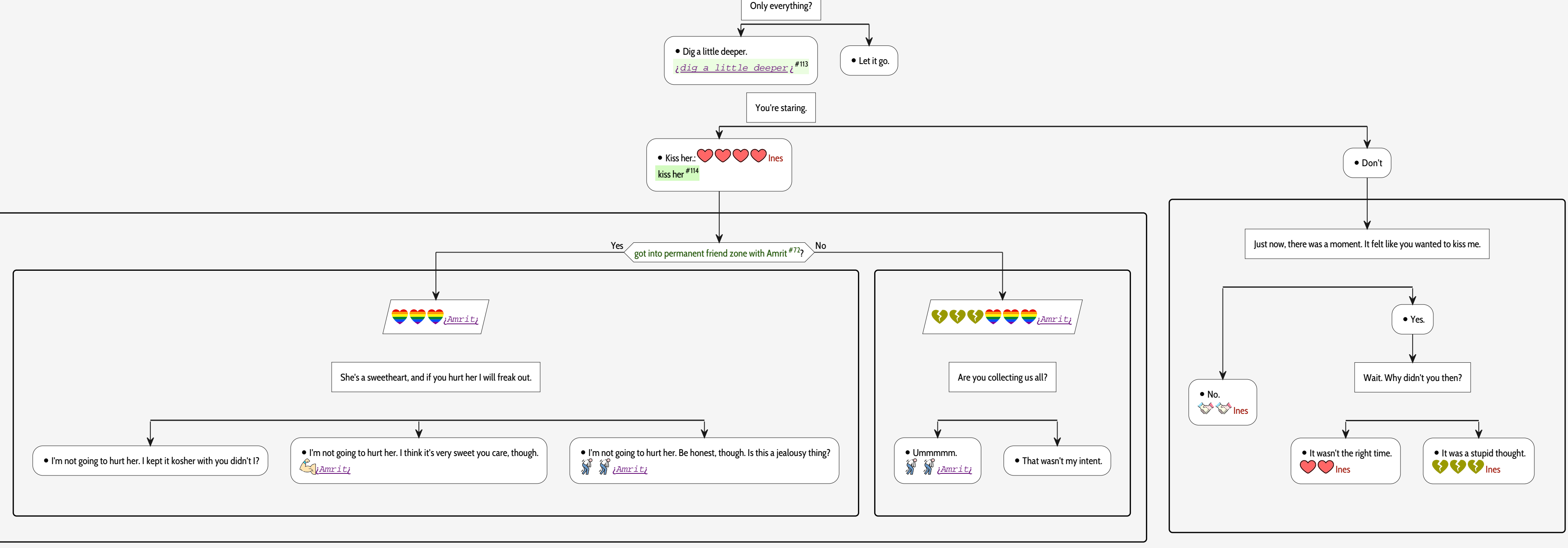
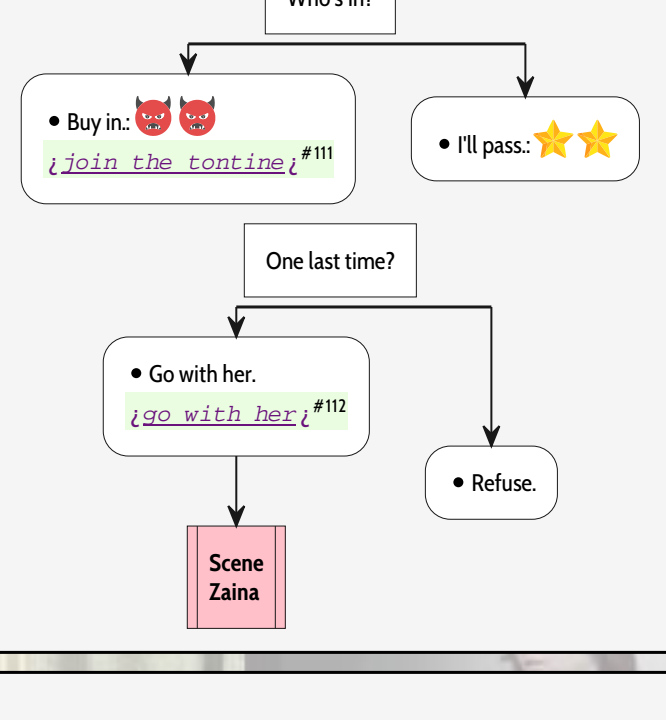
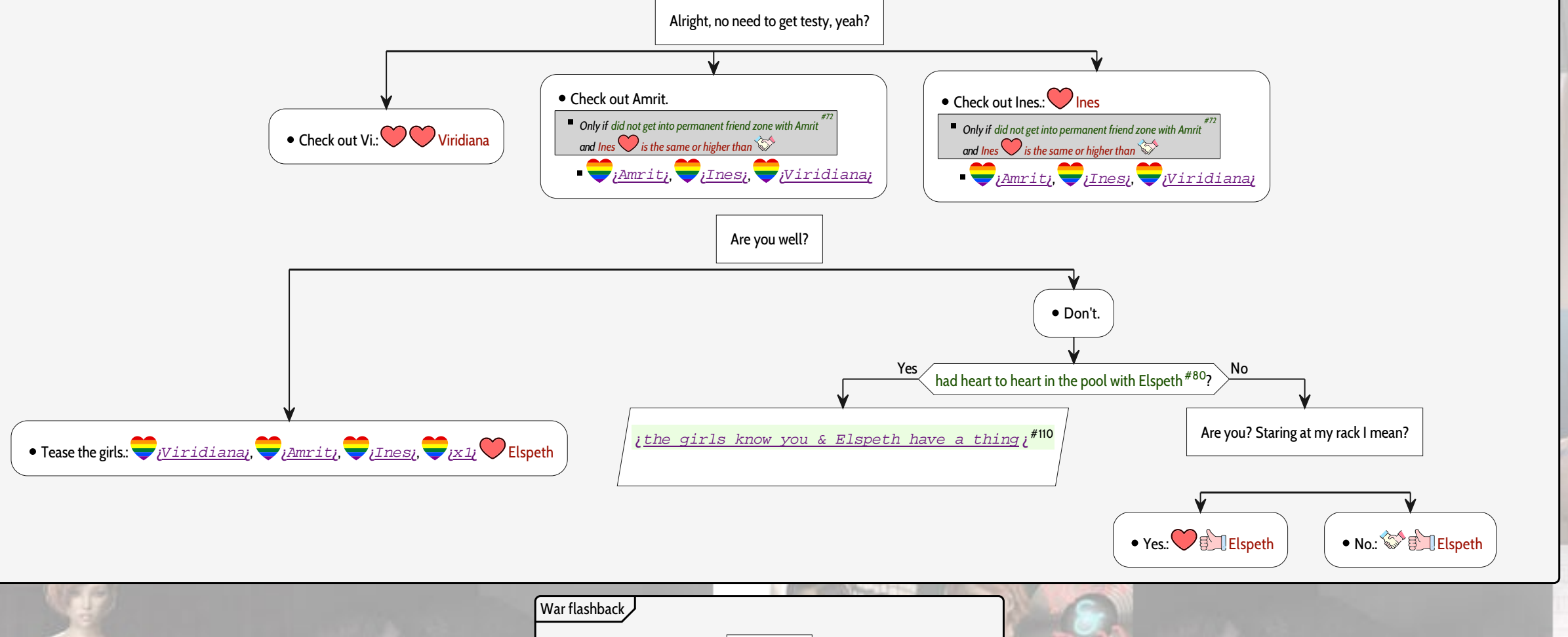
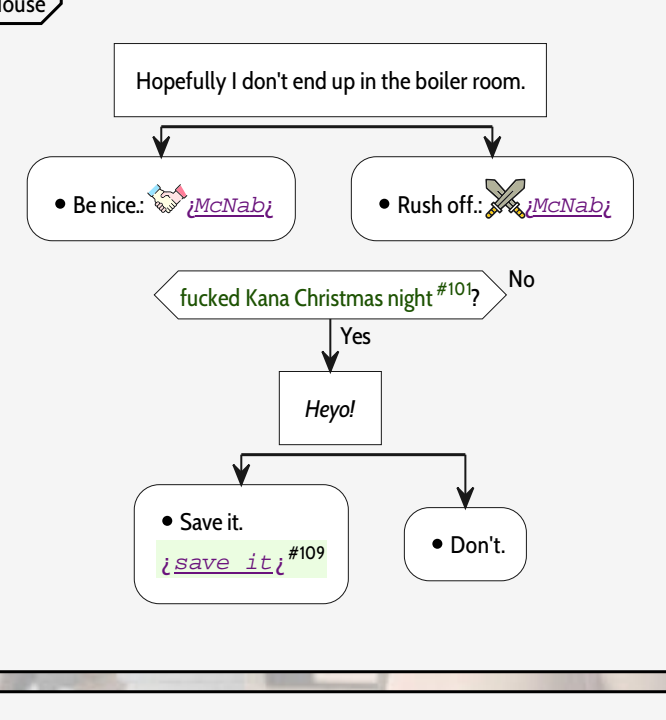
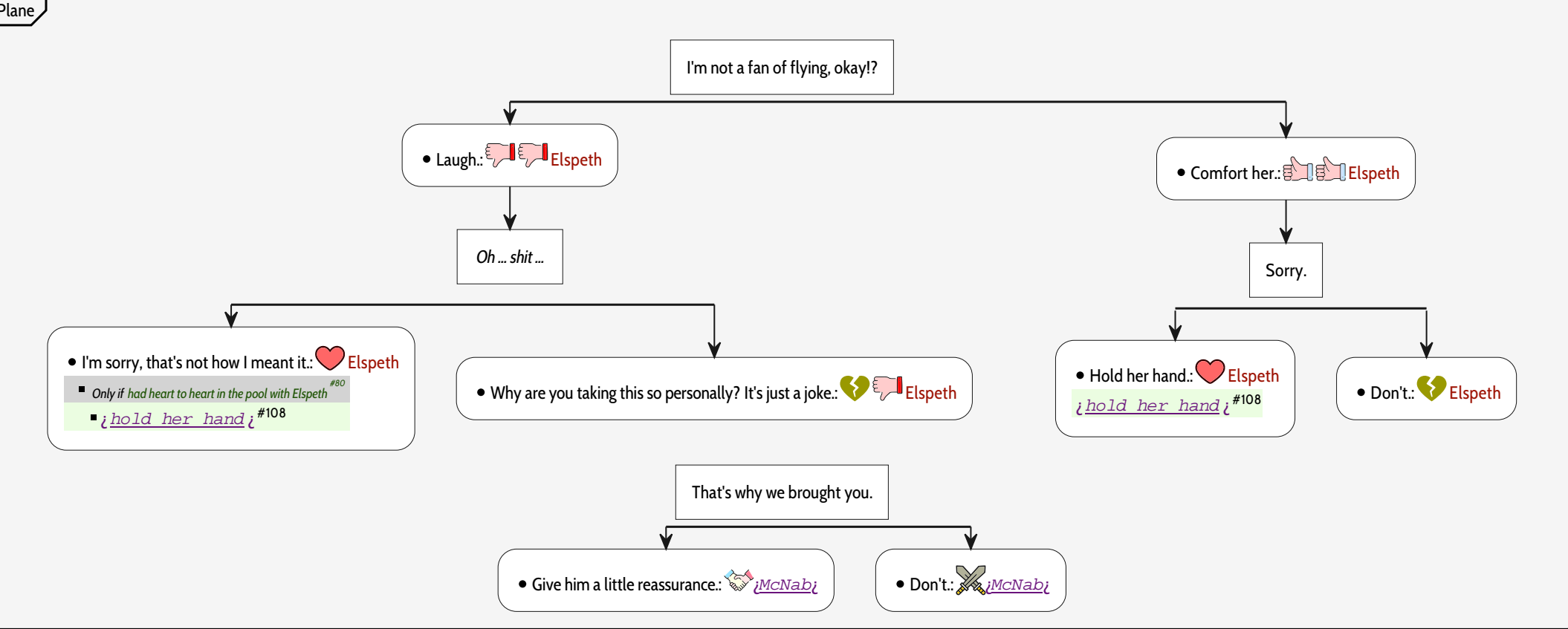
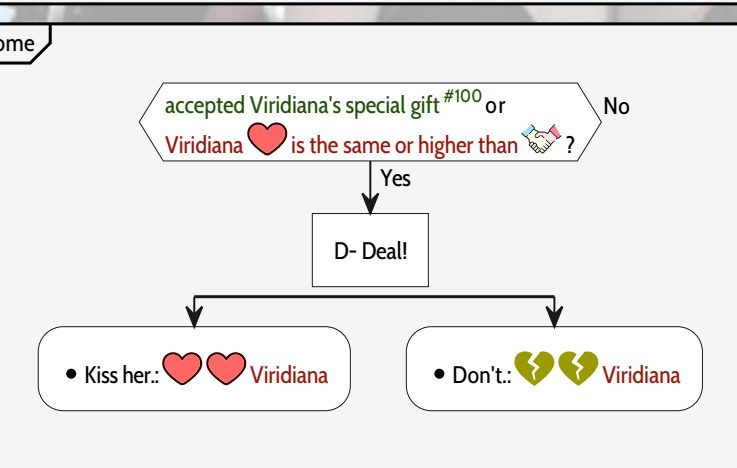
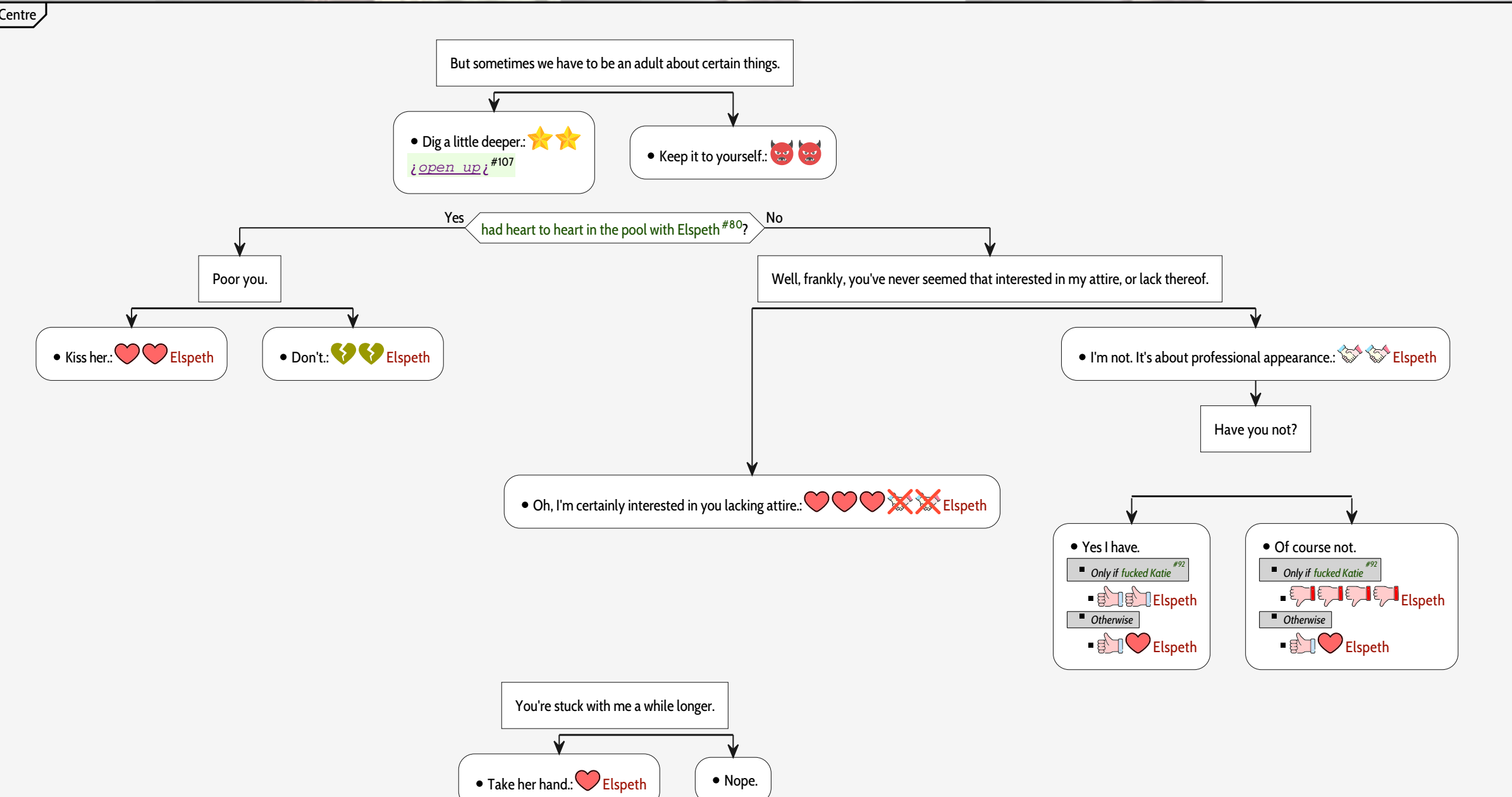
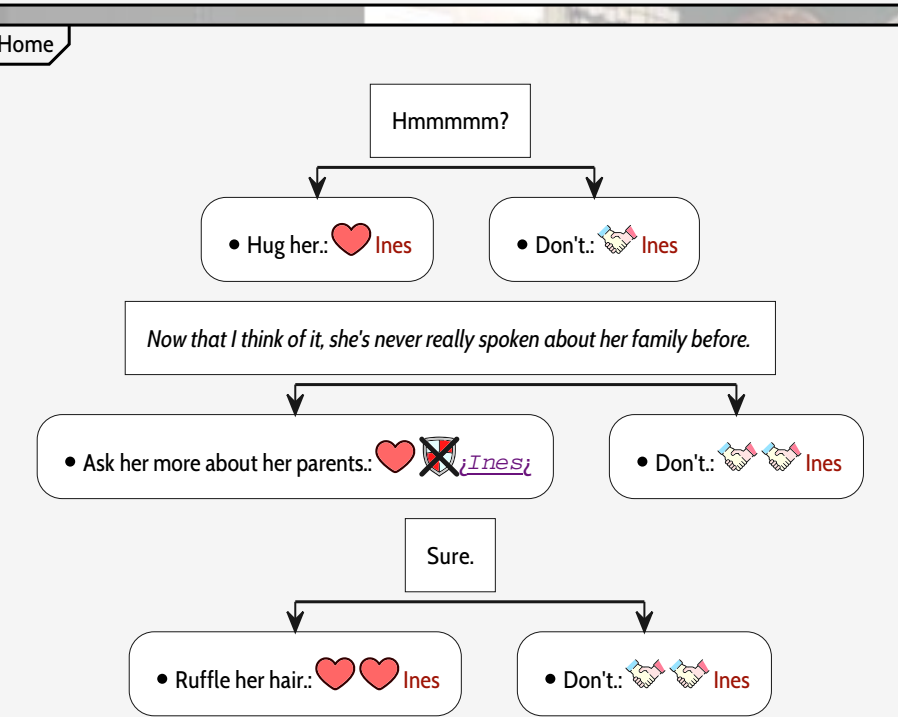
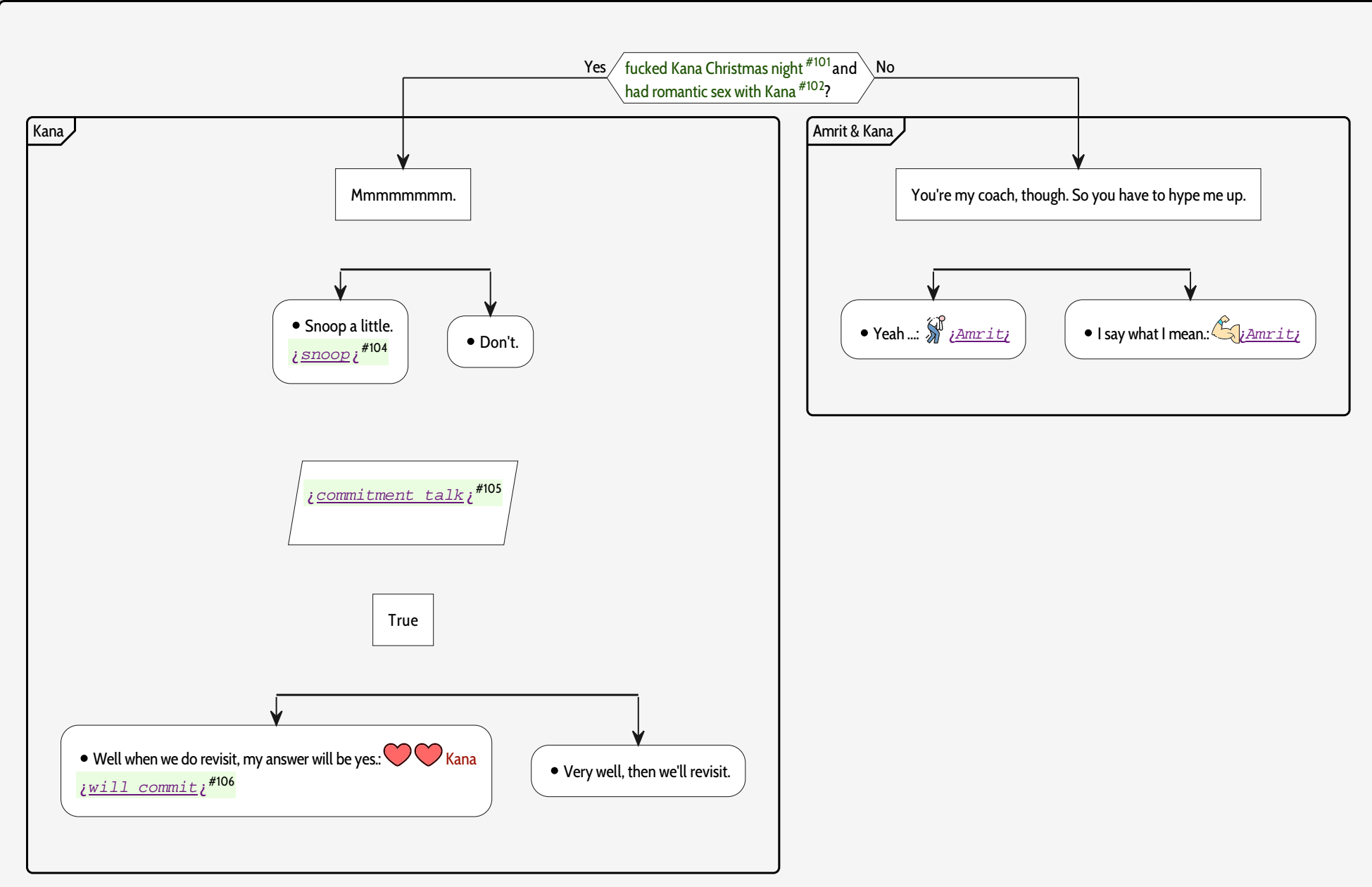


STWA: The Unbroken
Part 5 - Section 2



STWA: The Unbroken Part 6

This is for a bugfix for certain saves
Only if fucked Kana Christmas night #107 and had romantic sex with Kana #109



STWA: The Unbroken Part 6 - Section 2

