

[!] - Easy achievement

[!!] - Moderate achievement

[!!!] - Difficult achievement

OUTSIDE:

- Talk to the Captain. The last dialogue option will advance the story.
- Press and hold the left mouse button on certain areas to advance.

[!] Spend 100 seconds in the very first area.

1F:

- Ground around the building collapses.
- Only part of the first floor is currently accessible. The timer has not started yet.
- Meet with Susie at 1TR to initiate a demon-casting tutorial. The last dialogue option will advance the story. Susie will leave a tract for you to pick up.

[!!!] It is possible to get to the normal ending by prayer alone. This is not recommended for a first-time playthrough.

[!] In any given room, a tiny rubber duck has a 1% chance of spawning. Clicking on it awards an achievement.

- For convenience sake, restore power to the basement gym and first floor church office.
- There will be two demons to cast out on this floor for now. Make your way back to the first floor narthex.
- If afflicted or low on time, talk to Susie in the first floor narthex to initiate a prayer. This will restore your faith and may add time to your counter.

2F:

- The floor will be unlocked at this point.
- Talk to Jackie, who serves as your save function. She can be talked to again in the first floor narthex.
- Two demons await on the second floor for now.
- Two puzzles can be solved on the second floor for items. 2CL involves a bookshelf in which books must be shelved furthest out. 2CR involves drawing a cross on the faint area of the whiteboard.

[!] Spend 100 seconds at the whiteboard.

- Talk to Lucas in 2TL. The last dialogue option will advance the story. Collect the tracts he leaves behind. Talking to him in the first floor narthex will sometimes give you verses.

[!] Spend 100 seconds in a staring contest.

BF:

- The player will initiate the first "persuasion battle" where the player must choose dialogue that fits best with Rashawn's argument. The player will also need to defend themselves against demon possessed pizza slices and play air hockey between rounds.

(tip: The most non-confrontational responses are often the best ones)

(tip: The puck, should Rashawn score, has a brief window to be casted out)

[!!] Beat Rashawn 4-0 in air hockey.

[!] Achievement if Rashawn is persuaded.

[!!] Achievement if the persuasion bar is maxed out.

- If the persuasion battle doesn't go well, the player can meet Rashawn in the pantry (BCL) for some humorous dialogue.

[!] Achievement unlocked after preventing "The Marshmallow Incident."

- If you restore power to the gym, a series of numbers will blink on the scoreboard. This will be your combination for the safe in the church office (1CL, currently locked).
- You can encounter Rashawn's old nature counterpart in the kitchen. Making a pizza based on his preferences awards an item.

[!] It's possible to get 11 points (do a combination of spicy sauce, pineapple, jalapeños, banana peppers, black olives, crispy pepperoni, baked well done).

[!] It's also possible to get 0 points by picking the blandest and safest selections (something like white sauce, ham, regular sausage, mushrooms, onions, chicken, normal bake).

[!] Make a pizza with all meat.

[!] Make a pizza with all veggies.

1F:

- Demons start to appear more randomly.
- The player will need to access the first floor office to continue. Talking to the mysterious girl on the far right side of the narthex will give hints.
- To access the first floor office, you will either need to find the key in the basement men's room (BBL) or flip the switch in the pantry (BCL) several times and climb through the passage.

[!] Messing with the switch in the conference room (1CR) will enable access to a super secret room.

- If you have restored power to the office, you can enter the code into the safe. Enter it to collect an item. You can also open a secret stairwell from the computer for another item.

[!] Double-clicking on SANCTUARY (the prequel to this game) unlocks an achievement.

- Opening 1TL will initiate the second persuasion battle. Winnie will attempt to "mug" you, spray you with his water gun, and launch t-shirts at you. This battle is a little harder than the first one.

(tip: the most real and grounded responses tend to be the best ones)

[!] Persuading Winnie awards an achievement.

[!!] Cast out all t-shirts flying toward you.

- After the battle, the elevator should remain powered on.
- If Winnie is not fully convinced, he can be found counting money in the safe afterwards.

[!!!] Helping Winnie count the money and being exactly right awards an achievement (it can be anywhere between 800 and 840).

- Going back to the first floor narthex will trigger another crumbling cutscene.
- Ride the elevator to the third floor.

3F:

- Talking to Harold outside at 3CC will initiate the third persuasion battle. Unlike the previous two, this one is a scripted event.

(tip: the most loving responses are the best ones)

(tip: Harold will become increasingly faster with his attacks over time. There are 24 attacks.)

[!] Spend 100 seconds on the rainy roof outside of battle.

- Harold will begin to pelt the player with his cane. If hit too many times (most likely for first time players), Harold will become remorseful and hide in the pastor's office.

[!!!] If the player survives his onslaught, the player gets an achievement for being "Well disciplined."

[!] Harold can be persuaded by either:

- Showing up with only 1 faith point.
- Dodging enough cane attacks
- Talking to Lucas in the children's room (2TR) late in the game.

[!] When helping Lucas write a letter, you can get an achievement for selecting all soft-hearted answers.

[!] Another achievement can be unlocked if you select all tough and firm answers.

1F:

- At this point, demons appear more frequently.
- The player will now have the option to send everyone to the roof. Clicking on the button and taking the elevator to the third floor will advance the story.

[!] Checking the e-mail after sending everyone to the roof will award an achievement.

3F:

- The player is now in an elevator shaft and must plead with their life as the chain is being held by their resentful stepdaughter. The persuasion meter can wildly vary, depending on who else has been persuaded and if the player hasn't casted out any drugs or alcohol.

*(**tip:** the most humble responses are the best ones)*

- Getting the persuasion meter to zero will trigger the "Unforgiven" rank. Escaping with just the stepdaughter will trigger the "Lone Ranger" rank. Escaping with at least one other leader persuaded will trigger the "Man Of The Hour" rank.

[!!!] Judith will commend your sobriety (must avoid being ambushed by drugs and alcohol).

[!!] Successfully persuading Judith awards an achievement.

[!!] Getting the normal ending awards an achievement.

[!!!] Getting the normal ending without getting a game over awards an achievement.

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After getting the normal ending, you can talk to the mysterious girl for hints toward the various puzzles within the church. If you do everything right, Harold will meet you in the first floor narthex (or third floor if the player got all the items and survived his onslaught) and give you a key to the elevator compartment.

LL:

- Collect Harold's Bible, which will max out your verses.
- The Beast of the Earth begins with a whopping 666HP and can destroy the player in 2-3 hits. The player can't truly get a game over unless they stop trying or if they run out of people praying for them.

[!] Achievement for conquering the depths.

[!!!] Achievement for conquering the Beast without collapsing even once.

- Collecting the final item will wake the protagonist up from their "divine vision."
- Changing Joy's fate will trigger the "Liberated" rank.