
GUIDE
Eve Willians
and the secret of
THE TRUNK

Eve Williams

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The Trunk

Chapter 1 - Club Diner

Enter the club with Eve, which is located all the way to the left at the end of the street.

Inside the club, you have the opportunity to first talk to the bartender. Then, interact with the man in the brown suit who is sitting at the table on the left.

Chapter 1 - Parking Garage

In the parking garage, numerous cars are parked. To find the right vehicle, Eve needs to enter the left row of parking spaces. Behind the bronze-colored car, she will find a dark corner that she must enter.

The car she is looking for is the right one, a dark blue one.

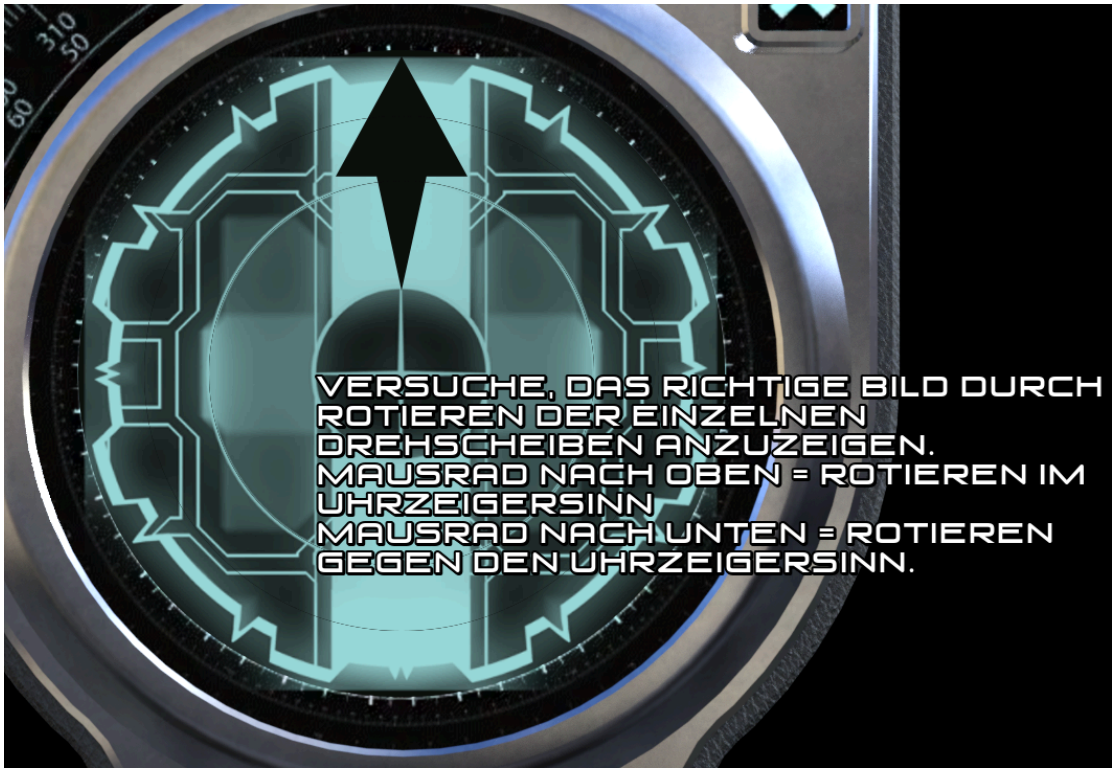
Chapter 1 - Gas Station

After running out of fuel in the middle of the road, Eve pushes the car to a gas station where she meets the owner, Josh Baker, for the first time. If Eve openly discusses her mission during their initial conversation, it earns her sympathy points with Josh.

After refueling, Eve hears a suspicious noise coming from the trunk of the car and decides that she needs to open it. However, the trunk is secured with a smart lock to which Eve has no access. So, Eve enters the gas station shop and asks Josh for help in opening the trunk. He opens the workshop for Eve to search for a way to unlock the trunk. In the shop, Eve can also buy a bottle of whiskey for 30 CredCoins and engage in small talk with Josh. Offering a sympathetic ear after he shares the story of his parents earns Eve sympathy points with Josh.

In the workshop office, there's a photo on the desk with something written on it, but it's too dirty to read. To the left of the lifted car, there's a mobile workbench where Eve finds a hammer and an old rag that she can take. Additionally, in the back of the workshop, there's a red cabinet secured with a combination lock. Eve can find the combination by uncovering the hidden numbers on the dirty photo in two ways: if she has bought the whiskey, she can use it to wet the rag and clean the photo to reveal the writing, or she can choose to break the frame with the hammer to reveal the writing on the photo (Warning: Consequence decision!). With this information, Eve can open the red wall cabinet.

When Eve searches the cabinet, she also comes across a small cardboard box containing Josh's personal belongings. Eve can decide whether to look at the contents or not (Warning: Consequence decision!). In the small blue Werkzegu toolbox, Eve finds a Smart-Lockpicker, which can be used to unlock the car's trunk. After using the LockPicker on the trunk, you'll need to complete a small puzzle mini-game to open the smart lock, where the initial image is shown and you must recreate it by rotating the individual discs.



In the trunk, Eve discovers a locked and unconscious young woman, and she wonders what to do next. She has two options:

1. Fulfill her mission by taking the young woman with the car to the rendezvous point to gather more information.

2. Abort the mission and instead take the young woman directly to a doctor.

Each of these options triggers a different storyline and has consequences!

Chapter 1 - Fullfill the mission

Upon arriving at the rendezvous point, a group of men is already waiting for Eve. Eve engages with them, leading to a combat mini-game. The objective is to quickly press the displayed keys before they disappear in order to win the fight. If Eve loses the fight, the game is over.

Chapter 1 - Abandoning the Mission

When Eve takes the unknown woman directly to the doctor, she suddenly finds herself pursued by an EMP drone during the car ride. She must find a way to get rid of it before the drone fully charges.

To do this, she needs to assemble a Molotov cocktail. If she already collected whiskey and a rag at the gas station, she can combine them directly. If not, she can find both items in the glove compartment. Eve then lights the Molotov using the cigarette lighter. Afterward, she must throw the bottle at the right moment when the small bar is in the center. If she misses, the game is over.

Chapter 1 - Visit to the Doctor

On her way to the doctor's office, Eve encounters a junkie. She has the option to interact with him using her Bitwallet and give him some money. To reach the doctor's office, Eve follows the street all the way to the end.

Chapter 2 - Visit to the Doctor

The next day, Eve visits the doctor again and has the opportunity to have a conversation with Mizuki. Depending on whether Eve brought her to the rendezvous point or not, she will be received more or less warmly. If Eve continues the mission and then tries to make excuses, it will result in negative points with Mizuki.

Chapter 2 - Eve's Neighborhood

As Eve and Mizuki enter the alley where Eve's apartment is located, they notice one of Smith's men surveilling the apartment. Eve and Mizuki contemplate their next move. If Eve asks for Mizuki's opinion, it earns her sympathy points with Mizuki and provides another course of action.

Eve can then either lure Esteban into the basement with or without Mizuki's assistance. If she chooses to first get Mizuki to safety, the narrative will pause at that point, and Eve will return later on her own.

Chapter 2 - Interrogation of Esteban (or Juanito)

Whether Eve is in the basement with or without Mizuki, she must complete a short reaction mini-game. Click with the mouse when the small bar is exactly in the center of the bar. If Eve succeeds, she can interrogate Esteban directly. Otherwise, she will need to pass a combat mini-game against Esteban, where she must press the displayed keys in time to win the fight. If Eve loses the fight, the game is over.

After the interrogation, Eve has the choice to either kill Esteban or knock him unconscious (Warning: Consequence decision!). In Esteban's pockets, Eve finds 100 CredCoins and a to-do list. This reveals to Eve that Smith has a Zacurity security system at home, but nothing else.

Chapter 2 - Next Steps

Either before or after Esteban's interrogation, Eve and Mizuki find themselves back at Eve's motorcycle to discuss their next course of action. When Eve is clueless, she remembers Josh's phone number. Drag the can with the number onto either Eve or Mizuki to return to the gas station.

During the subsequent conversation with Josh, Eve can gain sympathy points with Josh if she admits to missing him as well. If Eve had previously rummaged through Josh's personal

belongings or destroyed the picture with the hammer, it will result in some negative points.

Chapter 2 - Hotel Room

In the hotel room, Eve creates a case file for the investigation, which can be accessed on the hotel desk. All the clues Eve finds leave behind an item (e.g., the to-do list from Esteban's interrogation). Eve should place all these clue items into the case file. Interacting with the case file reveals whether she has gathered enough information to determine Smith's private address.

Additionally, in the hotel room, Eve can talk to Mizuki to get to know her better. Depending on the sympathy Mizuki feels towards Eve, she may reveal her interest in Eve. If Eve reciprocates her feelings, it opens the option for a later romance with Mizuki.

Furthermore, Eve can examine the email sent by Smith through the contact form on the hotel computer. She should scrutinize the details as it provides metadata information about the IP address from which the email was sent. This information should also be placed into the case file.

To visit Eve's neighborhood (if not already done) or return to the club for another visit, Eve can exit the area through the southern stairs and select her destination on the map.

Chapter 2 - Club Diner

During the return visit to the club, Eve finds an updated cocktail menu at the entrance. It is advisable to carefully examine the ingredients of the cocktails as this information can be very useful in the club.

Unfortunately, the bartender is not very cooperative and attempts to make an immoral offer in exchange for the needed information. Eve can choose to:

- Bribe him if she still has 100 CredCoins remaining.

- Threaten him with violence if he doesn't cooperate.

- Defeat him in a cocktail mixing competition.

This is a consequence decision! If Eve wants to defeat the bartender in the competition, she must know the ingredients of a total of three cocktails. If she fails even once, the competition is lost, and she can only bribe the bartender or threaten him if she no longer has enough money.

In round 1, she should mix a Sex on the Beach. The correct answer is 3. The choice of drink for the bartender doesn't matter.

In round 2, Eve should mix a Mojito. The correct answer is 2. Again, the choice of drink for the bartender doesn't matter.

Finally, Eve should mix a White Russian. The correct answer is 4. In the last round, Eve only has one option for the bartender. Here, the bartender fails, and Eve wins. She receives a note with a street number as a result, which can also be placed in the case file.

Once all the information is in the case file, Eve can review it and make deductions to find the correct street where Smith's house is located. She can then travel to that location on the map.

Chapter 2 - Smith's Home

Using the information from the to-do list, it's easy to find the right house. Each property has a sticker from the respective security company. Once Eve has found the house with the 'Zacurity' system, she can climb over the wall.

On the property, Eve should first turn left and unlock the garage with the Smart-Lock Picker, taking the 'MD-40' universal oil from the shelf. She should not get distracted by various ways to bypass the security system - none of them work. If Eve interacts with the doormat in front of the entrance door twice (!), she will find a spare key there, allowing her to enter the house.

Eve should go to the living room first and take the stairs to the upper floor. In the kitchen, there are some chopsticks on the left that Eve should take. Afterward, from the entrance area, she should go left into the utility room and use the chopsticks to search through Smith's dirty laundry in the washing machine. There, she will find a small safe key.

Before entering the bedroom, Eve should oil the hinges of the door with MD-40 to prevent them from squeaking and waking up Smith. In the bedroom, there is a safe in the right corner that Eve can open with the found key. Among other things, she will find a pistol and can decide whether to take it or not (Warning: Consequence decision!). Otherwise, she will find a

mysterious message with a combination of numbers and an address, which she will visit afterward.

Chapter 2 - Warehouse

The address from Smith's safe leads to a warehouse. To open the gate, she needs to enter the correct access code into the keypad on the left side of the gate. There is no way to find this code; Eve must actually figure it out using her investigative skills! Upon closer examination, Eve discovers that the code consists of four digits and that certain keys are more worn than others. It can be deduced relatively quickly that the code is: 6470.

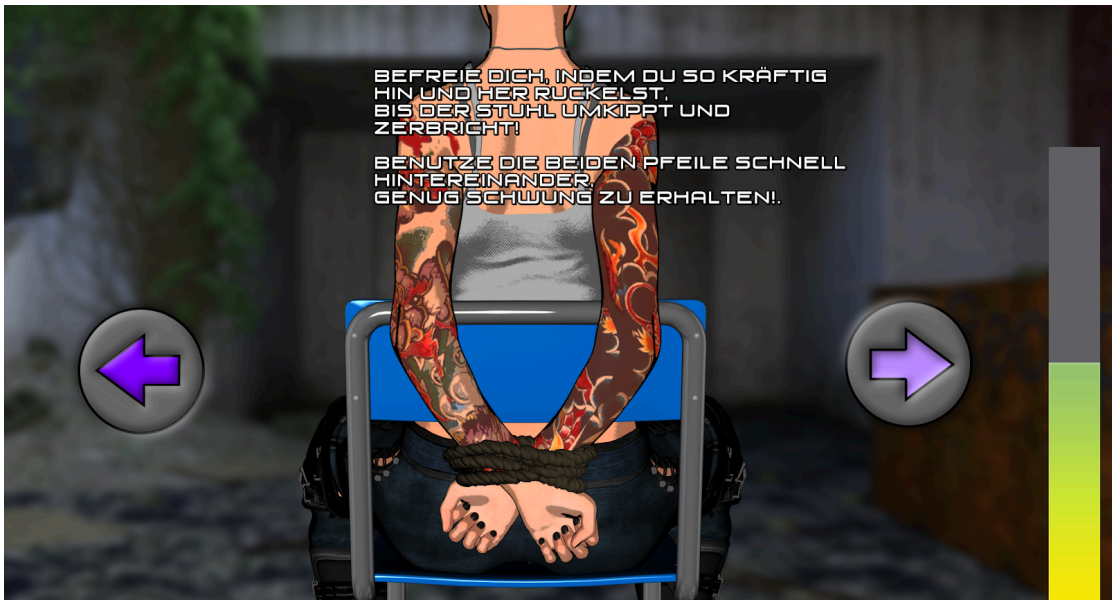
Eve looks for storage room "PR-19" and opens it using the access code from Smith's safe.

At first glance, the storage room doesn't seem to contain much, but upon closer inspection, Eve notices some scratches on the floor beneath one of the shelves. When Eve investigates further, she suspects that this shelf is frequently moved. So, she moves it as well and makes an interesting discovery, but unfortunately, she is caught by Smith...

Chapter 2 - The Ruins

When Eve wakes up, she finds herself tied to a chair, facing Smith. He plans to blow up the building along with Eve and starts a countdown on an impressively large bomb. From now on, Eve only has 10 minutes to free herself and find a way out of the building.

A mini-game follows where Eve must free herself from the chair by wiggling it back and forth until it tips over and breaks. To do this, she needs to alternately click the two arrow buttons as quickly as possible to fill the bar.



First, Eve should head to the northern part of the room and investigate the small room with the ice machine. There, she finds a power cell that still has charge. Then, she should go to the stairwell and combine the power cell with the Facility-Bot. This allows her to cut her restraints and free her hands. She takes the power cell with her and uses it on the elevator control panel to open the doors. Eve can then climb down.

From there, she can also enter the eastern room and examine the old refrigerator. She has the option to take the life of a small rat or not. Back in the main room, Eve investigates the shopping cart and takes the coat hanger. She then interacts with the shopping cart again and takes it as well. Using the shopping cart, she can break the left window without cutting herself on the glass. A mini-game follows where Eve must press the left mouse button at the right moment (when the bar is exactly in the center) to hold onto one of the cables with the coat hanger and glide to freedom before the building explodes.

If the countdown runs out before Eve can escape or if she fails the mini-game, the game is over.

After escaping, Eve finds herself in the ruins of an old suburb of New Cologne. Heading east, Eve eventually encounters an unfriendly individual who collects scrap and has little interest in helping her. There are several ways to convince him to assist Eve (Warning - Consequence decision!):

1. Tell him it's a matter of life and death. He then gives Eve an empty gas canister and asks her to get gas for the journey.

2. If Eve took the pistol from Smith's safe, it's still in her inventory. She can use it to coerce the scrap collector to take her back to New Cologne.

3. If Eve saved the rat from the building, she can hand it over to the scrap collector, who reveals that the rat is his best friend. Grateful, he personally drives Eve to New Cologne.

If Eve chooses the option with the gas canister, she walks west until she comes across a dilapidated old mall. There, Eve finds a lighting system with an integrated generator, from which she can siphon the needed gasoline by interacting with the empty canister and the system.

Eve then hands the filled canister to the scrap collector, who provides her with transportation back to New Cologne.

Chapter 3 - Prison

After the conclusion of the second chapter, Eve finds herself in an interrogation room and encounters Detective Jerrod Shelton. The interrogation does not go in Eve's favor, but the level of Detective's suspicion depends on the decisions Eve made previously. If his suspicion of Eve is too high, it can affect the outcome of the game.

In the cell, Eve can't do much except use the bed to sleep - a total of three times until Detective returns and informs Eve that someone has posted bail for her. It turns out to be Mizuki's mother, Naomi Muramatsu.

Chapter 3 - Mizuki's Home

At Mizuki's home, Eve can speak with her assistant, Akito Minami, who turns out to be an old acquaintance if Eve brought Mizuki to the drop-off point. After the conversation, Eve decides to revisit the storage room and Smith's presumed home to gather information.

Additionally, Eve can optionally help Mizuki. Mizuki has found a diary from which she hopes to gain insights into her memories. Unfortunately, she doesn't remember the password, and she only has three attempts to enter it before it becomes permanently locked. While searching through Mizuki's apartment, Eve finds several items that could be used as a password, but only the name of the teddy bear on Mizuki's bed, "Mr. Snuggles," is relevant. On the upper floor, at Mizuki's desk, there is an empty coffee cup that Eve should take with her.

Chapter 3 - Smith's Home

Back at Smith's house, the driveway on the left is now open, allowing Eve to enter and meet Manfred, the caretaker. First, Eve should fill the empty coffee cup with water from Manfred's cleaning bucket. In the subsequent conversation, she should press Manfred until he admits to renting the house unofficially to someone named "Johnson" - another false name Smith operates under. Armed with this information, Eve can revisit the storage room.

Chapter 3 - The Storage Room

Returning to the storage room, Eve discovers that it is now empty. However, the office is now open, and Eve can speak with the manager. Unfortunately, he isn't very helpful and refuses to provide Eve with any information. To get the manager distracted so that Eve can snoop through his documents unnoticed, she needs to create a diversion.

To do this, Eve goes to the cargo platform in front of room PR-07 and pours the water from the coffee cup onto the control panel, causing a short circuit. While the manager investigates the damage, Eve has a brief window of opportunity to enter the office alone and examine the small Filofax in detail. With the knowledge that Smith has also been using the name "Johnson" lately, Eve obtains more information about "Peter Johnson," which she can then pass on to Akito and Mizuki before heading home.

Chapter 3 - Eve's Home

The next day, Eve is rudely awakened by her smartphone ringing somewhere in the apartment. After some searching, she finds it in the living room between the sofa cushions.

Akito informs her that he found a reservation for a club that evening using the email address, but this club only allows entry to men, not women. This means Eve cannot enter the club. Akito

refuses to help, so Eve needs to find another man who can assist her. That leaves Josh as her only option. Eve can call him using the smartphone she just found. She meets up with Josh for a meal, and he offers his help.

Chapter 3 - Club Avalon

In this part, Josh takes on the role of a spy. However, he needs to gain access to the Club Avalon, where only guests on the guest list are allowed. To do this, he first talks to the drunk guy on the left side. Josh doesn't get much information from him, except that the guy has been in the club and refuses to go home without getting the phone number of a guy he was planning to smoke with earlier. So, Josh goes all the way to the right into the alley and meets Dasher there. Dasher is reluctant to give his number to an uncouth guy who can't control himself. Josh then tries to obtain Dasher's number.

It seems the only way to impress Dasher is by buying him a drink. In the alley, Josh picks up one of the empty beer bottles and goes back to the left side, where there's an ancient beverage vending machine behind a parked car. Surprisingly, it still works with real coins - what an antique!

Josh throws the empty beer bottle into the machine's return slot and receives some of these antique coins, which he can use to purchase a Mildberry Millet bottle. With this, he manages to impress Dasher, who then reveals his contact details on Sinder. Josh passes this information to the drunk guy, who can finally go home and leaves his entry bracelet on the stairs. Josh can use this bracelet to enter the club.

Inside the club, Josh observes the people until he finally finds Smith on the right in the lounge. However, due to the crowd around him, Josh can't get close enough and needs to catch Smith's attention somehow.

First, Josh tries to impress Smith with some fancy dancing on the dance floor, which works quite well but isn't enough. Therefore, Josh goes to the bar on the left and orders a drink for Smith. Afterward, one of Smith's bodyguards approaches Josh and informs him that Smith would like to meet him outside the club. As soon as Josh leaves the club, Smith arrives in his car and picks him up.

Chapter 3 - The Harbor

Eve soon realizes that something has gone wrong and follows the bug's signal to the old industrial harbor. Upon entering the harbor area, she witnesses Smith's men submerging Josh in the river. Josh quickly runs out of air, so quick decisions are needed.

Eve must decide whether to chase after Smith first or save Josh (Caution: Consequence decision!). Regardless of her choice, once Josh runs out of air, he dies, and he is permanently removed from the game.

Eve is then ambushed by Juanito, who tries to shoot her. Eve's only chance is to react quickly and interact with the slightly open container door in front of her. This causes Juanito's bullet to ricochet, and he accidentally shoots himself. Depending on whether Eve let Esteban live or not, Esteban may also enter the scene and try to grab Eve. If Eve is quick enough, she can grab Juanito's gun and shoot him. If not, she must defeat Esteban in a combat mini-game.

If Eve chooses to run to the pier to save Josh, she should definitely take the axe with her, as she won't be able to open the barrel without it. Then follows a rescue scene where Josh's survival depends on Eve's gameplay decisions.

Afterward, Eve calls Mizuki and tells her that she overheard that Smith was warned by a contact. Since Akito was the only outsider who knew about the operation, Eve decides to investigate Akito's home.

Chapter 3 - Akito's Home

To break into Akito's apartment, Eve needs to somehow pick the lock. She first goes up the stairs to the food truck. When the owner turns his back, Eve has a brief moment to steal one of the forks. Then she heads east to Akito's entrance.

With just the fork, she won't get far. So she examines Akito's mailbox and manages to fish out an envelope. If she takes a closer look at it, she will find a paperclip inside. This paperclip can be combined with the fork to create an improvised lockpick.

A mini-game follows, in which Eve must discover the combination of the lock by trial and error. She should remember the correct sequence each time she makes a wrong attempt and start

over.

While searching Akito's apartment, it becomes apparent that his personal belongings are missing. In the bedroom, Eve takes a pencil. At the shelf, she examines the spiral notepad. After scribbling over the page with the pencil, the writing becomes visible, and Eve learns that Akito has an appointment regarding a payment with a Dr. Elgin from the competition. After that, Eve can leave the apartment.

Outside the door, Eve encounters an old acquaintance: Detective Shelton, who is not thrilled to have caught Eve during a break-in. Depending on how much or little he trusts Eve, he listens to what Eve has to say and even offers his assistance - or wants to send Eve back to prison. In the latter case, Eve must flee from him and defeat him in a mini-game.

Afterward, Eve reports to Mizuki. Depending on her gameplay choices before, Eve is invited to a date by Mizuki and/or Josh and must decide between the two of them. After the date takes place - or not - Eve sets out to visit the bioware company Greenhouse Biontech Labs.

Chapter 4 - Greenhouse Level 1

Outside the company building, Eve meets up with Mizuki. Following a brief dialogue, Eve approaches the activist standing in front of the building. Eve receives a promotional sticker from him, and then the two ladies enter the company building.

Inside the lobby, Eve notices that the elevator to the inner part of the company is locked. To unlock it, they must first convince the receptionist to let them pass. Since Eve is not making much progress with her charm, she lets Mizuki give it a try, which proves more successful.

In the public area of the company, Eve visits the drugstore and the kiosk, asking Mizuki to purchase items for her. She obtains a Power Smoothie and a laxative. These two items can be combined to create a... special smoothie.

Eve also checks the public restroom on the right. In the trash, she finds a used latex glove. She should also inspect the cleaning supplies closely. She learns that the items belong to a janitor named Patricia Dohmen, which may come in handy later.

Next, Eve enters the conference room in the eastern area. On the table, there's a useful ID Card, which the HR personnel is guarding closely. He is also very protective of his smoothie, which suspiciously resembles the one Eve obtained from the vending machine earlier. Eve asks Mizuki

to distract the friendly HR personnel, then discreetly swaps his smoothie with her special concoction. Afterward, Eve and Mizuki briefly exit the room. The laxative takes effect quickly, and the HR personnel rushes out of the room. Now, Eve can pick up the ID Card without any issues. Using this card, Eve and Mizuki can access the employee area at the southwestern end of the public area.

Chapter 4 - Greenhouse Level 2

In the employee area, there's the security office and another elevator. However, the ID Card they found does not grant access to the Research and Development (R&D) area, which requires additional clearance.

The security office is intriguing but locked. A biometric scanner ensures that only individuals with the correct fingerprints can enter. They can communicate with the security officer on duty through the intercom by pressing the call button. However, convincing him to open the door is challenging. Eventually, Eve pretends to be a member of the cleaning staff, answering with "Patricia Dohmen" when asked for her name. Although the officer does not allow Eve inside, he promises to leave his trash outside the door once he's done with his meal. Therefore, Eve briefly leaves the scene and returns later. After some time (Eve can explore the HR area while waiting, even though there's not much to do there yet), a garbage bag is placed in front of the security office. Eve picks it up and should examine it immediately. Inside the bag, she finds a plastic bottle used by the security officer, which has his fingerprints.

The scanner cannot recognize the fingerprints on the bottle, so Eve must assist it. Using the promotional sticker, Eve takes the fingerprints from the bottle and transfers them to the used latex glove. With this glove, the scanner now recognizes her as having the correct clearance, and she can enter the security office.

Inside the office, Eve quickly deals with the surprised security officer. She examines the console with security cameras and makes a horrifying discovery. While processing this information, they are interrupted by Smith, who holds the ladies at gunpoint and sheds some light on the situation.

At the end of the conversation, Eve must react quickly to overpower Smith. She throws the smoothie from her inventory at him, allowing her to subdue Smith and take his gun. Additionally, she can use the console to unlock the ID Card for the Research and Development

area.

Following these revelations, Mizuki understandably becomes quite distressed. Eve should gently comfort her to help her regain composure.

Chapter 4 - Greenhouse Research and Development

Eve can now take the elevator to the Research and Development (R&D) department. She also locates the obvious entrance to the secret cloning lab, which is heavily guarded. To gain access, Eve must first clear the way. She starts by heading left into a small storage room, where she finds an old coin on the floor.

With the coin in her possession, Eve returns to the Human Resources (HR) area. Her goal is to somehow get rid of the maintenance droid blocking access to the maintenance shaft. To achieve this, she needs to create some chaos.

In the only open office on the left side, there's a convenient drainage pipe running along the wall. Eve intends to shoot a hole in it, but an unsuppressed shot would be far too loud. So, she constructs an improvised suppressed pistol using the plastic bottle and Smith's pistol. With this makeshift weapon, she can quietly shoot a hole in the drainpipe.

The damage must be reported to the maintenance droid immediately, and it promptly takes care of the issue, clearing the way.

In the maintenance shaft, Eve finds a large control panel with controls for the R&D department. She uses the coin to loosen the screws.

Now, she needs to figure out the right switch combinations to achieve two objectives: deactivate the security cameras in the access room to the secret lab and lure the guard away. A glance at the small display can provide useful hints.

There are ten in



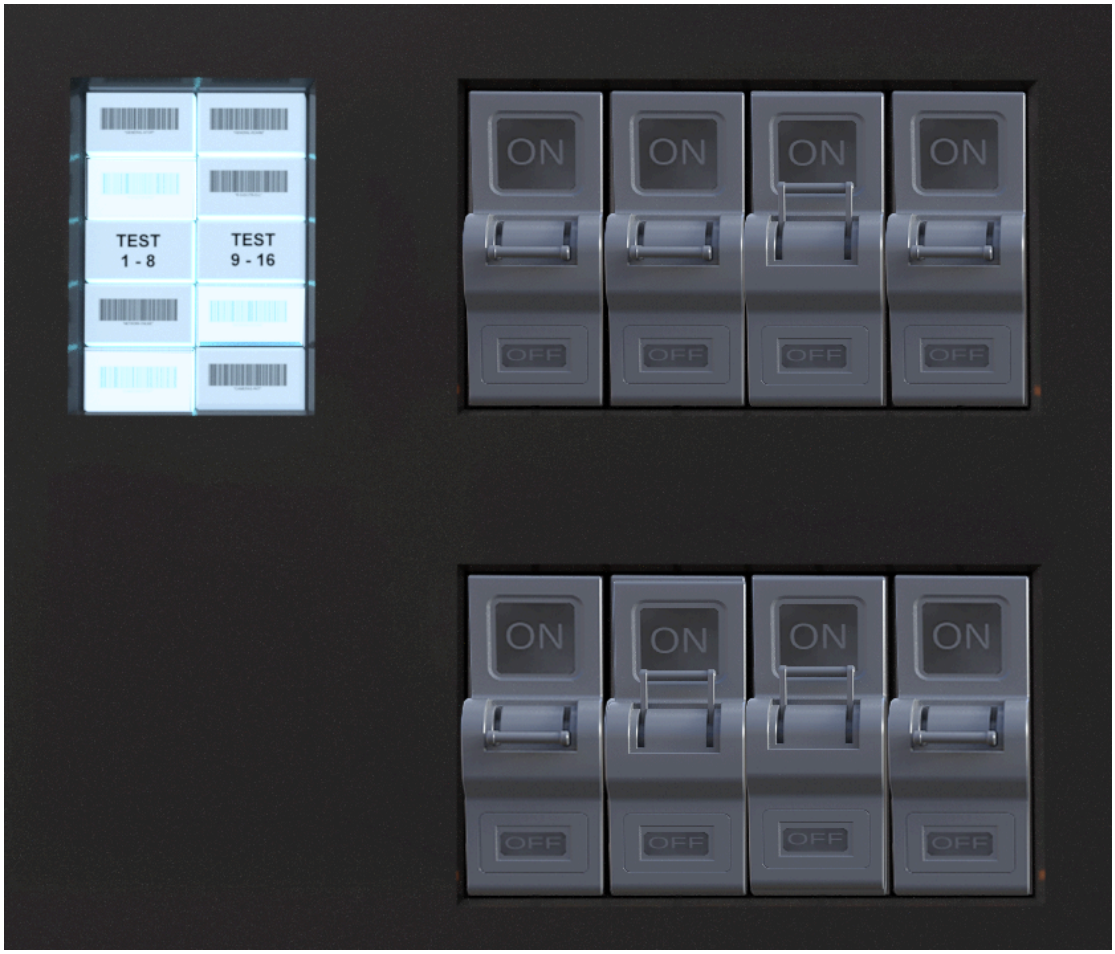
dicators for eight switches. Two of them are marked as "Test" and apparently serve no function. When various switches are moved, the corresponding indicators light up, indicating something is happening. Unfortunately, the "General Stop" switch is not functioning, so a more creative solution is required.

First, Eve needs to disrupt communication so that the officer cannot summon a maintenance droid. She sets switch 6 to "on." Then, she disables the security cameras by setting switch 7 to

"on."

When the security officer notices that the cameras have failed, he attempts to call his colleagues. However, since we disrupted the network with switch 6, this is futile. He leaves his post to address the problem himself.

As Eve's existing methods won't get her past the biometric scanners of the elevators in the access room, she also needs to flip switch 3 to open the elevator doors and switch 4 to "off" to send the elevator down.



This reveals a ladder in the elevator shaft, which Eve and Mizuki can use to access the secret cloning lab.

Chapter 4 - The Secret Cloning Lab

On her way down, Eve loses her entire inventory, except for Smith's pistol. While in the cloning lab, Eve can explore the area, but the most crucial element is the rear cube on the right side, where the real Mizuki is trapped inside a tank.

When Eve presses the button to open the cube, the door does open, but it immediately closes when she releases the button. She asks Mizuki to hold the button down for her so that she can enter the workspace.

As Eve interacts with the biotank, she is surprised by Dr. Elgin, who locks her inside the workspace and threatens Mizuki. Eve has no choice but to engage in a conversation with him. In the end, Eve has only one shot and a limited amount of time to save one of the two Mizukis, leading to different endings depending on the choices made throughout the game.