Synthetic Soul Guide

This guide helps unlock all the content within “Synthetic Soul” This guide is broken into different sections: “Terms, General Game Tips, Co-workers, and Endings.”

Terms

1. Greydoll - Mechanical humanoid created by David Industries.

2. R or Rimens - The currency of the Rima Sovereignty, the game’s location.

3. Districts - Metropolitan City States under the Rima Sovereignty.

4. Stock - Fractional ownership of an organization.

General Game Tips

Whatever style you play the game in, here are some tips in general.

1. Always max out your classes every given day; it will build up over time.

2. Always check the Stock Market Prices by low and sell high on Saturday and Sunday.

3. Focus on getting money first, then everything else.
This is because stopping to buy items will slow you down.

Co-Workers

The list of Co-Workers so that they are added to the game. Once you move to their location, Head to Sleep and win the mini-game to sleep with them.

1. Green Knight Estina (Hearth Home)



- Estina will sleep with you if you prove you know about her people and have a good heart.

For max points, choose:

“Yes, I know of your people.”

“Help as many people as possible.”

2. Faith (Clearview Condo)



Faith will sleep with you if you have taken three normal classes and ask to do it.

5. Relyia (Misty Mansion)



Relyia will sleep with you if you show you are in a good relationship and optimistic about her marriage's future.

For Max Points, choose:

"Yeah, I'm happily Married."

"Don't over think it, you Married them for a reason."

6. Vhaella (Precipice Penthouse)



Vhaella will sleep with you if you have taken 12 expensive classes or have greater than or equal to 10,000 Rimens in your account.

You must flirt with her at the start of your conversation to arrive at this choice.

Choose this option to start it:

> “Busy thinking about you.”

Endings

There are two ending in Synthetic Soul:

First: Reject the Greydoll at the start of the game to get an ending.

Second: Go on the Secretary Date to get Ending number two.