



SILENT ECHO

Official Walkthrough

V0.1.4

This walkthrough is a reward for our Patreon supporters.
Please do not redistribute it 😊

1.	Foreword	3
2.	Player Statistics	4
1.1.	Stamina	4
1.2.	Dexterity.....	4
1.3.	Alignment.....	4
1.4.	Corruption Level.....	4
1.5.	Corruption	4
3.	Player Skills	5
3.1.	How dexterity works	5
3.2.	Damage Types	5
3.3.	Slot 1	6
3.4.	Slot 2	7
3.5.	Slot 3	8
4.	Intro	9
5.	Chapter 1	10
5.1.	Part 1: Acquiring the clearance level 1 keycard	10
5.2.	Part 2: Acquiring the clearance level 2 keycard	10
5.3.	Part 3: Boss encounter	11
6.	Characters	12
6.1.	Emilia Vasquez	12
6.2.	Ava	13
6.3.	Lina.....	14
6.4.	Victoria Cross	14
7.	Side Quests	15
7.1.	Missing In Action.....	15
7.2.	Unlikely Alliance	15
7.3.	Memories.....	15
7.4.	Knee Deep In The Goo	15
8.	Notable Items	16
8.1.	Pink Dildo	16
8.2.	Unknown Key	16
8.3.	Sucker Parasite.....	16
8.4.	Damaged Aegis Armor	16
8.5.	Slime Suit.....	16

1. FOREWORD

Thank you for supporting Silent Echo!

As a valued supporter, we are pleased to offer you exclusive access to our official walkthrough. Your support is essential in helping us achieve our goals, and we appreciate it greatly.

We hope this walkthrough will help you navigate throughout the world of Silent Echo and make the most of your experience. Thank you again for your support!

2. PLAYER STATISTICS

1.1. STAMINA

Stamina dictates your resistance to fatigue and your ability to overcome physical challenges. The main benefit of this statistic is the 10 Health Point increase that comes with each Stamina point. In rare occasions, Stamina is also used as a stat check to perform special interactions.

In Chapter 1, you can acquire 5 additional points at the upgrade station available in Lab 1A.

1.2. DEXTERITY

Dexterity increases your overall damage and enhances your natural agility and reflexes. The main benefit of this statistic is its impact on your damage output as all skills possess a dexterity modifier. In rare occasions, Dexterity is also used as a stat check to perform special interactions.

In Chapter 1, you can acquire 5 additional points at the upgrade station available in Lab 1A.

1.3. ALIGNMENT

Alignment reflects the current perception of company regarding your behavior. It has two separate scales named Compliance and Defiance.

They are completely independent from one another, and depending on your playthrough, you may choose to be a complete rebel, a loyal soldier, or an operative that occasionally bend the rules to achieve its goals.

It is the most important statistic in the game, remember your actions have consequences!

1.4. CORRUPTION LEVEL

The corruption level indicates how many times you have experienced a transformation, with each level taking you down further the slippery slope. Once a corruption level is gained, it is impossible to lose it.

At the moment, the maximum corruption level is 2.

1.5. CORRUPTION

As you play the game, some interactions will cause your corruption to rise. Once it hits 100, a corruption level is gained and the statistic is reset to 0.

As long as you do not reach 100, there are ways to reduce your corruption by asking Dr. Vasquez for her service. If you are on the Defiant path, getting a blowjob from Ava will slightly reduce your corruption for free.

3. PLAYER SKILLS

Complete list of the currently obtainable player skills. This will grow over time as corrupted abilities and more gear is introduced into the game.

3.1. HOW DEXTERITY WORKS

All player skills have a dexterity modifier that influences the damage output of a skill. This works by taking your current amount of dexterity points and multiplying it.

Let's take the Piercing Shot ability as an example. We will assume that you are using the UMP-69 rifle and you have a total of 7 dexterity points. The dexterity modifier of the Piercing Shot ability is 3.

The base damage of the UMP-69 rifle is 20. On top of this, we independently add the dexterity points scaled by the modifier on top of the base damage, which results in $7 * 3 = 21$.

Your final damage becomes $20 + 21 = 41$ damage.

Slot 1 skills benefit from weapon upgrades. They are calculated independently and are not affected by the dexterity multiplier.

3.2. DAMAGE TYPES

PHYSICAL

Physical damage is the basic, all-purpose damage type you will find on many abilities. It doesn't have any drawbacks, but it doesn't have any special effects on enemies.

ENERGY

The monsters in Chapter 1 currently take 15% increased damage from energy attacks. You can see their resistance and weaknesses on their codex pages.

Later, beside this permanent effect, we will add a small chance for energy attacks to trigger a special effect.

LUST

Lust Damage is found on xenomaterial related abilities.

When enemies use lust skills on the player, 25% of the inflicted damage is converted into corruption, so be careful if you're getting into a fight while your corruption is already high!

When the player use lust skills on enemies, well there are none for now but we'll think of something fun 😊

3.3. SLOT 1

Slot 1 abilities are basic attacks that are always available with no cooldown. They usually are associated with a specific weapon or your current physical appearance.

VOLLEY

- Damage Type: Physical
- Base Damage: 20
- Dexterity Modifier: 1
- Upgrades: Uranium Rounds (+10), Tactical Grip (+10)
- Condition: Learned by equipping the UMP-69 rifle

PLASMA VOLLEY

- Damage Type: Energy
- Base Damage: 20
- Dexterity Modifier: 1
- Upgrades: Uranium Rounds (+10), Tactical Grip (+10)
- Condition: Learned by equipping the modified UMP-69 rifle
- Special: Has a native 15% crit chance instead of 5%.

BLAST

- Damage Type: Physical
- Base Damage: 30
- Dexterity Modifier: 1
- Upgrades: Unstoppable Force (+10), Super Heated Rounds (+10), Divine Hammer (25% Crit Chance)
- Condition: Learned by equipping the SX-9 "Bumblebee" Shotgun

3.4. SLOT 2

Slot 2 abilities are more powerful attacks or utility skills with a short cooldown. Currently, Piercing Shot is the only one available.

PIERCING SHOT

- Damage Type: Physical
- Base Damage: Base damage of your current weapon
- Dexterity Modifier: 3
- Upgrades: None
- Cooldown: 2 Turns
- Condition: Learned automatically when you start the game

3.5. SLOT 3

Slot 3 abilities are very powerful attacks with a long cooldown. Currently, Grenade Toss is the only one available.

GRENADA TOSS

- Damage Type: Physical
- Base Damage: 25
- Dexterity Modifier: 5
- Upgrades: None
- Cooldown: 4 Turns
- Condition: Learned automatically when you start the game
- Special: Area Of Effect attack. All enemies will be damaged.

4. INTRO

The introduction sequence is very linear but contains the most important choice of the game.

As you arrive at the facility, the first choice you're met with is to investigate the vehicle. Investigating it will reward you with a special rare medkit, whereas ignoring the vehicle will give you nothing.

Once inside the lobby, you will find the receptionist's body and have a chance to check her desk for something useful. If you do take time to rummage through the drawers, you will find a mysterious key you will later be able to use at the administrative floor. Don't worry if you miss the key, you will be able to go grab it later.

After this, you find yourself in Hallway 1A and encounter your first drone. After defeating it, you will be prompted to kill the drone or hold fire, which is the most important choice of the game that leads to two very different experiences and routes.

Defiant Route

If you choose to hold fire, the drone will offer sexual relief and will later become a companion we'll refer to as Ava in the walkthrough.

Choose the defiant route if fighting against the authority is your thing and you have a deeper interest into the corruption aspects of the game.

You will also get +1 Defiance for this choice.

Compliant Route

If you choose to kill the drone, the friendly drone (we'll refer to it as Ava, which is the default name) will not be available in the game. Instead, you will get a different companion named Lina.

Choose the compliant route to have a more action-oriented experience and receive better support from the company as you progress.

You will also get +1 Compliance for this choice.

Following this choice, Emilia will be introduced in both cases and Chapter 1 will begin.

5. CHAPTER 1

5.1. PART 1: ACQUIRING THE CLEARANCE LEVEL 1 KEYCARD

In Chapter 1, Emilia first task you with making your way to the security center and acquire a clearance level 1 keycard.

Defiant

If you chose to spare Ava, visit Storage Room 1A to unlock her options and the ability to assist you in some encounters.

Once she has evolved to level 1, you will be able to ask her to join your squad. In addition, a new small talk option will be available with Emilia once you have met Ava in storage room 1A, giving an additional Emilia trust point.

Compliant

If you killed Ava in the prologue, visit Storage Room 1A to find Lina and repair her at the workshop for 50 resin. As this choice in the prologue grants 100 resin, you should be able to repair her right away. Once repaired, Lina will join your squad.

Once you arrive at the security center for the first time, you will find Agent 11's dead body and obtain the SX-9 "Bumblebee" shotgun as a new usable weapon. You will also acquire the "Electronic Keycard S-1" item required to access the east wing of the facility.

Return to Emilia and you will get the next task, which is to find a clearance level 2 keycard.

5.2. PART 2: ACQUIRING THE CLEARANCE LEVEL 2 KEYCARD

After you receive the task, talk to Emilia again and you will be able to get the "Memories" personal quest and the key to her office.

Compliant

A new small talk option will become available for an additional Emilia trust point.

Currently, there is only one way to complete this task as the administration floor is not implemented. Head to the east side of the facility and once you step into Hallway 2A, you will have your first encounter with a Predator. Upon defeating it (or losing), Predators will become available as random encounters across the whole facility.

From Hallway 2A, you can go into Lab 2A and investigate the shiny object, which will turn out to be Emilia's lost keycard. In addition, you can enter her office if you have her key and pick up the framed photo for the "Memories" quest.

You can also visit Storage Room 2A to begin the "Knee deep in the goo" side quest and meet Victoria Cross.

Return to the lab to inform Emilia you have the new keycard and you're ready to proceed to the communications building. You can also turn in the "Memories" quest for +2 Emilia Trust.

It is recommended to hand-in the quest "Memories" before "Times of Trouble" as you will have a different scene if you have 5 trust points. Otherwise, a "join squad" option will become available as soon as you reach 5 trust with Emilia, playing a different variant of the scene.

5.3. PART 3: BOSS ENCOUNTER

Return to the Main Hall. You now can access the Passageway, which will start Chapter 1's boss encounter. It is highly recommended to save before you proceed any further as this encounter can kill you.

There are special safeguards for Emilia and Ava. If Emilia has 5 trust points, she will be automatically added to the squad. If Ava has evolved to level 1, she will be automatically added to the squad as well.

Depending on the route you chose and your progress with the characters, you can receive some assistance for the fight:

- If you have raised Emilia's trust to 5 points, she will join you for the boss fight and provide in-combat healing assists.
- If you are on the defiant route and have raised Ava's evolution level to at least 1, she will join you for the boss fight and provide in-combat extra damage.

You will encounter and fight the first Guardian type enemy of the game. Upon defeating it, you head to the communications building... and that's it for now 😊

6. CHARACTERS

6.1. EMILIA VASQUEZ

Emilia is the head of research at Installation Echo. All players meet her after the fight with the unknown entity, regardless of the choice.

She has two statistics of note:

- **Trust:** Raising her trust will make Emilia more likely to follow your instructions without question. This can also be seen as a loyalty statistic. To raise it, spend some time getting to know her better and complete any personal quests she may offer.
- **Corruption:** Raising her corruption will increase her libido and reinforce her sexual bond with you. If you raise this statistic, the xenomaterial will further corrupt her body and likely cause her to evolve into something else.

In chapter 1, you can get a total of 5 trust points. Three of them are from the small talk options, the other two come from completing the “Memories” quest.

Once you reach 5 trust points, Emilia will join your squad, either once you hand out the campaign quest or by selecting the “Join Squad” option. She will also autojoin your squad for the final boss fight if she is not yet in the squad.

If you are on the defiant route, one of the trust points requires to have met Ava in Storage Room 1A, which will provide a new small talk option. On the compliant route, it becomes available as a new small talk option after turning in the first part of the “Times of Trouble” quest.

You can also find a total of 2 corruption points.

- The first one is obtained by giving in to the temptation when you get an involuntary footjob the second time you rest in the laboratory.
- The second corruption point requires the player to have reached corruption level 2. After returning to Emilia and getting the civilian clothes, a new “Physical Exam” option becomes available. The first time you accept her relief assistance, she is not wearing gloves and it will increase her corruption. Afterwards, she will always wear gloves.

Emilia has two services of note. The first one is corruption reduction, which removes all of your currently accumulated corruption for 25 resin. The second one is parasite removal, which she will perform for the price of 10 resin.

6.2. AVA

Ava is only available if you spare the drone during the introduction sequence. To enable Ava, visit Storage Room 1A after the introduction sequence is over. You will also have the option to rename her.

She has three statistics:

- **Bond:** Reflects the current depth of your relationship with her. As you raise it, you'll both grow more loyal and emotionally attached to one another. Raising this stat also make it more likely for her to provide gifts.
- **Evolution Level:** Ava can consume other creatures and items of interest to become more powerful and dangerous. Currently, only one evolution level is implemented.
- **Evolution:** Defines how close Ava is to her next evolution. Raise this to 100 to trigger an evolution event, which will cause her evolution level to be raised.

To unlock the ability to earn bond points, you need to raise her evolution level to 1. Two small talk options becomes available, each awarding one bond point. The "A Gift" small talk option will also award you with a unique "Fizzy Wizzy" rare drink that restores all HP on use.

In addition, raising her evolution level to 1 will allow you to ask her to join your squad. Otherwise, she will automatically join your squad for the final boss fight.

A blowjob option is also available. Whenever you get a blowjob, Ava will also reduce your current corruption by up to 20 points.

If a parasite has attached itself to you, Ava is able to remove it for free.

6.3. LINA

Lina is a combat drone companion you can find on the compliant route, which requires to kill the drone during the introduction sequence.

Getting Lina only requires to visit Storage Room 1A and repair her at the workbench.

She has one statistic:

- **Bond:** Reflects how in tune you and Lina are with each other, complimenting your synchronicity in the field and is influenced by the choices you make with it.

6.4. VICTORIA CROSS

Victoria is an infected researcher you can meet on all routes. She is located in Storage Room 2A.

Be careful, as soon as you step into Storage Room 2A for the first time, a mini boss fight will be triggered. After the creature is defeated, you will meet Victoria and receive the “Knee Deep In The Goo” sidequest.

She has one statistic:

- **Stability:** The measure of Victoria's state of mind, and her belief in you as an anchoring force.

There are two ways to play with Victoria. You can choose to continue the sidequest, or if the main character's corruption level is two or more, you can choose to wear Victoria as a slime suit, making her a permanent companion.

7. SIDE QUESTS

7.1. MISSING IN ACTION

This quest is about finding the missing agents. Currently, you can only find Agent 11 as the others are not yet implemented.

You can find Agent 11 by visiting the Security Center.

7.2. UNLIKELY ALLIANCE

This is Ava's personal quest. It is automatically started the first time you visit her in Storage Room 1A and name her.

Currently, all you have to do is raise her evolution level to 1.

7.3. MEMORIES

Memories is the first personal quest you can get for Emilia.

To start it, visit Emilia after you have picked up the clearance level one keycard from the security office. The quest will be available as an option. Head to the east wing and enter Emilia's office to recover her family photo. Head back to Laboratory 1A to turn in the quest and receive 2 trust points.

7.4. KNEE DEEP IN THE GOO

This quest is started by visiting Storage Room 2A. After the mini-boss encounter, you will meet Victoria Cross, an infected researcher.

Victoria will ask you to go talk to Emilia about her condition and if she has any idea to help Victoria. Emilia will ask you to find some documents somewhere in the administrative floor. Currently this cannot be completed as the administrative floor will only be available in the next patch.

There is however a secondary way to help Victoria. If your character has reached corruption level 2, a new option will be available in Storage Room 2A called "A slime suit".

This option will allow you to wear Victoria as a slime suit over your body, with the downside that you will not be able to wear any other clothes for quite some time. The slime suit does come with some benefits, including a unique trait that reduces corruption gains by 50%. This will be very useful in chapter 2 and beyond as the threat of losing your manhood looms ahead with the next corruption levels.

In addition, there are upgrades available for the slime suit at the workshop.

8. NOTABLE ITEMS

8.1. PINK DILDO

The pink dildo is a unique item you can find by scavenging in office spaces. Currently it has no purpose as the events it is intended for are not yet implemented.

8.2. UNKNOWN KEY

You can find the unknown key by rummaging through the reception desk's drawers. Currently it has no purpose as it is meant for something in the administrative floor, which is not accessible for now.

8.3. SUCKER PARASITE

It's not a usable item but it does warrant to have its own mention. When scavenging in office spaces, you may sometimes encounter a sucker hidden away inside a drawer.

When it latches on you, any time you change rooms, your corruption will increase by one point.

The first time, you cannot escape its grasp and you will have to ask either Emilia or Ava for assistance to remove it. Emilia can do it for 10 resin, whereas Ava will do it for free.

The next time you encounter a sucker, you will have the ability to slam the drawer shut and avoid the encounter if you have raised your Stamina to at least 12 points.

8.4. DAMAGED AEGIS ARMOR

When you reach corruption level 2, one of the main issues you will face is the loss of your armor. Although Emilia will give you something cover yourself with, you can go back to the security room and retrieve Agent 11's armor.

After going to a workbench and spending 100 resin to repair it, you will find yourself with a brand new Aegis armor suit that matches your newfound body!

8.5. SLIME SUIT

To obtain the slime suit, follow the "Knee Deep In The Goo" side quest.

Once you have met Victoria and spoke to Emilia about her condition, as soon as the main character reaches Corruption Level 2, a new "A slime suit" option will be available.

Accepting to wear Victoria as a suit will make it impossible to wear anything else than the slime suit for quite some time. However, the slime suit has a unique trait which reduces corruption gains by 50% and has a set of armor upgrades available at the workshop.

The slime suit will receive further updates in the next updates, including new shapes, bonuses and upgrades.