

A House In The Rift 0.2.3 Walkthrough

[Intro](#)

[Day 1](#)

[Day 2](#)

[Honest route:](#)

[Not-so-honest route:](#)

[First magical dream](#)

[Second dream training](#)

[Naomi Appears](#)

[Lesson three and your own dreams](#)

[Azraesha' Story](#)

[Combat Training](#)

[Rina's story](#)

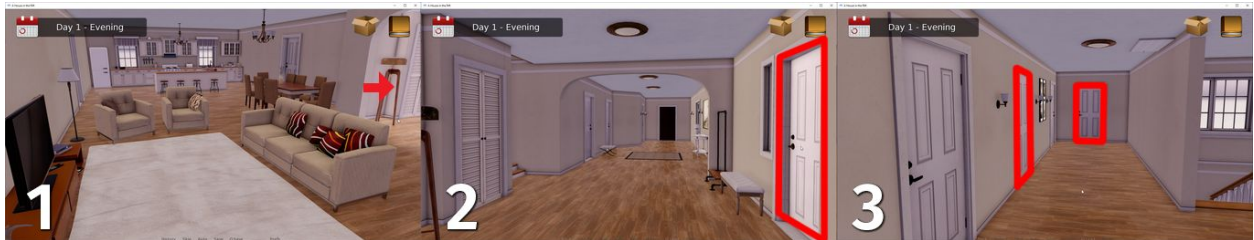
[Logic and Reason Club - Intro](#)

Intro

Day 1

When you awake in the house, you need to explore your surroundings. At the very least, you must visit:

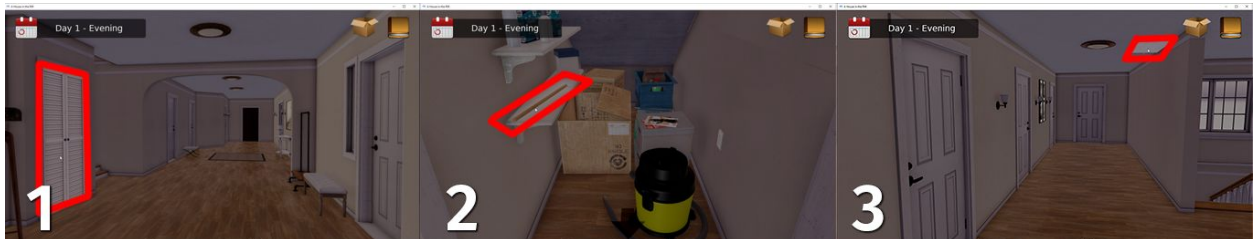
- Front door (in the main hall, to the right of the starting room)
- Bathroom on the second floor
- Your own room on the second floor



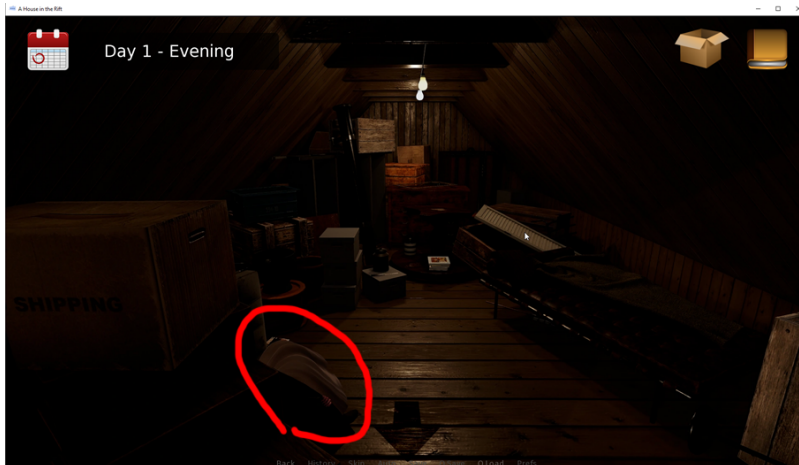
And you need to check three other doors in the house, doesn't matter, which ones.

Then go to your room and click on the bed.

After being woken up, go down to the first floor and click on the closet under the stairs. Here you will see a hookstick, pick it up, then go back up and open the attic door.



When in the attic, go to the right, and there find the hiding girl.



Talk to her, and enjoy the first scene. Unless you chose not to, that is.

Day 2

Wake up, go down to the living room and talk to the girl who is looking in the freezer. There are two possible routes there, you can either be totally honest with her, or evade her questions.

Honest route:

Tell her you like the way she looks, that you have no idea why she's there, explain the fridge to her, and offer to make breakfast for both of you.

In the afternoon, explain and watch the TV with her.

In the evening, go into the second floor bathroom, explain the shower and let her use it.

After that she will come to your room and ask you if you're a magi. Answer "no", and you'll get a HJ scene.

Not-so-honest route:

Evade her questions or just shoo her. You can have sex with her on the couch in the living room or in her part of the attic when she's there. She might be a bit miffed about you using her like that, though.

In any case, on the evening of the second day she will come to you asking questions. You can try to wiggle you wait out, but spoiler alert, you can't.

First magical dream

In any case, you will end up in a dream with Azraesha. In the morning after, go up to the attic and check out the changes there.

Talk to Rae, then in the evening, come back to her in the attic and start your training. Choose "concentrate" in the dream to successfully pass it.

Second dream training

Please note, this sequence might be impossible to complete on the first try due to the RNG!

Now your real training starts. Talk to Azraesha in her room in the evening. You must learn to get out of the dreams yourself. Once in a dream, walk towards Rae, don't pay attention to other people. Once you hold her hands, start the process.

On the first try, if you're really lucky, you can use the **"Shake off the world outside option"**. It gets you out of the dream quickly. But chances are, you won't be able to get out on the first try. Just go to sleep and try again the next day. After the third try you should be able to complete the training.

In general, use the "relax" option, while "shake the world outside will get you out faster, it's much more unstable and RNG-dependent. For now, there's no punishment for staying in for too long.

And here are the best options for each of the special choices:

- "It feels like Rae slips away from you, but she doesn't move, just looks at you intently."
"Relax your grip"
- "Another moment passes, and Rae flickers out of the vision and back. She's more of a ghost than a person now."
"Pull her closer"
- "You hear a man's voice, it's very clear and you have no doubt it's directed at you exactly."
"Keep silent"
- "You hear the same man from before shout at you."
"Ignore him"
- "You feel a hand grabbing your shoulder."
"Ignore it"

After you successfully get out, go to sleep.

Additional actions:

From this point on, you have lots of time to yourself. You can just skip to the evenings, but you might want to prepare for the future in the meantime.

First of all, check the fridge if you can. Whiskey, ice cream and meal ingredients are all good things to pick up.

You want to have at least **one bottle of whiskey and meal ingredient** before finishing the second dream training.

You can also have breakfast with Rae or watch TV with her. If you went for the **honest** route, this will boost your relationship. If she hates you a bit, there's no point, so just fill your inventory.

Rummaging in the closet doesn't really do anything right now.

Naomi Appears

You will see a dream, with a woman fighting the Kraken. And then, in the morning, Rae will wake you up with some unexpected news. Explain yourself, or don't.

When talking with the woman, if you want the "good" route and an erotic scene choose:

- Well, it's complicated
- We're floating in the sky
- With magic (Rae won't like it, but not that much)
- I can't
- It is all weird

When you're checking out the fridge, you can give Naomi a bottle of whiskey if you didn't follow the perfect route in the answers, that way you might still be able to sneak a peek later. Otherwise, just choose any question or give ice cream to Rae if you want.

When Rae gives you clothes, go to the bathroom. If you made a good impression on Naomi, you can watch her showering either before or after giving her new clothes. If you didn't, well, then you'll just have to wait outside.

There's also a "bad route" available, it doesn't really change much, but if you tell Naomi that you brought her here with magic and you won't let her go, she *might* become a bit angry at you.

Once Naomi is out of the shower, she's hungry. If you have some meal ingredients stashed, you can treat the girls to lunch. They will like that. After that, Naomi will go for a nap, and Rae will tell you to relax for the day.

After that day, you will be able to find Naomi watching TV, hanging around the hall or drinking in the evenings and interact with her a bit.

Lesson three and your own dreams

On the second day after Naomi appears, Rae will come to you and tell you that you need to continue your training. She will leave you. After you go to bed, **fight the sleep**, and you will be able to join her in a dreamscape.

Here, you can ask her all the questions you want. After that, she will explain to you how to fight, and the fight will begin. On the exact mechanics of the combat, skip to the [Azraesha's story - Combat Training](#) part.

Once you complete the dream one way or the other, talk to Azraesha in the morning. She will tell you that you now can start exploring dreamscapes on your own, and two new dreams will become available to you. You might want to do the [one with the game](#) first.

Azraesha' Story

Combat Training

Once you start training with Rae, you'll have to learn to counter her attacks. Here's a list of attack patterns. Rae always starts by selecting one of the first three combos, then one from the second list, then from the third. After the third attack the selection is completely random.

And if you want to get the *reward* (yup, that would be sex), you want to make sure that your **relationship with Rae is maxed out on the second stage**. If you were a bit of an asshole earlier, you will have to win once to reset her stage to 2.

```
rae_attack_patterns = [  
  [ #starting combos  
    ['lunge', 'side', 'lunge'],  
    ['side', 'lunge', 'side'],  
  ],  
  [ #second combos  
    ['side', 'top', 'side'],  
    ['top', 'lunge', 'top'],  
  ],  
  [ #third combos  
    ['lunge', 'top', 'lunge'],  
    ['top', 'side', 'top'],  
  ]  
]
```

And here's a table of her attacks and your defenses:

	lunge	side	top
jump back	bad	ok	good
step aside	good	bad	ok
deflect	ok	good	bad
block	bad	good	ok

You always want to defend with a good defense on the last (third) strike. Ok (blue) defenses are good for first and second strike, but you might want to use a good defense on the first or second strike to throw Rae off-balance a bit, then you can reduce the damage from her later attacks.

And here's a list of best counters for each of her attack series:

Pattern: 'lunge', 'side', 'lunge'

Defense: deflect, block, step_aside : hp lost = 0 advantage: 2

Pattern: 'side', 'lunge', 'side'

Defense: deflect, step_aside, block : hp lost = 0 advantage: 3

Defense: block, step_aside, deflect : hp lost = 0 advantage: 3

Pattern: 'side', 'top', 'side'

Defense: deflect, jump_back, block : hp lost = 0 advantage: 3

Defense: block, jump_back, deflect : hp lost = 0 advantage: 3

Pattern: 'top', 'lunge', 'top'

Defense: block, step_aside, jump_back : hp lost = 0 advantage: 2

Pattern: 'lunge', 'top', 'lunge'

Defense: deflect, jump_back, step_aside : hp lost = 0 advantage: 2

Pattern: 'top', 'side', 'top'

Defense: step_aside, deflect, jump_back : hp lost = 0 advantage: 2

Defense: step_aside, block, jump_back : hp lost = 0 advantage: 2

Defense: block, deflect, jump_back : hp lost = 0 advantage: 2

After the first fight you will get your **first combat level up**. You will get further advancements once you get enough XP. You get 1 XP for losing, and 2 for winning. To get to the maximum level in the current version, you need 8 XP in total, so 4 wins or 8 losses.

You will need concentration level 3 (8 XP) to finish Naomi's story in this version of the game.

Once you got your reward from Rae, her story ends for now.

Naomi's Story

Pig Dice Dream

Once you finish your first training with Azraesha, you will be able to visit Naomi's dream. It's of the tavern in a small port town. She will offer you a game. You have to have your concentration level high enough to maintain the control of the dream.

Once you start playing with her, the objective is to **lose**. You can do that just by passing her the dice after each throw, but sometimes you will get *really* lucky, and Naomi totally unlucky. In that case, try again on the next day.

Once you lose, if she likes you enough, she will offer you an alternative to the bet you made earlier. Agree, and watch the scene.

If she doesn't like you enough, spend some time with her in the house. Bring her whiskey in the evenings or just netflix and chill (not *that* kind of chill, not yet, anyway) in the afternoon.

After you get the scene, her story is over for this version of the game.

Rina's story

Logic and Reason Club - Intro

When you dive into the dream of "Playing a game on your phone?", you will find yourself in your room, some time ago, playing a game on your old phone.

Once you get to the test part, the answers are:

- All tourists are people
- All lions are panthers
- No bikeriders are waterrats
- No elderly are employees
- All pieces are parts
- No apples are kiwis
- All lands have houses
- No crabs are molluscs
- No plants are bushes
- No calendars are notebooks
- No magazines are advertisements
- Some life savers are no bumper cars

Watch the scene, and in the morning, you'll get your hands on the new (old) phone of yours! There's an app that shows you some info about the girls, most importantly, the progress of your relationship.

That's it for Rina in this version.