

I'm not a bot



Strive for power cheats

Go to the Mage's Order and request an audience. You'll need to give away a female human slave with average appearance (40) or higher, 80 obedience, and hand her over. Meet Melissa, who will offer you a partnership and 250 gold in return. Agree to the terms. Your next task is to deliver a fairy. You can find them at the Far Eerie Woods or ask Maple at the Slaver's Guild for assistance (you must do this if you want Maple as a slave). Remember to bring a rope when capturing one. Once acquired, move the fairy into your residence and hand her over to Melissa, receiving 500 gold and a level-up in return. At this point, you'll need the Alchemy Room upgrade to continue. Melissa requires you to find Sebastian and acquire special medicine he's preparing for her. Sebastian can be found at the market, but you'll also need to obtain 2 "Basic Solutions" and 2 "Magic Essence" from there. Combine these with the "Minorus Concoction" provided by Sebastian to create a "Youthing Elixir". Hand over the elixir in your pack (not storage) to complete the quest and earn Journeyman rank. Modification station[] This quest may take some time. Return to Melissa, hand her over a reward for completing Adept rank with the Mage order; receive 750 gold and another level-up. In Gorn, resolve a dispute and meet Gorthor at the palace; later, deal with Ivran, the ambitious young leader of the Tribal Elf clan. Search the outskirts of Gorn to find Ivran's location and prepare for battle. Next, visit Adya, who seeks a slave with high magic potential, and head back to the palace to request that Garthor be taken from Ivran; this will unlock the alchemist. Return to Melissa, then proceed to Amberguard, where you'll receive another quest. Upon arriving at Amberguard, head through the Amber Road to the cliff entrance, finding it blocked. Look for clues in the area and recruit Aymaris to aid with your next main mission. Search for a Dark Elf named Shuriya in Umbra's slave market or other locations; once found, provide her with 2 slaves (1 Elf, 1 Dark Elf) and she'll reveal information about the entrance. Enter the hidden passage at the cliff entrance, fighting through tunnels and underground ruins until you reach an underground hall. Heal your party and prepare for a hard boss fight against Ivran's allies. After defeating them, return to Melissa for another quest reward. Later, receive a message from Melissa that the capital requires assistance with a mission in Frostford; proceed to the city hall, where you'll be briefed on the situation and told to explore the outskirts of Frostford. A Dryad will reveal herself, claiming responsibility for Frostford's plague and trespassing by its people. End the questline by firing the current leader, and your reputation standing with Frostford will affect the outcome. You will meet Zoe upon entering the hall, who claims she can solve your problem. Return to the Dryad and gather items: 15 Nature Essence, 5 Fluid Substance, and 500 Food. Upon returning, you'll be ambushed by a large group of marauders; use party members with high strength and endurance to win the fight. Zoe will be fatally wounded, but you can save her by sacrificing a party member. The Dryad will tell you to choose someone to sacrifice. Return to Frostford to finish the quest. If Zoe survives, you'll also be given the option to take her as a slave. Melissa will instruct you to speak with Garthor in Gorn, who informs you that Adya has been kidnapped by Ivran's old clan. You can track Adya's location using a vial of blood from an Alchemist shop. To rescue Adya, choose to defend the Elves against slair. If you save her, you can recruit her back to your mansion later. Hade will appear and offer to join him in exchange for power; refuse this offer. You may be attacked by Garthor and his warriors upon leaving the cave, but joining Hade is an option. If you joined Hade, you'll fight the Council Leader at the Mage Order. If you refused Hade, you'll fight him and his associates instead. Melissa will appear with one of your slaves, demanding that you let Hade go; she's revealed to be his sister working together. The slave chosen is determined by a formula based on Days Owned, Had Sex, Won battles, and Level. To avoid certain death, let Hade go free. Melissa seizes hold of Hade but disappears without a trace. Let one slave perish instead - Melissa kills the slave, but you restrain her and apprehend Hade. As a result, Melissa becomes your captive while Hade is put to death. Following this confrontation, the game will transition into its conclusion, showcasing how your actions influenced the townspeople and NPCs. Given article text here Strive requires patience when troubleshooting and disabling mods. Here are some common issues and solutions: ****Disabling Mods:**** 1. Open the game's Mods menu, select unneeded mods, and click "Reset" to disable all mods. 2. Alternatively, deselect mods you want to remove, then click "Apply" until a completion popup appears. If errors occur after disabling mods, reinstall the game and try again. ****Common Installation Problems:**** 1. Verify the mod's installation instructions, ensure it is compatible with your version of Strive, and check for any minor file path deviations. 2. Be aware that even small changes to folder paths can affect mod functionality. 3. When using "Apply" or "Reset," script files will revert to backup versions; only selected mods will be active afterward. ****Mod Conflicts:**** 1. Multiple mods changing the same file can lead to conflicts, such as overwriting code multiple times or altering line numbers. 2. Flip the install order of conflicting mods or manually edit the code if necessary. ****Experimental Setup for Modding on MacOSX:**** This setup may not work for everyone; create a backup before attempting it. To adapt this guide from RK76Manishog's post: 1. Open both the Mac and Windows versions of the game. 2. Find the hidden "import" folder in the Windows version, delete "Strive.exe" and "icon.png.import" files, then open the Mac version. 3. Right-click on "Strive For Power.app," click "Show Package Contents," and move necessary files into "/Contents/Resources." 4. Run "Strive For Power.app" to test its functionality; seek help if issues persist. To install portrait packs for Strive, follow these steps: Open the "/Users/USER_NAME/Library/Application Support/Strive" folder and create the 'bodies' and 'portraits' folders if they do not exist. Place downloaded portrait pack files in their respective folders. Common setup problems include: 1. If the mod system has errors, try moving the Strive program folder to a less restricted location. 2. If you started a progress before switching to this setup, edit your save file to replace '.gdc' with '.gd'. For modders, the mod system does not provide a GUI for easier modding. Mods are stored in the 'user:/mods/' folder, which displays the current mod folder path and provides an "Open Mod Folder" button. The 'res://details.ini' file stores information about active mods, install order, and files added by patching. Each mod's folder should have an 'info.txt' file containing a description of the mod to be shown in the Mods menu. The game was made using the Godot Engine, which uses GDScript for script files. Scene files store data for creating specific GUIs and should be edited using the Godot Editor. On startup, if the "backup" folder does not exist, it creates a backup copy of its script and scene files. A new backup can easily be created by deleting or renaming the backup folder and starting the game. Basic modding involves creating a folder in the game's mod folder with your mod's name, adding a 'scripts' folder, and copying the desired script file. The modified file will be applied by the mod system. The modification system allows old changes to be transformed into mods, but if each mod simply replaces a file, they cannot coexist. To address this, the mod system provides tools for editing scripts with precision and efficiency. To edit existing script files without overwriting them entirely, find the code you want to change, identify the file-scoped definition containing it, and copy the entire definition into your mod file. Edit the copied definition as desired, and it will completely overwrite the original definition, leaving other parts of the file untouched. If your mod provides a new definition that doesn't match any existing one, it will be added to the end of the file. For instance, if you have an original file 'res://files/example.gd' with contents 'var a = 10 func b(): print(10)', and your mod file 'user:/mods/YOUR_MOD_FOLDER/example.gd' contains 'var a = 5 class c: var d = 4 func b(): print(1) print(2)', the resulting file will be 'var a = 5 func b(): print(1) print(2) class c: var d = 4'. This approach enables overwriting only the desired parts of the original file. In cases where you want to edit just part of a definition, you can use the '#' tag above the definition, which adds code at line X of the definition's contents without overwriting the entire definition. For example, if the original file 'res://files/example.gd' contains 'func a(): print(10) class b: var c = 5 var d = 10', and your mod file 'user:/mods/YOUR_MOD_FOLDER/example.gd' has 'func a(): print(1) print(2) class b: var e = 0', the resulting file will be 'func a(): print(1) print(2) print(10) class b: var c = 5 var e = 0 var d = 10'. Another available tag is '#', which ignores the definition's contents and removes lines from X to Y in the original definition. Keep in mind that changes to the code can make it challenging for other mods to work with nearby code, potentially resulting in unexpected behavior. The system attempts to track line number shifts but won't resolve conflicts between mods. As of version 0.5.26, the system also supports patching, where all files in the 'user:/mods/YOUR_MOD_FOLDER/patch/' folder are copied into the game folder using the relative path. You can add custom files to your mods by placing them in 'user:/mods/YOUR_MOD_FOLDER/custom_mod_files/'. These files won't replace any game files, so you can use them freely. However, if you want other scripts to call these files, you'll need to give them a path using globals.modfolder as reference. Example: loading a custom script or image by its path in 'YOUR_MOD_FOLDER/custom_mod_files/NEW_CUSTOM_SCRIPT.gd' or 'YOUR_MOD_FOLDER/custom_mod_files/NEW_CUSTOM_IMAGE.png'. To simplify the process of editing code, you need to calculate the index by subtracting the line number of the definition's beginning from the desired line and then subtracting one. Lines starting with '#' are considered comments or notes. The regex pattern for definitions includes a leading comment group, which only applies to untagged changes. The group consists of any number of comment lines immediately before the header, as long as the '#' is at the start of the line and no other lines follow. Syntax for classes and functions: * Example header groups: 'class NAME func NAME static func NAME' * Note that the rest of the line is not part of the header or body groups. * Classes and functions use the same regex pattern for their body group, which includes all lines starting with a tab until the last line that starts with a tab. Syntax for variables and their variants: * Example header groups: 'var NAME onready var NAME const NAME enum NAME' * All these definitions use the same regex pattern for their body groups. * There are two versions: multiple lines and single line. * The multiple line version starts with a '=' followed by either '{' or '!'. * The following lines can contain anything until a matching '}' or '!' not followed by a ',' is at the start of a line. Go to the landing page, then click on "manage topics" to proceed, however the requested action is currently unavailable due to time constraints.

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