

Sacrifice For Sale Achievement Guide

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About this Guide

Sacrifice For Sale is a game with many twisting and winding paths, as such there are many different variety of ways of getting any given achievement.

In this guide often the easiest or fastest way is presented.

It is recommended that you save the game after each achievement obtained, as many achievements will reference previous achievements.

Achievements

Act 1

Act1 equates the entire section in which the player interacts with Vinny at the Door before finding their way into the house.

Knock on Wood

Once the player has finished the Tutorial-section, they will approach the house and after a brief pondering over the bird-house, the player will knock on the door and automatically get this achievement.

Successful Con Artist

Once Vinny opens the door, greet her by responding with hello.

Then: "Hello, Nice to meet you."

Then: "How are you doing?"

Then: "(Lie) Yes I live nearby"

Then: "For a while"

Then: "No, not really."

Then: "Do you wanna buy a vacuum?"

Then: "Unless I lie even more."

Then: "Over there"

Then: "Rwa?"

At that point she is convinced you are a neighbour and will become interested in buying a vacuum, thus granting the achievement.

Call Me

Follow the steps outlined in Successful Con Artist, but when you get to the step where you would choose “Unless I lie even more”, choose “Better to be honest late than never...”

Then: “I am sorry, I kinda got carried away...”

Then: “I don’t actually live here”

Then: “I am sorry for lying.”

Then: “I tried to get to know you.”

Then: Silence

Then: Silence

Then: Internally Scream

Then: Silence x3 (Do not peak.)

As Vinny returns she will hand the player her phone number and the player receives the achievement.

Polite

Follow the steps outlined in Call Me, however after internally screaming.

Choose: Silence

Then: “I should close the door for her.”

Then: Silence

The player should close the door and receive the achievement.

First Sale

Follow all the steps of Successfully Con Artist, then when she asks about the price choose: “It’s 75\$”

Then: Silence x3 (No peeking)

As she returns she will hand the player money, to buy the vacuum, and the player should receive the achievement.

Munnie

Follow all the steps of Successful Con Artist to get to the point where Vinny asks about the price, then be silent.

Then: Silence

Then: “(Lie) It’s 125\$”

Then: “I can cut the price down to 100\$”

She will agree and the player receives the achievement.

My Life As A Vacuum Salesman Who Never Sells Anything

Follow the steps of Munnie, but rather than saying “I can cut the price down to 100\$” remain silent. Then remain silent.

This will result in clenching failure from the jaws of victory and will grant the achievement.

Capitalism, Ho!

Once Vinny opens the door, instead of greeting her remain silent.

Then: Silence x4

Then: "I DENOUNCE CAPITALISM"

This will make the player look like a weirdo and grant the achievement.

Refusal Of The Call

Follow the same steps as Capitalism, Ho!, but rather than denouncing capitalism, just remain silent 9 additional times when prompted with choices. If it looks like text is repeating just keep being silent until you break out of the loop.

This will result in the player not engaging with the story and getting an early ending, earning this achievement.

Act 2

To advance to Act 2, the player must enter the house in some way and get knocked out by Mia. This will almost always happen automatically no matter what path the player chooses, the only exception being if the player, keeps spam clicking resulting in the ending achievement outlined in Refusal Of The Call.

Good Boy

As the player wakes up:

Choose: Silence

Then: Silence

Then: "Ask them"

Then: "Can you be more specific?"

Then: Silence

Then: "Those things don't exist"

Then: "This must be a dream."

This will result in being called a good boy by Mia, granting the achievement.

How Do You Do Fellow Cultists

Requirements: Player must have heard about the cult in passing, this is easily achieved by remaining silent in the beginning of Act2 and overhearing it.

Follow the steps outlined in Good Boy.

Following those steps should also fulfil the above requirements for this achievement.

Then: "Maybe? How about definitely?"

Then: "I am a fellow cultist."

This will earn the achievement.

Greatly Exaggerated

Follow the same steps as Good Boy, but after choosing “Can you be more specific?”, choose “Like H.P. Lovecraft?”

Then: “Recap what a cultist is”

Then: “Yes, cause that’s what you are.”

Then: “Do your worst, Freak.”

This will result in getting attacked by Mia, after a brief conversation with a supernatural friend (Choices here are irrelevant for the purposes of getting the achievement) the player will return to the world of the living and have earned the Greatly Exaggerated achievement.

Feline Fine

Follow the same steps as Good Boy, but after choosing “Can you be more specific?”, choose “What animal are you?”

Then: “I see the resemblance.”

This will result in an upset Mia, and a gained achievement.

Massochist

Follow the steps outlined in Good Boy, then rather than choosing “Those things don’t exist”, choose “This is terrifying!”

Then: “You can make it painful.”

This will result in regret and an earned achievement.

Gagged

Requirements: to get this outcome, the player must fulfil requirements to be unlikeable to Vinny in Act 1. The easiest way to achieve this is by remaining completely silent when faced with her, and then when prompted selecting “Foot in the Door”.

As Act 2 progresses, no matter what the player does they will end up in the basement, and see Vinny light some lights, until eventually she burns herself, which she will express by saying “Ow!” At that point choose: “Serves you right!”

This will result in resigning your speaking privilege and will earn you the achievement.

Meanie

Requirement: To get this outcome, the player needs to have shared the fact that he is a vacuum salesman during Act 1, the easiest way of achieving this is to simply choose “Hello, I am a vacuum salesman”, after greeting Vinny at the door.

Follow the steps exactly as in Gagged, ignoring it’s requirements, instead using the requirements listed above.

Rather than being gagged, Vinny will verbally engage you, thus earning the achievement.

Cold War

Requirements: to get this outcome, the player must be likeable to Vinny, the easiest way of meeting these requirements is by following the steps outlined to get the First Sale achievement.

As Act 2 progresses, no matter what the player does they will end up in the basement, and see Vinny light some lights, until eventually she burns herself, which she will express by saying “Ow!”

Choose “Are you ok?”

Then: “Then let me go”

Then: “I understand”

Then: “It’s all for a greater good”

Then: “We don’t have to be enemies”

Then: Silence

Then: “You do seem like a good person”

Then: “Tell me more about the cult”

Then: “Why end humanity?”

This will provide a rant from Vinny and an earned achievement.

Gimme Money

Follow the steps outlined in Cold War, then after choosing “We don’t have to be enemies”, choose “I could be an ally”

Then: “Bribe me!”

Then: “Yep”

This will result in losing all credibility and earning the achievement.

Oh Behave

Follow the same steps as in Gimme Money, but instead of saying “Bribe me!”, choose “(Lie) I have valuable information.”

Then: “I am a double-agent!”

This will earn you the achievement.

Flirt

Follow the steps outlined in Cold War, but rather than saying “We don’t have to be enemies” choose “What do you think about me?”

Then: “Romantically speaking”

This will result in awkwardness and earning the achievement.

Philosophy Club

Follow the steps outlined in Flirt, but rather than choosing “Romantically speaking”, choose “Do I seem trustworthy to you?”

Then: “What if I stay?”

Then: “I would never lie to you.”

Then: “Lying is bad.”

This will result in a discussion on morals and earn the achievement.

The Greater Good

Follow all of the same steps as in Cold War, but then rather than asking “Why end humanity?”, remain silent instead.

Then: Silence

Then: About the logistics of re-incarnation

Then: Aren’t we our memories and experiences

Then: Didn’t you say nothing is eternal

Then: When you say most

Then: How many exactly

Then: Are there answers?

Then: Silence

This will result in Vinny assuring the player it’s necessary and earn the achievement.

Deprogramm

Follow all of the same steps as in The Greater Good, then choose “Are you sure?”

Then: Silence

This will result in Vinny doubting herself, and earn the achievement.

An Offer Your Can’t Refuse

Follow all of the same steps as in The Greater Good, then remain silent.

This will lead to Vinny offering the player to join their Cult, and earn the achievement.

What A Nice Birdhouse

Requirements: To get this outcomes, players need to have selected the following options when pondering about the owner of the birdhouse during Act 1: “Somebody with empathy”.
Then after greeting Vinny, choose “What a lovely Birdhouse”.

During Act2, while in the basement, do not insult Vinny.
As she leaves and says “We are not bad people.”, remain silent.
If you meet the requirements she will bring up the birdhouse.
Choose: “It was pretty nice.”

This will result in you giving your opinion about the birdhouse.
Note that to get the achievement, it is not enough to just select the dialogue option, as the dialogue changes pending on what the player originally pondered while faced with the birdhouse.
If the requirements are met it results in the achievement.

Houdini

Requirements: Player has not been given the choice to join the cult, before this.

Once in the basement, remain silent until Vinny leaves and the narration reads “And how do I get out of this?”

Choose: “I need to get untied”

Then: “How do escape artists do this?”

Then: “I can do that!”

This will result in minor injury and earning the achievement.

This Is Fine

Follow the same steps as in Houdini, but rather than choosing “I need to get untied”, choose “I don’t need to”

Then: “I trust her”

Then: Silence

This will earn the achievement.

Act 3 – Sacrifice – Bad Route

After Act 2, a major branching point occurs. The player advances to this route if they do not have a sufficiently strong relationship with Vinny. To guarantee getting to this path, try to speak as little as possible.

Lastly if the player is gagged he will be guaranteed to get this path, however it will lock them out of many options inside this act, so it is recommended to get this path without being gagged.

Not Sacrificed (But Still Dead)

Requirements: Player has not been gagged during Act 2, nor has he been offered to join the cult.

Act 3 begins with Mia and Vinny entering the basement.

When Mia confronts the player with: "It's not like I am gonna kill you... Right, Vinny?"

Choose: "You don't need to do this!"

Then: "Is it really your choice?"

Then: "Nope"

Then continue being silent until you get the ending and associated achievement.

Zombie of Theseus

Requirements: Player has not been gagged during Act 2, nor has he been offered to join the cult.

At the beginning of Act3, when Mia confronts the player with: "It's not like I am gonna kill you... Right, Vinny?"

Remain Silent.

Then: "What's going to happen?"

Then: "What was that about my soul?"

Then: "Knock her into the fire"

From here on out choose freely, no matter what, your choices will lead you to the Zombie of Theseus Ending and the associated achievement.

Disturbing Realization

Follow the steps outlined in Zombie of Theseus.

After "Knock her into the Fire", choose only silent options.

This will result in Vinny realising her situation, and earn the achievement.

Broken Skull

Requirements: Player has not been gagged during Act 2, nor has he been offered to join the cult.

At the beginning of Act3, when Mia confronts the player with: "It's not like I am gonna kill you... Right, Vinny?"

Remain Silent.

Then: Silence

Then: "Or what? You gonna kill me?"

Then: "Can't you give me additional incentives?"

Then: Silence

Then: "Knock them into the fire"

This will result in Mia performing a suplex, and will earn the achievement.

Famous Last Words

Requirements: Player has not been gagged during Act 2, nor has he been offered to join the cult.

At the beginning of Act3, when Mia confronts the player with: "It's not like I am gonna kill you... Right, Vinny?"

Remain Silent.

Then: Silence x2

Then: "You gonna stab me?"

This will result in the player getting stabbed, and earning the achievement.

Cult Life

Requirements: The player must not be gagged. To get this outcome, the player must have been offered to join the cult by Vinny, while also having Vinny not like the player enough to trigger the other Act 3 variation. During Act1, it is important to maximise her disliking towards the player without causing her to close the door on the player.

Follow all the steps outlined in Successful Con Artist, but rather than choosing "No, not really" choose "Make up a scary rumour"

Then: "Missing people"

Then: "Cultists are sacrificing people."

Then: "They have an army of servants"

Then: "You're right, I am just joking."

Then: "...other then the murderers..."

Then: "You'd be right."

Then: "Gimme all your money, or else!"

Then: "Did I stutter?"

Then: "Pursue"

This should result in the player having a bad reputation moving into Act 2.

Remain mostly silent during Act 2 until you get to the basement scene.

When Vinny burns herself and says "Ow", remain silent.

From then on follow the steps in An Offer You can't Refuse, to be given the opportunity to join the cult.

As Act 3 begins, Mia will enter the basement grilling you about your intentions about joining the cult. When she asks "So, what is this all about? You say you want to join us?!"

Choose: "Yes, please let me join."

Then: Silence

Then: "It might be pretty good..."

Then: "I admire your lives. It has purpose."

This will allow the player to join the cult and earn the achievement.

Sacrifice

Follow all the same steps as in Cult Life, then at the end instead of choosing “I admire your lives. It has purpose.”, remain silent.

Then: “Please kill me.”

Then: Silence

This should get you the Sacrifice Achievement.

Sacrifice In Training

Follow all the steps outlined in Sacrifice, this should give you the ending and associated achievement.

Sacrificed

The easiest way, of getting this ending is by following the steps of Gagged.

Once the player is gagged they are locked into receiving the Sacrificed Ending and associated Achievement.

Act 3 – For Sale – Good Route

To get to the good route, the player must have gained sufficient reputation with Vinny throughout all previous scenes of the game. This happens through selecting choices Vinny approves of or by being kind to her, the opposite also being true for lowering her reputation. To achieve this, follow the steps outlined for Call me during Act 1, then leading into act 2, click on the questions mark and choose “Take a nap.” Then be silent and follow the dream sequence. Then follow the steps of An Offer You Can’t Refuse during Act2 and accept the offer! Once Vinny leaves, choose to cooperate. This should result in Vinny liking the player sufficiently to cause the player to enter this branch.

Back Then...

As Vinny approaches you

Choose: “Hey.”

Then: “Tell me more about her.”

Then: Silence

This will result in Vinny sharing some backstory and earn the achievement.

Clever Girl

Remain Silent until Vinny cuts your ropes and leaves the room.

Eventually Mia will enter the basement and start of the interaction by saying:

“Why, hello there.”

Choose: “Hi!”

Then: Silence x2

Then: “Don’t kill me?”

Then: “Why a relief?”

Then: “You’d be left here alone.”

Then: “You see yourself as evil?”

Then: “That’s sad. I’m sorry.”

Then: “Sneak past her.”

Then: Silence

Then: “In the movie...”

Then: “Stand completely still.”

Then: Silence

This will earn the achievement.

Stealth 100

Follow the steps in Clever Girl, then instead of choosing “In the movie”

Choose: Silence

This will result in silently sneaking out, and will grant the achievement.

Tragic Backstory

Follow the steps in Clever Girl, then instead of choosing “Sneak past her.”

Choose: Silence

This will result in being granted the achievement.

Pocket Sand!

Follow the steps in Clever girl, but rather the choosing “Don’t kill me?”

Choose: “I totally understand.”

Choose: “One last request?”

Choose: “Mind if I were to walk a bit?”

Choose: “I’m here for payback.”

Choose: “Throw something nearby at her.”

This will grant the player the upper hand and grant the achievement.

Fight Club

Follow the steps in Pocket Sand! To completion.

Then choose: "Press the advantage."

Note: If the player dislocated their arm by gaining the Houdini achievement, this achievement can not be gained in this manner.

(I just) Died In Your Arms

Follow the steps outlined in Fight Club, then upon completion

Choose: "Hug her."

This will result in death, and will grant the achievement.

Coffee Time

Follow the steps outlined in Pocket Sand!, but rather than choosing "Mind if I were to walk a bit?"

Choose: "I would like to ask a question."

Then: Silence

Then: "Are you hiring?"

Then: "Establish Need."

Then: "Deliver Solution"

Then: Silence

Then: "Someone hiding...?"

Then: "Want some coffee?"

This will allow the player to share a coffee with Mia, and earn the achievement.

Recontextualize

Follow all steps taken in Coffee Time, then

choose: "It's what I would have done."

Then: "Better to make me think you trust me."

Then: "That's when you strike."

This will result in earning the achievement.

Dinner For Stew

Follow all steps taken in Recontextualize, then

choose: "Except it failed."

Then: "How about dinner?"

Then: Silence

This will result in dinner with Mia and should grant the ending and associated achievement.

Stinger For Two

Follow all steps outlined in Dinner For Stew, but instead of remaining silent after “How about dinner?”

Choose: ”You can eat cat food.”

Then: “People food is for people.”

This will grant the ending and associated achievement.

Sacrifice For Sale

Follow all steps outlined in Dinner For Stew but rather than choosing “How about dinner?”

Choose: “Renegotiations are in order”

Then: “We could work together.”

Then: Silence

This should result in a mutually beneficial agreement, and grant the ending and associated achievement.

Back To Work

Follow all steps outlined in Dinner For Stew but rather than choosing “How about dinner?”

Choose: “You leave, our deal is off.”

Then: “I will shoot you.”

Then: “Victorious internal screaming.”

This should grant the ending and associated achievement.

My Job Here Is Done

Follow all steps in Coffee Time, then

Choose: “It’s what I would have done.”

Then: Silence x2

This will result in Mia awkwardly leaving and earning the achievement.

Depth Of A Salesman

Follow the steps taken in My Job Here Is Done, then

Choose: Silence

This will grant the ending and associated achievement.

The Secret Of Sacrifice Island

Follow the steps taken in My Job Here Is Done, then

Choose: “Never pay more than 5 bucks for a VN.”

This will grant the Achievement.

I Can Work With This

Follow all steps taken in Clever Girl,

Then: "I was planning on sneaking out..."

Then: "Explain T-Rex Vision."

Then: "It could be!"

Then: "Offer your friendship."

Then: "Wanna be more than friends?"

Then: "I can work with this."

This will result in granting the achievement.

<3

Follow all steps outlined in I Can Work With This

Then: Silence x2

This will result in granting the achievement.

Date Mia

Follow all steps in <3.

Then: "Go for it."

Then: Silence x2

Then: "Make eye contact."

Then: "Absolutely, lots of great views."

This will grant the achievement.

Drop The Cat

Follow all steps in <3.

Then: "Go for it."

Then: "Pull her forceably closer."

Then: Silence

Then: "Drop her!"

This will grant the achievement.

W Rizz

Follow the steps in Drop The Cat, but instead of choosing "Drop her!"

Choose: Silence

This will grant the achievement.

Amour Fou

Follow the steps in Drop The Cat, after "Pull her forceably closer"

Choose: "Kiss her"

This should grant the Achievement.

Worth It!(?)

Follow all steps outlined in <3.

Then: “Swiftly smooch her.”

This will result in death, and grant the ending and associated achievement.

Got The Tiger By The Tail

Requirements: To gain this achievement, Mia needs to consider the player incompetent. This can be achieved by choosing “dumb” options, while in the presence of Mia, the opposite effect can occur by picking choices that seems smart, or by by getting along too well with Vinny.

Following the general requirements to reach Act3, should fullfil these requirements.

As Mia, enters the basement, and says “Why, hello there.”

Choose: “Hi!”

Then: Silence x3

Then: “Attack her NOW!”

This should result in launching a successful surprise attack and will grant the achievement.

Note: The achievement only triggers when Mia underestimates the player.

Escape Together

Follow the steps outlined in Got The Tiger By The Tail

Then: “I need to run!”

Then: “Back off slowly!”

Then: Silence

Then: “Check the Trash-Can”

Then: Silence

Then: “Take the Vacuum”

Then: “Lead into the Salespitch.”

Then: “How about a practical presentation?”

Then: “Engage the emptying mechanism.”

Then: “Throw the vacuum.”

Then: “Yeah, let’s scram.”

This will grant the achievment.

Bye Bye

Follow the steps taken in Escape Together, then

Choose: “Get lost.”

This will grant the achievement.

Housing A Zombie

Follow the steps taken in Bye Bye, then

Choose: Vinny, wait.

Then: “Where will you be going?”

Then: “You can stay here.”

Then: “Can you control your hunger?”

Then: “Of course!”

Then: Silence

This will result in getting the ending and associated achievement.

Saleswoman

Follow the steps taken in Housing a Zombie, but rather than choosing “Can you control your hunger?”

Choose: “You gotta pay rent.”

Then: “Get a job then.”

Then: “How do you feel about vacuums?”

Then: “You are hired.”

Then: “Of course, gotta look professional.”

This will grant the ending and associated achievement.

Home Alone

Follow the steps taken in Escape Together, but after choosing “Back off slowly!”

Choose: “I will keep running.”

This will grant the achievement.

Sweet Dreams

Follow the steps taken in Home Alone, then

Choose: Silence x2

Then: “Take a nap.”

This will grant the ending and associated achievement.

(Not Your) Happy Ending

Follow the steps taken in Escape Together, but rather than choosing: “How about a practical presentation?”

Choose: Silence x2

Then: “Glad you worked that out.”

Then: “Please don’t kill me.”

This will grant the ending and associated achievement.

Stabbed In The Back

Follow the steps taken in (Not Your) Happy Ending, then instead of choosing “Please don’t kill me.”

Choose: Silence

Then: “Use it!”

Then: “Throw the vacuum at her”

Then: Silence

This will grant the ending and associated achievement.

Dead End

When confronted by Mia in the basement,
repeatedly be silent, until she attacks you.

This will grant the ending and associated achievement.