# MY NEW LIFE WALKTHROUGH

Version 1.0 (written by ballzak)

# **Introduction:**

- Enter your name.
- Select if you want to see the Intro or not.
  - TIP: You want to select yes because your relationship with Laura and Maria will not improve if you skip.
- Once the introduction is complete, you are transported to school.
- Go up to the First floor. [Image 1]
- Talk to all classmates. (Morgan, Tyna, Jason, Tom, Daisy, Nadine, Ronald, Christian, Charles, Sandra, Brenda, Phil and Rachel) [Image 2]
  - Marckus will give you Milf's Hentai Magazine.
  - o Answer to Tyna: Nothing
  - o Answer to Christian: No.
- After talking to all of your classmates, walk to the chair in front of your desk and click to attend class.
- At recess you will transport to the courtyard and speak with Rachel, choose the option;
   "Throw a Compliment.", this will increase your relationship with Rachel
- Christian will walk to you and you will fight, you will be taken to the infirmary, watch the scene, your relationship will improve with Ms. Gyna and Rachel
- After the scene you will automatically attend the second class and leave school. (This begins the Rachel Quest [Section 1])
- Go back to Old Quarter.
- Go back home. Look at the small tutorial in your house.

Image 1



Image 2



From this point forward in the guide, unless otherwise indicated, any item with a new number can be done at any time. Items as sub bullets must all be completed as a group before progressing.

# **Section 1: Rachel**

- 1. Visit Rachel at home during the afternoon (on weekends you can also visit in the morning). She lives in building 5 in Old Quarter.[Image 3]
  - a. Watch the Scene
  - b. Leave her House
- 2. Go to the Food Store in New Neighborhood and buy chocolates. [Image 4]
- 3. Go to School.
  - a. In class talk to Rachel. She will be upset with you.
  - b. Give her the Chocolates.
  - c. Rachel will forgive you and ask you to call her for a date.
  - d. You can now use the phone in your items to ask her on dates. (You can only date in the Afternoon or Evening.)
- 4. Call Rachel for your first date.
  - a. After the date Rachel will invite you to the alley
  - b. Maria will catch you in the alley. (This begins the Maria Quest [Section 3])
  - c. You must complete Maria Quest item 1 before progressing further.
- 5. Go to School
  - a. Talk with Rachel in the classroom. She will ask you to change the answers on her exam, you have to sneak into the teachers area and don't let them see you.
  - b. See [Image 5] for references:

Image 3



Image 4







- i. Walk the green line and hide down the hallway at 1
- ii. A teacher will pass you, once she stops run past and over to the right and collect the \$150
- iii. Go down along the path but make sure not to go too fast and run into the teacher walking the same direction.
- iv. Stop at the door marked by 2 and check it out (if you don't the keys won't be in the desk later on)
- v. Continue to follow the teacher and then grab the honey from the locker then go in the door marked 3.
- vi. Grab the \$5 from the desk and wait till the teacher you were following turns around and goes back the other way.
- vii. Exit the door marked 5 after she passes
- viii. Continue to the left and grab the \$15 from the locker and quickly get in the door marked 6 (you may have to backtrack and hide if you don't get there before the next teacher comes)
- ix. Grab the \$5 and the Milf's Hentai Magazine and then go to the desk to get the teacher's room key marked 7.
- x. Walk back to the door marked 2 while avoiding teachers.
- xi. Grab the Candies, Pregnancy Test and \$2 then go to the desk and change the answers.
- xii. Your character will go to leave and notice Ms. Taylor's coat. You'll get her house key and \$5 then the character will move to exit from a side window
- c. You need to go to the weapon store in Old quarter to make a copy of her keys. You have 1 min 30 sec to get to the store, make the copy, and then get back to the side of the building where you came out of the window.
  - i. If you arrive on time: You will have a copy of the keys to Ms. Taylors House
  - ii. If you don't arrive on time: WARNING: Ms. Taylor will change the locks at her house and you will not be able to do the Ms. Taylor quest line.
- d. Once you're back inside the teachers room there will be no more teachers in the area. Walk back to the exit on the North-West and when you exit you will transport to attend the second class. (This begins Ms. Taylor Quest [Section 4])
- 6. Visit Rachel in her house. She will finish what you started in the alley. When you are about to finish you have a choice to warn her. (This begins Sandra event [Section 7])
  - a. Warn her: More love.
  - b. Don't Warn her: Less love
- 7. You can visit Rachel at home during the afternoon on weekdays, morning and afternoon on weekends. You can date her in the afternoon and evening any day. Do either of these to increase your love with her. I recommend visiting her whenever you can and save dates until the evening to maximize your love. (See Appendix E for more details)
- 8. When your love level is high enough if you talk to Rachel at her home she will ask you to recover her comics.
- 9. Talk to the beggar next to her house and retrieve the comics for a fee of \$50.
- 10. Go back to Rachel's house and enjoy a new scene
- 11. Continue dates and visits to increase your love with Rachel.
  - a. TIP: At this point you should be able to do paizuri when you visit her at home and get a repeat of the scene where you have a choice to warn her (point #6). This is the best option because you get the most love. You can save your game before speaking to her and then restart if you don't get this special. Continue this restart trick every time to maximize your love the fastest
- 12. When your love level is high enough if you talk to Rachel at her home she will ask you for a favor, you have to go to Beth's house to pick up some of Rachel's things.

- 13. Visit Beth at her home in the afternoon time. Beth lives in house number 4 in High Neighborhood. [Image 6].
  - a. Enter in Beth's House
  - b. Talk with Beth's mom
  - c. Go upstairs
  - d. Enter in Beth's room and talk with her.
  - e. She will return Rachel's stuff.
- 14. Go to Rachel's house. Give her stuff back and watch another new scene
- Continue dates and visits to increase your love with Rachel. (Paizuri trick recommended)
- 16. When your love level is high enough if you talk to Rachel at her home she will ask to have sex with you.
  - a. Sex will not go well the first time.
- 17. In the afternoon you can visit Morgan at his home. Morgan lives in house number 5 in High Neighborhood.[Image 7]
  - a. Enter Morgan's house
  - Talk to Morgan and he will tell you that in the East Town bookstore you will be able to train to increase your sexual skills. (This begins the Jet Quest [Section 9])
  - c. Leave Morgan's House.
- 18. Continue dates and visits to increase your love with Rachel. (Paizuri trick recommended)
- 19. When your love level is high enough if you talk to Rachel at her home she will ask to have anal sex with you.
  - a. Despite what the official walkthrough says and the dialogue you do not need lubricant for anal sex. In fact the

scene will start automatically and you can't leave to go buy it. If you already have it in inventory it never gets used.

- b. BUG ALERT: When you have anal with Rachel the first time, the clock will not progress forward and the event will not register. If you go back to visit her another time you will get the same message from her about trying anal. You must go back on a different day and have anal with her a second time before the event will register and you can visit her and have a choice of what to do again. Even then you still won't be able to have anal on demand until you increase your love some more.
- 20. Continue dates and visits to increase your love with Rachel. (Paizuri trick recommended) Continue until you are able to have anal with her whenever you choose. (This ends the Rachel quest)





# Section 2: Sarah

- 1. Visit the kiosk in Old Quarter and buy the first Tinymon card for \$20 [Image 8]
- 2. Go to Sarah's room in your home during the afternoon and give her the card then watch the scene. [Image 9]

- 3. Check out the vending machine near the beach in Old Quarter [Image 10]
- 4. Go to the construction site in Old Quarter and speak with the foreman. He will tell you he thinks his wife is cheating and will offer to help if you can find out. He'll give you the keys to his house to find evidence. [Image 11](This begins the foreman's wife quest [Section 8])
  - a. You must complete foreman's wife quest items 1 3 before you can progress with Sarah





- 5. Go to Sarah's room in your home during the afternoon and give her the second card from under the vending machine then watch the scene. You have two options to choose from . (These options do not change the story)
  - a. Cum on her ass. Less Love
  - b. Cum in your hand. No love lost
- 6. After midnight (dawning) use the copy of Ms Taylor's key to enter into her house. Ms. Taylor lives in house 4 of Old guarter. [Image 12]
  - a. Take all objects [Image 13] and put the sleeping pills you found during the foreman's wife quest into the tea bottle in the refrigerator.
  - b. Go into Ms. Taylors room and take a picture of her boobs.
  - c. You will have a choice to jerk off on her or leave. Neither decision influences the story.
- 7. Go to school. In the classroom speak with Ronald. He will be in front of Ms Taylor. Give him the picture and receive the third Tinymon card

- 8. Go to Sarah's room in your home during the afternoon and give her the third card you received from Ronald. You have two options to choose from. (WARNING: This decision does influence the development of the story)
  - a. Leave Card: When you go to sleep at night (must go to bed before midnight) Sarah will come in to your room and give you a surprise scene
  - b. Leave Her: When you go to sleep at night (must be before midnight)
     Sarah will come in to your room and steal the card. (WARNING: If you choose this option your story line

Image 12

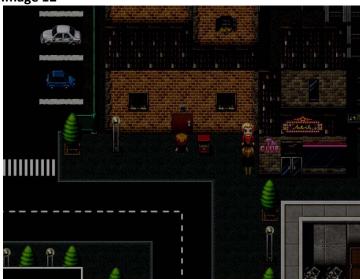


Image 13



with Sarah ends.)

- 9. In the morning before 09:00 talk to Sarah in the kitchen of your home. She will tell you that herself and Shasha need to speak with you at school.
- 10. Go to School and speak with Sarah and Shasha on the right side of the main hall of the School. They will tell you about another Tinymon card you may be able to get from Shasha's boss at the comic book store.
- 11. Any day in the afternoon visit Shasha in the comic store (Commercial Neighborhood). Shasha will bring you to talk with Jazmine. Talk with Jazmine and she will ask you to do a job for her boyfriend to get the card.
- 12. At night time visit the Hornet Pub in Old Quarter and talk with the barman.
  - a. Enter in the door next to the bar.
  - b. Talk with Nesrot. He will ask you to block a window in the school.
- 13. Go to school in the morning.
  - a. Enter in the school and see the instructions.
  - b. From the main hall head down the West path and go to the Men's bathroom to block the window. You will see stars in the correct spot.
- 14. At night visit the school.
  - a. Talk with Jacqueline. She will be just outside the gate to the school grounds.
  - b. After you hop the fence go to the west side of the school yard to find Jacqueline by the window you blocked. Talk with her and enter the school.
  - c. Take Jacqueline to the Director's Office. It is in the main hall on the East side.
  - d. Watch the scene
  - e. You will transport back to Hornet Pub. Speak with Nesrot and then choose the girl you want to have sex with as a reward.
    - i. Maggie Raises your Ability
    - ii. Yalena Raises your Endurance
    - iii. Miko Raises your stealth
    - iv. Chloe Futanari
- 15. In the afternoon time go back to the comic store in commercial neighborhood. Enter in the office and talk with Jazmine. She'll give you the fourth Tinymon card
- 16. Go to Sarah's room in your home during the afternoon and Shasha will be there with her. Speak to Sarah and give her the fourth card and enjoy.
  - a. You must complete the Jet quest through number 7 (See Section 9) to find the next card (Xorlax) before you can progress with Sarah
- 17. Once you have the Xorlax card go to Sarah's room in your home during the afternoon and give her the card. She will tell you she wants to put a stop to what you are doing because she has a boyfriend now.
- 18. Go to School and talk with Shasha in the main hall. She will tell you Sarah is in the library with Roger
  - a. Go to the West side of the school and visit the library.
  - b. Walk far enough west in the library and you will see Sarah with Roger. You will hear them talking about a party on the weekend.
  - c. Either exit the library or talk to the librarian and he will interrupt Sarah and Roger. Neither decision impacts the game.
  - d. Go to the first floor of the school and talk to Morgan, Pam, Daisy, Brenda, Tyna and finally Rachel in the Girls Bathroom.
  - e. Enjoy the scene with Rachel
  - f. Go to the men's bathroom and talk with Beth to have her invite you to the party.
- 19. Any night before the party, ensure you are at home at 20:00 when Sarah takes her daily bath. Spy on her in the bath. When she is finished, enter the bathroom after her. You will find her Diary in the bathroom. Read all pages.

- a. On the same day wait until after midnight when Sarah has gone to sleep. Walk to her door and you will notice it is open. Enjoy the scene. (Note: this has to happen on the same day you read her diary or you will miss your opportunity to view the scene)
- 20. Wait until the weekend and at night, after 20:00, visit Beth's house in High Neighborhood. (House number 4)
  - a. Speak with Beth outside to enter the party
  - b. At the party you must prevent Sarah from having sex with Roger. You must avoid Emily because she will distract you and waste time. If Emily catches you three times she will rape you and you will lose the possibility to stop Sarah.
  - c. Use the path indicated in the photo [Image 14a, Image 14b] to minimize distractions (You must have less than 9 distractions to make it on time).





Image 14b



- i. First wait where you spawn in the house until just after Emily passes you. Then follow her to the left down the lowest path then turn right to go up to the other room. You should run into Pam here for your first distraction.
- ii. Continue heading north and around the table to the right. You will run into Jason. He will distract you for a second time but also give you a stink bomb.
- iii. Go South from Jason and then turn left to the central hall and another quick left toward the upstairs.
- iv. When you get upstairs make sure you stop on the square in front of the door just to your left to see Beth and Tom having sex for distraction number 3.
- v. Continue from there north up the hallway. You will get stopped by Rachel and Tyna. Distraction 4.
- vi. Next continue up the hall. As soon as you pass the next two people go to the right and walk against the wall until you hit the opening to the piano room on your right. Enter this room and walk along the south wall of the room until you come to the first door. Check the door to see Christian and Daisy. Distraction 5.
- vii. Walk back to the left the way you came along the south wall for about 2-3 squares and then turn to go north. Once you get to the top turn left and go through the opening back to the hallway and you'll run into Shasha. Distraction 6.
- viii. After talking to Shasha go to the door straight in front of you on the left wall where Sarah and Roger are inside.
- ix. You will be given a choice of how to stop them. Anything other than the stink bomb will result in a loss of love with Sarah.

- x. You will be transported outside the party
- 21. The first weekday morning following the party you will run into Sarah and Roger when you leave your house.
  - a. Talk to them
  - b. Shasha will come around the corner and offer to be your date if you help her.
  - c. DO NOT GO TO SCHOOL !!!!
  - d. Go to Beth's house in High Neighborhood (house number 4) and sneak in the window indicated by the flashing arrow.
    - i. Check the computer on her desk. It will need a password that you don't know. The dog will bark and Beth's mom comes in. Watch the Scene. When it asks if you want to record the scene, do it. This video may come in handy in a future release. After the scene you will have the password
    - ii. On Beth's computer click the webcam to sync her webcam to yours. Then click the video to delete it for Shasha.
    - iii. Once you leave a car will pull up and it will be Marckus. Go with him to his house.
    - iv. Talk to Marckus and you will have to go to the bathroom while he tries to find something.
    - v. Talk to Marckus' mother in the hallway. Help her in the kitchen.
    - vi. Get out of the kitchen and look at the sister's room to spy her.
    - vii. Return to Marckus' room and he will give you Xpowder.
  - e. Wait until you transport to your room at 22:00. Sarah will be in your room and you will leave for your double date. (WARNING: This is your last chance to save before you have to make a choice that will impact the story line. I recommend you save on two different slots to cover both choices)
  - f. On the date choose the correct drinks for each person.
    - i. SHASHA: Vodka with Limon
    - ii. ROGER: Beer
    - iii. SARAH: COLA
  - g. Choose to put the Xpowder in SHASHA's drink. Other choices will ruin your chances with either girl
  - h. Watch the rest of the date scene and in the end you will be given a choice to go with Sarah or Shasha (WARNING: The adventure line will be finished with whichever girl you don't choose. Unless you edit your save file. If you want to do both choose Shasha and see Appendix D for how to continue with Sarah)
    - i. Choose Shasha You will go with her and watch a scene with Shasha in the train. (Most likely this will begin a Shasha quest in future updates but for now this scene is as far as you can progress with Shasha)
    - ii. Choose Sarah Continue on with Task 22 in Sarah Quest
- 22. After the date you will transport back home and speak with Sarah. She will invite you into her room.
  - a. You have 2 choices of what to do with her. Neither impact the story but they will give you different scenes to watch.
  - b. Sarah will give you the keys to her room, with the keys you can start to do the Sarah nighttime events described in Appendix A of this guide.
- 23. Go to school in the morning and speak with Markcus or Morgan outside the entrance. Find out that Richard has a Tinymon card.
  - a. Walk up to the second floor and find Richard just to the right of the stairs
  - b. Speak with him and he'll ask you to meet at his house in midtown
- 24. Visit Midtown (Midtown is just north of Commercial Neighborhood) in the afternoon and go to Richard's house (number 2)
  - a. Speak with Richard and he will ask you to destroy some pictures from your Aunt Maggie.
  - b. You can also just buy the card from him for \$3000 if you refuse.

- 25. Visit Aunt Maggie's house in Midtown you can only enter in the afternoon during the week or on the weekend in the morning and afternoon. Aunt Maggie lives just to the left of Richard's house in the same building
  - a. Speak with Maggie and she'll ask you to sit for a snack
  - b. You will have 1 minute to try to ruin the snack to get her to leave the house.
    - i. Go to the kitchen and check the refrigerator to find the soda.
    - ii. Take the soda to the sink and dump it
    - iii. Return the empty bottle to the refrigerator.
  - c. If you succeed Maggie will go to the store to buy more soda. You will have 5 minutes to destroy the photos for Richard
    - i. Search the house and get all items (\$5, Wine, \$50)
    - ii. Go Upstairs
    - iii. Enter Maggie's bedroom in the Northwest of the map
    - iv. Find the keys to her office next to the bed
    - v. Go to the second bedroom across the hall in the Southwest
    - vi. Find a note on the floor with the PC password
    - vii. Enter the office just to the right of the second bedroom
    - viii. Check the Chest in the room to find the camera and get rid of one of the pictures
    - ix. Check the Printer to find a printed copy and destroy it
    - x. Go to the PC and enter the password 4578
    - xi. Click on the webcam icon and enter the password 5824 to sync her webcam to yours (No content yet in this update)
    - xii. Check all of the pictures except for the one on the bottom row just to the right of the video
    - xiii. After checking all others then click on the picture just to the right of the video.
    - xiv. once you destroy this last piece of evidence Maggie will return
  - d. Enjoy a snack with her and transfer out of the house.
- 26. Return to Richard's house in the afternoon
  - a. Speak with him
  - b. You will obtain the Lunario card
  - c. Xorlax card will be removed
- 27. Visit Sarah in her room in the afternoon and talk with her about the gift you have for her
  - a. You will now play as Sarah for a short while.
  - b. You will need to get money from your dad. (Do the following to maximize the money he gives you)
    - i. Choose to wear pajama 3
    - ii. Walk downstairs and speak with Dad in the TV room
      - 1. Choose to turn around
      - 2. Choose to sit on his lap or not doesn't matter
      - 3. Give him a kiss
      - 4. Choose show your ass
      - 5. Choose pretend you are sleeping
  - c. Go to the Bathroom and check the door
  - d. Return upstairs into Sarah's room
  - e. Dad will give you money.
  - f. Return downstairs and try to exit your home. You will choose how you want to travel to the mall.
  - g. In the mall visit all three stores and choose what you want to buy for your date. After all three you will exit the mall and return home.
  - h. Enter into the bathroom and do the following in order
    - i. Take a shower
    - ii. Go to the bathtub

- iii. Go to the sink
- iv. Go to the clothes on the floor next to the shower
- i. You will now play as mike again and transfer directly to Midtown
- j. You will see Sarah and go to the restaurant for your date. Make the following choices to ensure a successful date
  - i. Ratatouille
  - ii. Risotto
  - iii. Wine
  - iv. Problems
  - v. Tinymon
- k. If date is successful you will transfer outside.
- I. Walk to your right and see Shasha. Speak with her and watch the drama.
- m. Enter into the hotel where you transferred in front of after the date. Enjoy the scene. (This ends the quest of Sarah)

## **Section 3: Maria**

- 1. After the first date with Rachel, you and Maria come back to your house
  - a. You will transport to your room and she comes in to yell at you.
  - b. The next morning go downstairs and Maria will be waiting. She say's you need go to Terracotta fashion store to pick up a package for her. She give you \$5 and her keys.
  - c. Go to the weapon store in old quarter and make a copy of her keys
  - d. Go to New Neighborhood and enter in Terracotta Fashion Store
  - e. Talk to the shop girl and she gives you Maria's package.
  - f. Leave the store, go back to Old Quarter, enter your house.
  - g. Maria is waiting you in front of the door. Give her the package and you will transport to her room, enjoy the scene and when it's finished you will transport out in front of her room.
  - h. Use the copy of her keys to go back into Maria's room and take the copy of your keys off of her bookshelf. [Image 15]
- 2. After midnight, go to Maria's room. Try to touch her while she sleeps. The first time she will awake.
  - a. You can do this on any night. As you increase your stealth you can progress further.
  - b. The next morning (after your first attempt) leave your house.
  - c. A girl will run into you and steal \$5 of your money (START STEALTH TRAINING [Appendix B])
- 3. On the weekend in the morning find Maria on the beach in Old Quarter and talk with her.
  - a. She will ask you to join her on the beach
  - b. Go back home and into your room and in the closet next to the computer take your swimsuit
  - c. Go back to the beach and talk to Maria. Enjoy the scene.
  - d. On the same day at night while you sleep, Maria will wake you up





- 4. On the first weekday morning, after you spend time with Maria on the weekend, talk to her downstairs in the exit doorway of your home before the afternoon arrives
  Image 16
  - a. She will take you to her job
  - b. You have to go into the computer of Maria's rival Dr. Robson. [Image 16]
  - c. Grab the money from the office.
  - d. Look on the north wall at the calendar and then on the whiteboard. (If you can't figure out the puzzle the password is 1998)
  - e. Go to the PC and enter the password
  - f. Once inside the computer visit the following in this order: Recycle Bin, Photos folder, and Documents / Erenipeltol.
  - g. Get out of the office and talk to Maria. You will transport back home. Enjoy the scene.

BUG ALERT: You MUST do this mission with Maria before Day 45 in the game. If you do not then a flag will be set for Dad to return home



which will wipe out your chance to complete this mission. Also, if you didn't complete this mission then Dad will not return home and you will kill both quest lines.

- 5. Advance in the Dad's quest to point 8 before you can continue (See Section 10)
- 6. When you are in your room after midnight Maria will come and confront you about what happened in the kitchen. (WARNING: You will be given a choice, you must tell Maria the truth or your storyline with Maria will end)
  - a. Tell the truth
  - b. You will have sex with Maria. (Maria is very good in bed so she will deplete your stamina faster than other girls. Make sure your endurance is maxed.)
  - c. You will talk some more and she will leave the room
- 7. Advance in the Dad's quest to point 9 before you can continue (See section 10).
- 8. In the morning when you go to school Maria will be waiting for you outside the school
  - a. She wants you to come and see her boss. (If you saved the girl locked in the house of Annie Garrison during the recovery of Jet's documents (Section 9) Aiko will be there, if not she will not appear again)
  - b. The meeting with the boss will end outside Otter Laboratories, Maria will leave (This ends the Maria Quest. More content in future Updates)

# **Section 4: Ms Taylor**

- 1. Once you have given the picture to Ronald if you have placed the Sleeping Pills in the Tea bottle when you took her picture you can return to Ms. Taylor's home after midnight.
  - a. You will see Ronald assaulting Ms Taylor
  - b. Choose to Intervene
  - c. Select call police
  - d. When you leave to get the police you will drop Ms. Taylor's keys in her mailbox.
  - e. Watch the scene
  - f. The police will interrogate you. The correct answers follow:
    - i. Willing collaborate.
    - ii. Follows Ronald
    - iii. Ronald left the door open.
    - iv. Collaborate.

- v. No
- vi. Class companions
- 2. Go back to Old Quarter and retrieve the keys you dropped in Ms. Taylor's mailbox.
- 3. The next time you go to school in the morning Ms Taylor will be waiting for you in front of the door to your class. Speak with her. She will take you to the teachers room and offer to tutor you after class.
- 4. In the afternoons you can visit Ms. Taylor (also mornings on weekends) in her house. Do classes with her and give her gifts to increase your love with Ms. Taylor. (See Appendix E for more details)
- 5. When your love is high enough she will ask you if you can go to pick up a wine bottle. She will give you \$10
  - a. go to the food store and buy wine with the \$10
  - b. Go back to Ms. Taylor's house and give her the wine bottle
  - c. Watch a new scene
- 6. The next time you go to class in the morning speak with Ms. Taylor at her desk.
- 7. Continue to visit Ms. Taylor at her home to increase your love.
- 8. When your love is high enough she will do a hand job scene
- 9. Continue to visit Ms. Taylor at her home to increase your love.
- 10. When your love is high enough she will do a Blow job scene.
- 11. Continue to visit Ms. Taylor at her home to increase your love.
- 12. When your love is high enough she will ask you to pick up something from the pharmacy.
  - a. Go to the Pharmacy in Old Quarter and talk with Laura. She will give you Ms. Taylor's package.
  - b. Go back to Ms. Taylor's house and give her the package
  - c. Have Sex with Ms. Taylor.
  - d. When you leave Ms. Taylor's house Laura will call you on the phone (This begins Laura's quest [Section 5])
- 13. Continue to visit Ms. Taylor at her home to increase your love.
- 14. When your love is high enough she will ask you to fuck her ass
  - a. BUG ALERT: The same bug that exists for Rachel's interactive sex also exists with Ms. Taylor. When you have anal with her the first time, the clock will not progress forward and the event will not register. If you go back to visit her another time you will get the same message from her about trying anal. You must go back on a different day and have anal with her a second time before the event will register and you can visit her and have a choice of what to do. Even then you still won't be able to have anal on demand until you increase your love some more.
- 15. Continue to visit Ms. Taylor at her home to increase your love. Continue until you are able to have anal with her whenever you choose. (This is the end of the Ms. Taylor quest. There may be more content in future updates)

  Image 17a

### Section 5: Laura

- 1. When you receive the phone call from Laura after leaving Ms. Taylor's house, she will ask you to come to the pharmacy to talk with you.
  - a. Go back to the pharmacy and she will ask you about Ms. Taylor's package.
  - b. She will leave and go downstairs to change
  - c. Collect all items on the top floor [Image 17a] (\$300, Pharmacy keys, Viagra)
  - d. Go down the stairs and collect more items [Image 17b] (Aphrodisiac, Sleeping Pills)



- e. Go to the gate and spy Laura getting changed.
- f. Go back up stairs. See sequence. You will Transport back to Home.
- g. At home watch the sequence with her.
- h. When she leaves you, go out of the house and go back to the pharmacy
- i. Go back downstairs and into the changing room and check her locker.
- i. Explore her tablet.
  - i. Look at her mail
  - ii. look at all pictures in her Gallery
  - iii. Look at her Internet
- k. Leave the pharmacy
- 2. The following morning at 06:00 go to the shower when Laura is inside
  - a. select peek
  - b. select enter
  - c. see scene.
- 3. In the afternoon go to New Neighborhood. Laura will call you on your phone. (IMPORTANT: This has to occur on the same day you entered her shower. If not you will miss your opportunity)
  - a. She will ask you to come to Terracotta fashion store. You will transport there automatically
  - b. talk with her
  - c. search in the store for a sexy swimsuit. It will be behind the counter to the right of the register girl. [Image 18]
  - d. When you find it you will transport to the female dressing room. You can peek on Laura and another customer while you wait.

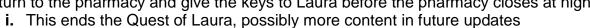
Image 18

- e. when she is ready she will come out and ask you how the swimsuit looks
- f. after the conversation you will transport to a date with her at the pool, enjoy the scene.
- 4. In the morning when Laura takes a shower at 06:00 enter the bathroom. Enjoy the scene.
  - BUG ALERT: The game will allow you to try to repeat this scene over again if you visit Laura in the shower at 6:00. If you choose to go inside you will get stuck in an empty screen with no way out other than to restart. You shouldn't have the option to replay this scene and so don't choose to enter.
- 5. Visit the Pharmacy and talk to Laura. She will ask you to get a copy of her pharmacy keys from her bedroom. She will give you her bedroom keys.
  - a. Go to the Weapon store and make a copy of Laura's keys.
  - b. Return home and go into Laura's room and grab the pharmacy keys off of the table in her room. While you are in the room sync her webcam with yours.
  - c. Return to the pharmacy and give the keys to Laura before the pharmacy closes at night.

    - ii. Now you will have Laura's room key copy and can do the Laura night time side quest. (See Appendix A)



3 0





- 1. You cannot begin Amy's quest until you have spent 35 days in the game. Once it's been at least 35 days, visit the Hornet Pub in Old Quarter during the evening (after midnight is too late). Next to the bar, you'll find Amy's boyfriend Derek sitting with Chloe. [Image 19]
  - a. Walk to them and they will enter the private door next to the bar.
  - b. Follow them in and you will find Nesrot inside.
  - c. If you have completed the task in Sarah's Quest to get the Zoodra card, Nesrot will try to help you.
     Otherwise I believe the story line with Amy ends.
- 2. In the afternoon find Amy in the basement of your house. Try to talk to her.
  - a. When she leaves the room a bag will appear where she was standing, inspect the bag and find her keys
  - b. Go to the gun shop and make a copy then return to the basement and put her key back in the bag before the time is up. You have 1 min 30 sec.
  - c. Amy will return to pick up the bag. If you fail she will catch you and you will lose both keys. The quest can continue either way.
  - d. As a side note once you have her key you can enter her room at night and sync her webcam with yours. You can also start the Amy night time side quest described in Appendix A.
- 3. At night return to speak with Nesrot at his office in Hornet Pub, (WARNING: Save your game before entering. You will have multiple options with different scenes and only one chance. You can restart and explore them all.)
  - a. He'll ask you to help him by performing a service for one of his clients.
  - b. Select which client you want to help.
  - c. After you transport out of the office go to house number 7 in New Neighborhood. [Image 20]
  - d. Go back to Hornet Pub and talk to Nesrot, he will offer one of his girls as a reward. (This is another option to raise your stats)
    - i. Maggie Raises your Ability
    - ii. Yalena Raises your Endurance
    - i. Miko Raises your stealth
  - e. After you finish Chloe will go with you to Derek's house to help you find evidence for Amy.
  - f. When you arrive outside Derek's house she will ask you to pay her. You can give her \$200 or have sex with her.
  - g. Once inside Derek's house collect all of the items [Image 21] (\$15, Expensive Book, Suspicious Package, Whiskey, \$5, \$5, \$15, 10 bullets) and then click on the door at the top right of the room. (This end's Amy's Quest. More Content in future updates)

Image 19



Image 20







# **Section 7: Sandra**

- Once you have completed the recess side quest with Sandra (see Appendix A) she will be standing next to the bus stop in front of school on weekday mornings. Speak with her and she will run away.
  - During recess follow Christian to the Toilet. Watch the scene and you will have three choices (WARNING: The decisions will impact the progression of the story line in the future)

### i. INTERFERE.

- 1. Christian will hit you
- 2. You will be taken to the infirmary and Ms. Gyna will speak with you. Enjoy the scene.
- 3. You will be transported to the second class. (This decision will continue the Sandra Quest but there is no more content in the current release. More content in future updates)

### ii. RECORD IT WITH THE CELL PHONE

1. When you leave school, call Daisy with your cell phone.

2. She will reject you. (This will start the quest with Daisy but currently there is no content for this quest. More content in future updates)

### iii. WATCH

 When you leave school speak with Christian just outside the school entrance door in the playground (There is no content after this in the current release. More content in future updates)

## Section 8: Foreman's Wife (Sharon)

- 1. Go to the foreman's house to spy on his wife. The foreman lives in building 5 of New Neighborhood [Image 22]
  - a. Enter in house and take all items [Image 23]
  - b. Go upstairs
  - c. Discover the Foreman's wife with her lover.
  - d. After talking Sharon will give you three options: (the options do not change any outcome of the story)
    - i. 100\$: She gives you \$100
    - ii. 1000\$: She gives you \$100 and a Blow job
    - iii. Fun with that body: fuck her and finish with a Blow job.
- 2. Go to talk with the Foreman at the construction site in Old Quarter
  - You have two options: ( CAUTION This decision does influence the development of the story)
    - i. Betray the wife
    - ii. Cover the wife:
  - b. CHEAT OPTION: If you edit your save file you can cheat and make both choices to progress both storylines simultaneously. See Appendix D for details.
- Return to the vending machine and talk to the man standing next to it. He will help you retrieve the card underneath. [Image 24]





### Option 1: Betray the wife

- On the weekend travel to East Town, The yoga teacher is waiting for you, he will approach you and steal your money. \$100
- 5. Go to Old Quarter. Speak with the foreman at the construction site. He wants you to discover where the yoga teacher lives.
- 6. Travel to New Neighborhood. See where he lives
- 7. Go back to Old Quarter. Speak with the foreman again. He will give you \$300
- 8. You want to alert the yoga teacher about the danger from the foreman
  - a. More content in future updates.





Image 22

# **Option 2: Cover the wife**

- 4. On the weekend go to the beach in Old Quarter. Sharon is on the beach. Speak with her. She thanks you and asks for your telephone number and say's she will call you.
- 5. Wait until at least Day 25. After this day when you enter the school map Sharon will call you and tell you to come to her house and visit some time.
- 6. Go to the food store in new neighborhood and buy wine.
- 7. Go to the Foreman's house any day in the morning and bring her the wine. She will have sex with you.
  - a. You can repeat this event whenever you want but make sure you bring wine each time.
  - b. End of Sharon Quest. Possibly more content in future updates

# Section 9: Jet

- 1. After you have sex with Rachel the first time and then visit Morgan you can go to the bookstore in East Town [Image 25] to give Jet the ticket and take special classes from her to improve your sexual abilities. (See Appendix D to speed up this process)
  - a. You can raise both your endurance and ability a maximum of 20 points. You receive 1 point each time you take a class.
  - b. Classes cost \$60 each.
  - c. In total it will cost you \$2400 to max out your stats and 40 visits.
- 2. When you complete all of Jet's lessons. Visit the bookstore at night.
  - a. Watch the scene
  - b. Go to Hornet Pub in Old Quarter (go straight there, if you pass too much time you will fail and end your quest with Jet.)
  - c. Talk to Jaqueline next to the Bar, she will give you a gun.
  - d. Hurry back to the library. (Don't take any detours, if you pass too much time and arrive late at night in the dawning you will fail and end your quest with Jet)
  - e. Watch the scene and you will transport to the hospital.
  - f. Watch the next scene and you will transport back home to your room.
  - g. Watch the scene with Sarah and then you will go to sleep.
- 3. Check your Inventory and use the Jet photo you have in the inventory. Jet will invite you to visit her at home some time.
- 4. At night (before 00:00) visit Jet at home. Jet lives in building number 1 of East Town [Image 26] watch the scene and Jet will ask you to help her.
- 5. At night (before 00:00) go to Annie Garrison's house in High Neighborhood, house number 7 [Image 27]
  - a. Talk to the guard out front and you will need to find another way in.
  - b. Go to the back of the house by the water and find an old man, he will ask you to steal panties for him.





Image 26



- 6. On the same night or a different night if you choose, visit the houses 1, 2, 4, 5, 6, 8 in High Neighborhood. Click on the arrows at each house. You will need to have a stealth level of at least 12 to complete this task. (See Stealth Training). You also will need a rope in your inventory. You can buy this at the Gift shop in commercial neighborhood.
  - a. SECRET: If you didn't get the rope before you went all the way to high neighborhood and don't feel like back tracking, you can check the mailbox in front of house number 8 in High Neighborhood (Daisy's house) and you will silently get a rope in your inventory.
- Image 27
- 7. Talk to the old man behind Annie Garrison's house again. (If you decided not to do this on the same night when you steal the panties, remember he will only be there at night before 00:00)
  - a. Enter the house (WATCH IF THE GUARDS SEE YOU, YOU WILL BE KILLED) (See [Image 28a] for all items and reference)
  - b. Once inside the house follow the guard south down the hallway and enter the big room to find \$15 in a bookshelf.
  - c. Go back from where you came and turn right down the center (West-East) hallway. Visit the second office and pick up the password.
  - d. Walk to the room with the computer and you can find \$15 in one of the cabinets. (The image which comes from the official guide say's sleeping pills are in this room too, but this appears to be bugged.)
  - e. Walk to the PC and enter the password (3542). Touch the PC again and activate the statue.
  - f. Go back to the statue near where you first transported into the house. Activate the Button.
  - g. Travel back to that middle hallway and go all the way to the right to the end of the hallway and turn left to go north. You will see stairs. Go down to the basement.
  - h. Pick up all the items in the basement [Image 28b] (\$150, Pineapple PC (you can only have 1 PC in inventory so if you have a better one already, don't take this), Expensive Perfume, PC Game, \$75, Bullets). Talk to the girl in chains and free her. You will transport near the window where you first came in.
  - i. Walk south back to that center (West-East) hallway and walk to the third room.
  - j. Get the Whiskey from one of the dressers and then touch the girl sleeping. You will find the 5th Tinymon card (Xorlax) for Sarah's Quest.



- SECRET: If you touch the clock on the wall it will tell you a number. This number is your stealth level. Each time you touch the clock it will increase your stealth by 1 allowing you to instantly max your stealth.
- k. Go out of the room and head to the right down the hall, turn left and then left again toward the center of the room toward the stairs to the top floor.
- I. When you go far enough a scene will trigger. Watch the scene and go upstairs.
- m. On the top floor walk to your left and turn down the hallway [Image 28c]. At the end turn right toward

Image 28b



- the center of the room. Enter the first room on your right with two safes inside. Open the safes to get an Ultra Rare Jewel and \$350.
- n. Exit the room and head to the left from where you came. When you get far enough another scene will trigger. Watch the scene

### Image 28c



- o. You will be inside Annie Garrison's room. Leave the jewel in the clothes hanging in the center of the room. You will hear the guards and need to hide.
- p. Just to the left of the clothes in between the fireplace and the bathroom are two closets. Hide in the left one. And watch the scene.
- q. Walk toward the room to the right of the fireplace and enter the room. Enjoy the scene with Annie.
- r. When finished look in one of the bookshelves to the right to find Jet's Papers then exit the room.
- s. Try to leave Annie Garrison's bedroom and you will be stuck because the guards have returned outside.
- t. Walk to the desk to the left of the room where you met Annie and find a Pen. On the desk just to the right of the same door you can find Paper. Your character will write a note to the guards. Walk to the door where the guards are and slip it under the door to escape.
- 8. Return to Jet's house at night to bring her the registry. Enjoy the scene.

a. WARNING: You will be faced with a choice that impacts the progression of the story line.

### **BETRAY JET**

- 9. You will transfer to Warren's house. Speak with him to tell him about Jet's plan. Return to East Town in the morning and find Jet outside her home and you will be transferred to Mr. Gibson's house
  - a. Walk into the woods where you enter. [Image 54]
  - b. Go right when you get to the well and follow the path to find a man in goggles
    - i. The man will rob you of \$100
    - ii. I'm not sure what the purpose of this is, but this interaction will set a new variable that will probably be used in a future release
  - c. Go back to the well and head north to find the cave. Enter
  - d. Warren will be waiting inside with his guards. He will take Jet and give you a reward
  - e. This ends this quest line for the current release



### **HELP JET**

- 9. Return to East Town in the morning and find Jet outside her home and you will be transferred to Mr. Gibson's house
  - a. Walk into the woods where you enter.
    - i. Go right when you get to the well and follow the path to find a man in goggles
      - 1. The man will rob you of \$100
      - 2. I'm not sure what the purpose of this is, but this interaction will set a new variable that will probably be used in a future release
    - ii. Go back to the well and head north to find the cave. Enter
  - b. Make your way to the Northeast corner of the map and climb the ladder
  - c. You will appear in a small room in the basement. [Image 55]
    - i. Exit the room and then go to the next door north into the hall.
    - ii. Walk to the right and then head south down the hall. Walk far enough and you will see a dialogue
    - iii. Walk to the sleeping guard and check him to get a key
    - iv. Go to the door on your left and click the arrow to unlock a door. Take note of the passcode written on the wall.

Image 55



- v. Return to the sleeping guard and walk through the door next to him.
- vi. Go to the door in this room to the northwest and check the panel on the wall next to it. Enter the passcode 7834 to unlock the door and walk through.
- vii. Walk to your left and then you will hear guards talking and they will leave.
- viii. Continue to the next door.
- ix. Don't move when you enter this room. When the security system turns off IMMEDIATELY run to the other

side on the right. And enter the door. You need to use the dash button to make it on time.

- x. Grab the items from the safes and then click on the arrow (it's hard to see) to climb into the vents. Continue to walk upstairs
- d. You will now be on the first floor. [Image 56] Follow the path to avoid running into guards. You will be following a guard so don't walk too quickly.
  - Wait at this spot until the guard passes
  - ii. Enter in the room and grab the whiskey and the wine
  - iii. Enter in this room and grab Test 2 Drug and Cinnamon. WARNING: don't walk any further right than where the Test 2 Drug is found or the guard behind the wall will see you.
  - iv. Check this door to see Christian and a woman
  - v. Walk up the hallway to hear the guards talk about the elevator
  - vi. Enter the room with the elevator and switch puzzle
  - vii. Throw the switches in the following order: Red, Blue, Yellow, Green. Enter the elevator.
- e. Now you are on the final floor. [Image 57]
  - i. Walk until you see Dialogue with Chloe
  - ii. Enter in the room to your left, be careful here because there is a guard, avoid him seeing you.
  - iii. Enter the room on the Southwest and speak with Chloe
  - iv. You will transfer into the hallway, watch the scene and wait.
  - v. Enter the door in front of you and go to the computer.
  - vi. Walk to the left and check the door to see Chloe and Jet
  - vii. Continue left and check the panel on the wall next to the big door. You will need to solve a puzzle.



Image 57



- 1. Top Row Yellow
- 2. 2nd Row Green
- 3. 3rd Row Blue
- 4. Bottom Row Red
- viii. Enter the big door and grab all the items. WARNING: make sure to grab the birth certificate last or you will miss out on the other items.
- f. You will be transported outside the mansion in the woods. Speak with Jet and enjoy the scene. You will transport to High Neighborhood (This ends the mission of Jet)

# Section 10: Dad

1. You must spend at least 45 days in the game and have completed the mission of stealing data in Maria's laboratory (Section 3: Maria Quest point 4). When you wake up on the day after accomplishing both of these, Dad will come home and give a gift to each member of the family.

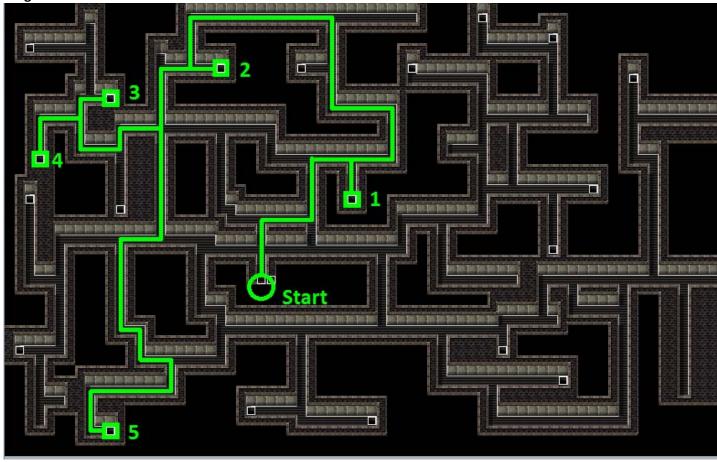
Image 29a

- a. you will be transported to school (do not enter the school)
- b. Return home and visit Maria and Dad's room, enjoy
- The next morning when you wake up you will see Dad in the hallway talking on the phone.
  - a. Watch the scene and then follow him outside of the house, do not get too close (keep about 4 boxes away)
  - b. Follow him through New Neighborhood into Commercial Neighborhood and into the alley.
  - c. Watch the scene
- 3. The next day you go to school. The director will stop you when you enter and have a conference with you and Dad.
  - a. When you leave the meeting go up to the first floor and head over to the east wing. [Image 29a]
  - b. Travel to the room on the bottom left of the map and go inside to find a screwdriver
  - c. From there exit the door and near the door to the right you will see a ventilation shaft. (You can't miss it there is a big arrow blinking on it.) use the screwdriver to open the shaft and climb inside.
  - d. Refer to [Image 29b] to see the path and location of all interesting events.
    - i. Spy Brenda
    - ii. Spy Carol
    - iii. Spy Ms. Gyna
    - iv. Spy Pam and Nadine
    - v. Spy on Dad
- 4. After class go to your house and Dr. Robson will be outside. Talk with her.
- 5. On the same day go to your home at 18:00 and speak with Maria in the kitchen for another scene. (IMPORTANT: This must occur on the day you talk to Dr. Robson, once your father speaks to you at night the opportunity is gone)
- 6. When you transport to your room at night Dad will come to your room to talk to you



- 7. The next morning go to school. Dad will come to pick you up at the school after class finishes. He will take you to meet Warren
  - i. Warren will talk to you, he will offer to give you something. You have three options (women, money, luxury)

Image 29b



- ii. Women: Scene sex with warren's whore.
- iii. Money: \$500
- iv. Luxury: Alienmecha PC
- After your choice Warren will ask your Dad to go pick up his niece. You will go with Dad.
- c. You will meet Kayla. In the car let her do what she wants.
- d. Upon arriving at Warren's house, Steve will talk to Dad and the two will leave. You will have to attempt to listen to their conversation.
- e. Walk to your left and check the door to Warren's office to see another scene. (Green Circle on [Image 30])
- f. Enter the room on the upper right of the map and you will see the stars for where to go. (Red Circle on [Image 30])
- g. Push the chair over to this spot to

Image 30



- climb up and listen.
- h. When the scene ends Kayla will catch you. She will ask you to take her to buy clothes. (IMPORTANT: Save your Game. You can lose the driving mission and get a game over. Also you will need to save to see one scene with Daisy just after the mission)
- i. In the car she will make advances at you. In this scene press the buttons that appear on the screen before they disappear. If you fail 3 times, you will die and the game will end.
- j. Once in the store watch the scene and then you will transport to the dressing room.
- k. You can spy on the women in the rooms. (Daisy, Ms. Robson, Kayla)
  - i. BUG ALERT: When you spy on Daisy she is supposed to give you a hand job if you have completed the penis size contest with Beth in the recess side quests. This does not work. You need to have a relationship of 50 with Daisy for the scene to trigger and the max relationship you can get in the current version is 23. See Appendix D for how to trigger this event.
- I. Choose the dress you like best on Kayla
- m. Return to Warren's house.
- 8. From here you must accomplish point 6 in the Maria quest before continuing (see Section 3).
- 9. The next night, Dad will come and find you in the room.
  - a. Watch the scene in the alley
  - b. Now you can continue Maria Quest from point 8
  - c. This ends the Dad quest. More content in future updates

# Section 11: Marge

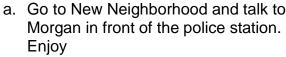
- Go to Morgan's house, Morgan lives at house 5 in High Neighborhood [Image 7]
  - a. Go Upstairs and look for Marge at the top of the stairs.
    - If she is not there then you will need to improve your relationship with Morgan. Go to his room and speak with him and choose one of the options to improve your relationship.
      - 1. Talk: Increase relationship by 5
      - Play Video Games: Increase relationship by 10
      - Watch Porn: Increase relationship by 15



- ii. Repeat until you see Marge at the top of the stairs.
- b. Talk with Marge and she will ask you to search for her cat.
- c. Go to Morgan's room and he will tell you where you might find the cat.

- Enter the sewers of High Neighborhood (Entrance is to the right of Morgan's house) look for the cat [Image 31a]. The cat will run away.
- 3. Go to one of the food stores and buy fish.
- 4. Go to the sewers of East town and find the cat. [Image 31b]
- 5. Come back to Morgan's house talk to Marge, enjoy
- 6. Afterwards Morgan will ask you for an aphrodisiac. You actually need 2.
- 7. Go to the Sex shop in East town and buy 2 aphrodisiacs (one if you already have one from Laura's pharmacy)
- 8. Return to Morgan's House. Talk to him in his room and he will ask you to distract his father.
- 9. At this point you won't be able to continue until your Dad arrives home after day 45 (see Section 10). Return to your house

and at night talk to Dad in the dining room when he is next to Maria. You will call Morgan and he will ask you to meet him.



- Once in the office choose any psychopath for your mission (choice does not affect the game flow)
- c. When you arrive at the home of the psychopath you will be asked if you want to activate a tutorial, activate it to indicate how to solve the puzzle.
- d. Push the barrel marked with the flashing arrow (red circle in [Image 32a]) and bring it to the window that has no tree in front of it. It will have an arrow flashing as well.
- e. Then you see the pile of garbage (blue circle in [Image 32a]) next to the garage with an arrow flashing on it. Check the pile and receive a crowbar.



- f. return to the barrel you pushed in front of the window
- g. Once inside the house refer to [Image 32b].
- h. Travel north a few steps and then turn left down a hallway. You should pass a door on your characters right. Check the door and you will find it is locked.

Image 31b



- i. Continue walking to the left of the screen and you'll enter a big room with a carpet in it. Check the carpet to find the door key, pick up the key and go back to the locked door and open it. Check the envelope on the desk to find part of a pass code.
- j. Leave this room and go all the way to the left of the screen past the big room with the carpet. Just after the big room you will see another door on your characters right that is open. Enter the room and check the notebook on the desk to the left and find the second part of a pass code.
- k. Go back to the large room with the carpet and go to the far northeast corner of this room and use the statue to the right of the stairs. Put

the password 47895631. This will activate a switch.



- Go back south and turn right to go past the open door with the desk where you got the second pass code. Keep walking till you reach the far northwest corner of the house. There will be some drawers that opened when you hit the switch. Check to find a Mirror Decoration.
- m. Travel across the house to the far northeast corner of the house and find a large mirror. Check the mirror and a secret passage will open. Go down the Image 32c
- n. once inside you can check the door but it will be locked. Pull the lever on the left hand side and something else in the house will move.

stairs.

- o. Go back upstairs to the house and go to the room where you read the notebook to get the second pass code. Check the small cabinet with the open drawer to the right to find the basement key. Go back through the mirror and now open the door.
- p. In the basement refer to [Image 32c]. Travel north through two doorways
- then turn left and travel west for two doorways. In this room you should see a message on the wall with another pass code.
- q. Go back to the east through two doorways and turn to your characters right and go south through the west most doorway to the south (if you go south through the doorway on the east side of the room you'll go back to where you entered the basement). Continue south past one more doorway and turn to the west. You should see a metal gate to your characters right in this room. Enter the pass code 3124.
- r. Continue to follow the path until you come across the psychopath. You will have 2 choices.
  - i. Kill it (Karma decrease)
  - ii. Leave it (Karma Increase).

- s. You will transport back to Morgan's home. Enjoy the scene at dinner.
- t. Once outside Marge will be waiting for you. She will ask you to come see her sometime. (This end's the quest of Marge. More content in future updates.)

# **Section 12: Carol**

- To begin you must first increase your relationship with Carol at recess by answering the questions
  correctly until your relationship no longer improves. The max relationship you can get through
  recess is 15.
  - a. WARNING: It's highly recommended that you at least get to the point of where Carol see's you and Rachel in the bathroom stall before you complete maxing your relationship.
- 2. Once you have raised your relationship to 15 wait until Monday of the next week (if it is already Monday when you hit 15 you won't have to wait.) On Monday after recess, Ms. Turner will assign a book to read and a group project. You will be assigned to work with Carol.
  - a. When you exit school Carol will be waiting for you and you will talk with her.
  - b. In your inventory you will have a workbook for the school project, use it, do it before it is Friday or you will fail and your story line with Carol will end.
- 3. The next day after you've read the book go to school and you will talk to Carol in class.
- 4. In the afternoon, visit Carol at her house. Carol lives at house number 6 in New Neighborhood. [Image 33]
  - a. WARING: If Carol did not see your penis in the toilet when you were trying to find the location of Beth's party, Do not go to Carol's home. Make sure to find out about the party first.
  - b. WARNING: visit Carol before Friday or you will fail and end the storyline with Carol
  - c. When she leaves the room go to her PC on the desk she left and activate her webcam
  - d. Go to the bathroom to speak with her then watch the scene.
- 5. Wait until it is Friday, the teacher will give the grades for your project. When leaving school Carol will be waiting for you outside. From now on you can have dates with Carol. See Appendix A and Appendix E for dating Carol. This ends the Carol guest. More content in future updates



# **Section 13: Nesrot**

- 1. You must complete up to Point 9 in Dad quest (see Section 10) and Point 3 in the Amy Quest (see Section 6) before starting Nesrot Quest.
- 2. Travel to East Town at night (before midnight). When you enter the map, Jacqueline will pull up in a car and take you with her.
  - a. When you wake up Jacqueline will tell you Nesrot wants to speak with you
  - b. If you chose to have sex with Chloe as payment for help finding proof about Derek, Chloe will come in and ask to have sex with you one last time. Otherwise skip to 2c.
  - c. Nesrot will enter the room and talk to you about your family. In the end he will ask you to steal Maria's computer. (This ends the Nesrot Quest. More content in Future updates)

# **Section 14: Nadine**

- Before you begin the quest of Nadine you must first raise your relationship with Nadine to 15. You can do this by doing the recess side quests described in Appendix A. You also must have talked to the Beggar outside of Rachel's house and opened up his shop. See Appendix E.
- 2. After you have raised your relationship to 15 and opened Beggar's shop, go to Chinatown at night and visit the strip club. You will find Nadine working there. She will ask you to help her recover some stone statues.
- Image 50
- 3. In the afternoon go to the school and look for Nadine to the left of the bus stop by her motorcycle. [Image 50] She will take you on a ride over to visit the Beggar to find information on the statues.
  - a. Talk with Beggar and he will tell you that someone named Alfred had them.
  - b. You will travel to East Town with Nadine.
  - c. Find Alfred next to the sex shop in East Town. [Image 51] He will ask you for Whiskey, Cake and Meat in exchange for the statue.
  - d. Go to the food store in East Town and buy whatever items you don't have in inventory.
  - e. Return to Alfred and give him the items and you'll get the first statue.
  - f. Alfred will tell you that Beggar may know where the rest are.
  - g. Nadine will thank you, time will pass to night and Nadine will leave.
- 4. In the afternoon go to the school and look for Nadine on her motorcycle again. She will take you back to the Beggar.
  - a. Talk with Beggar and he will tell you a woman named Margareth has one of the statues.
  - b. You will travel to New Neighborhood.
  - c. Margareth live in house Number 7. Visit her there.
  - d. She will tell you she has not had sex in a very long time.
  - e. Have sex with her and receive the second statue.
  - f. Nadine will thank you, time will pass to night and Nadine will leave
- 5. In the afternoon go to the school and look for Nadine on her motorcycle again. She will take you back to the Beggar.
  - a. Talk with Beggar and he will tell you a man named Robert has two of the statues.
  - b. You will travel to the Port.
  - c. Robert will be in front of the only building at the Port.
  - d. Speak with him and he will ask you and Nadine to put on a show for him.
  - e. Watch the scene and receive the third and fourth statue.
  - f. Nadine will thank you, time will pass to night and Nadine will leave
  - g. Walk North to Chinatown to exit the Port. When you get to Chinatown, Nadine will send you a message on your phone.
- 6. In the afternoon go to the school and look for Nadine on her motorcycle again. She will take you back to the Beggar.





- a. Talk with Beggar and he will tell you that he can get you one from some guys if you transport some weed for him.
- b. You will have to complete a mini game running from the cops in order to deliver the weed.
  - i. TIP: The best way I've found to pass this mini game is to immediately crash through the center wall over to oncoming traffic. Once there just ride down any of the dashed lane separators for the whole way. No cars travel on the lane markers on that side of traffic.
- c. After you complete the game you will deliver the weed and then get the fifth statue.
- d. Nadine will thank you, time will pass to night and Nadine will leave
- 7. In the afternoon go to the school and look for Nadine on her motorcycle again. She will take you back to the Beggar.
  - a. Talk with Beggar and he will tell you that a man named Carl has another statue in Chinatown.
  - b. You will travel to Chinatown
  - c. Carl will be standing in front of the Gym.
  - d. Speak with him and he will tell you that he hid the statue somewhere in Chinatown but has forgotten where. If you find it you can keep it.
  - e. Walk to the lower right hand corner of the map past the Strip club to find an alley at the far right of the map. Head north up the alley and you will see the stars indicating where to look. [Image 52] Grab the sixth statue.
  - f. Nadine will thank you, time will pass to night and Nadine will leave
- 8. Go to your home and stay up until after midnight. Go to your room and try to sleep and Nadine will text you.
  - a. Watch the scene
  - b. Follow Amy to the bathroom and check the door
  - c. Enjoy the scene
- In the afternoon go to the school and look for Nadine on her motorcycle again. She will take you back to the Beggar.
  - a. Beggar will tell you that Rachel's mom has one of the statues.
  - b. Rachel will exit her house and see you with Nadine and get jealous. Your relationship with Rachel will drop.
  - c. Nadine will leave and then you can enter Rachel's house to speak with her mom.
  - d. Rachel's mom will ask you to find her a date.
  - e. Speak with Beggar outside of Rachel's house and offer to clean him up to be Rachel's Mom's date.
  - f. Take Beggar to your house and he will get in the shower.
  - g. Go into the Laundry room to find him some clothes.
  - h. Talk with Maria. Enjoy the scene.
  - i. Check the closet with the stars on it to find the clothes for Beggar.
  - j. Go into the bathroom and bring him the clothes.
  - k. Return to Rachel's house and bring Beggar in for the date with Rachel's mom.
  - I. She will ask you to stay and watch her cat while she is on the date
  - m. Check Rachel's computer to sync her webcam with hers. (Make sure you do this first, you only have about 40 seconds to check the house before the game will go auto on you)



- n. After some time you will go to get something to eat and they will return. On your way to leave you will feel sick and go to the bathroom.
- o. When you leave the bathroom, enjoy the scene.
- 10. In the afternoon go to the school and look for Nadine on her motorcycle again. Give her the statue you received from Rachel's mom and then go with her back to the Beggar.
  - a. Speak with Beggar and he will tell you he has the last statue.
  - b. Enjoy the Scene. This end's the Nadine Quest. (more content in future updates)

### Section 15: Tyna

- In order to begin the quest with Tyna you must first take the job at Amaria's goods and then work on that job for 50 days. See Appendix A for information on Jobs and Appendix E for skipping this requirement.
- 2. Once you have worked the 50 days when you enter Amaria's goods you will hear Tyna and Amaria arguing over something. Amaria will tell you that Tyna is involved in an underground fight club and she is afraid Tyna will be hurt. She asks you to help her.
- 3. Go to Chinatown and visit the building to the left of the Gym with a guard standing in front of the door. Speak to the guard and he will not let you in.
  - a. Wait a few minutes and Warren's car will pull up next to the building.
  - b. If you have already gotten to the point where your Dad has introduced you to Warren you will be able to speak with him and he will bring you inside
  - c. If you have not met Warren, wait another minute or so and Nesrot's car will pull up. If you have gotten to the point where you have to break into the school for Nesrot you can speak to him and he will take you inside.
  - d. Once inside watch the fights.
  - e. After the fights are over speak with Tyna and you will offer to help her
- 4. Visit Tyna at school. you can either speak to her in the recess yard or in front of the school in the afternoon. She will tell you where you can go to train your strength. See Appendix E for strength training.
- 5. Visit Amaria's goods again and Amaria will give you a reward for helping Tyna. (This ends the Tyna Quest, possibly more content in future updates)

# Appendix A: Side Quests for hidden scenes

#### TV at home:

When you are at home you can click on the TV and waste an hour of time. If you do this at night (19:00 or later) you have a 20% chance that one of your family members will come in the room. In some instances if your love with the character is high enough you will get a special surprise.

### Amy

Amy will just enter the room and call you a loser. You will get to look at her ass in a thong though as she walks away. There is no special scene with Amy if your love is high enough.

#### Laura

Laura will come in and talk to you and then grab something from the kitchen. You get a nice view of her legs in a short top. If your relationship with Laura is above 30 she will tell you she wants to play.

### Maria

Maria will enter the room and ask you why you are up so late. She'll then chastise you and say you better not be watching porn. If your love with Maria is greater than 5 she offer to help you sleep.

#### Sarah

Sarah will enter the room and ask to sit and watch TV with you. If your love with Sarah is greater than 5 you can play with her while she sleeps on the couch next to you.

# Bathroom spying:

### You shower

When you enter the bathroom at home you can use the shower. You have a choice if you want to masturbate or not. If you choose to, there is a random chance that one of your family members may spy on you triggering a different image or scene.

- Sarah may spy on you any time after 16:00
- Laura may spy on you at night (between 19:00 and 23:00)
- Amy may spy on you in the Morning (between 6:00 and 13:00)
- Mariah may spy on you any time after 16:00
  - If your love with Maria is 5 or greater she will come into the room after spying on you and you'll get a special scene.

# Family Showers

You can spy on all of your female family members in the bathroom at home during different times of the day. Just try to enter the bathroom door while they are in the room. They shower at the same time every day.

Laura - 06:00 Amy - 07:00 Sarah - 20:00 Maria - 23:00

#### Jobs:

You can use the PC in your room to sign up for various jobs. The jobs are extremely easy to actually complete and I won't spend time showing maps or describing how to complete the jobs. I will only cover the hidden scenes associated with the jobs. All jobs have one special scene you can view once

you have spent enough days on the job. In general this requires you to work on a job for 25 days before you can view the scene. Days are counted as number of times worked so if you work on the job twice on a weekend day this should count twice.

- WARNING: There appear to be some issues where the day counter isn't updated properly and it can take much longer for some jobs than the expected 25 days.
- If you leave a job to restart a new one your counter will reset to zero.
- There may be additional scenes added to jobs at different day intervals in future updates.

GRIND ALERT - This part of the game is a real grind. Please see Appendix D of this guide to find how to significantly shorten this grind through some cheats.

### Amaria's Goods

This job is the easiest to get the special scene on. The days on the job counter seems to work fine and all you have to do is spend 25 days on the job. Once complete Amaria will tell you she doesn't have any money to pay you and asks you to work for free that day. Say yes and enjoy the scene. If you continue to do this job out to 50 days on the job, when you enter the shop you will see some dialogue of Amaria and Tyna arguing. This will begin the Tyna Quest (see Section 15)

### Hornet Auto

After 25 days Marble will tell you that a car has been stolen from the shop. She will ask you if you can find it and bring it back. At night travel to High Neighborhood and walk to the far northwest of the map near the sewer entrance. You will see the car. Inspect the car and the thief will tell you to get away from the car. Travel to East Town after midnight and speak with the hooker in front of house number 3. Pay her to distract the thief. The next day go back to where you found the car in high neighborhood at night (before 0:00). Check the trees behind the car to find the keys and then take the car and bring it back to Marble at Hornet Auto. Enjoy the scene.

# Hospital

For the hospital job this appears to be the least likely job to count days correctly so even though it should take 25 visits it takes more for pretty much everyone. You should have to work 25 times on the job. After 25 when you go to see the boss she will ask you to do some treatments for an experiment. Say yes and you will get an injection. You must return for 4 more injections before you see the special scene. This will trigger on the day of the 5th injection.

The hospital also has one additional hidden image you can trigger while working. If you are asked to clean the 3rd floor, you should see a stool in the lower left corner of room number 8. If you touch this stool you will spy Nurse Sandy in the shower.

#### Martinia Press

- 1. Enter Martinia press in Commercial Neighborhood after you sign up for the job.
  - a. Speak with the receptionist.
  - b. Talk to Allison about the job, she'll send you to take photos of Marie Williams
  - c. Walk to the room on the right and speak with your Aunt Maggie to get a camera.
    - i. NOTE: You can speak with the receptionist to upgrade your camera if you like and you will get more money for your pictures if you have a better camera
  - d. Speak with her a second time to find information about where to find Marie
- 2. Walk to New Neighborhood after midnight and you will find a flashing arrow outside the bar. Take a picture from here.
- 3. Return to Martinia Press and return the photo to Allison.
  - a. Speak with your Aunt again for the next clue to find Marie
- 4. Go to the Chinatown armory in the afternoon and find Marie to take another photo
- 5. Return to Martinia Press and return the photo to Allison.

- a. Speak with your Aunt again for the next clue to find Marie
- 6. Go to East Town after midnight and you will find Marie on the far Southeast corner of the map
- 7. Return to Martinia Press and return the photo to Allison.
  - a. Speak with your Aunt again for the next clue to find Marie
- 8. Travel to High Neighborhood and you will find Marie in the park on the Southwest section of the map.
- 9. Return to Martinia Press and return the photo to Allison.
  - a. Speak with your Aunt again for the final clue to find Marie
- 10. Go to Old Quarter on the weekend and find a small boat at the beach.
  - a. Click on the Boat and you will be taken out on the water where you can see Marie for the last shot
  - b. After you take the picture Marie's security will stop you and tell you she wants to speak with you.
  - c. She asks for the photo back and give you a choice of what she can do to get it. The decision does not influence the story.
  - d. At this point the mission ends, you cannot return the photo to Allison and there is nothing more to do.

# Ms. Taylor Masturbation:

After you have entered Ms. Taylor's home at night and found Ronald then spoken to her at school (point 3, Section 4: Ms. Taylor Quest), if you enter her home after midnight you can check her door to her room again. You have a 10% chance that when you check the door you will catch her masturbating. The chance is random so you can save your game before checking the door and continue to reset until you see it.

# AIM Training:

Visit the armory in Chinatown and talk to the clerk then pay the registration fee of \$500. Enter the metal door on the top left and once inside talk with the clerk [Image 34] to start the tests. When you complete the tests you will increase your AIM stat by 1. You also will be taken to a room with 3 chests to select from. All three chests are random and have the same items in them with the same percentage of getting a specific item. (why on earth do you need three then?) Within these chests you have a 2% chance to receive a test drug. If you defeat enemy 1 you can possibly get test 1 drug, enemy 2 you could get test 2 drug, and so on. Once you have the correct Test Drug corresponding to the correct girl you can go in through the gateway and repeat the test against that girl. If you win with the test drug in your inventory the girl will lose control and let you fuck her. You will lose the Test Drug and have to get another one if you want to repeat the scene.

GRIND ALERT: This is by far the worst grind of this game. With a 2% chance of getting the
drugs it's nearly impossible to get one let alone all four. See Appendix D for how to avoid this
grind and just see the scenes.

Image 34



- 1. Player: To participate in the events of the tournament.
- 2. Weapon Shop: You can buy weapons here
- 3. Bullet Shop. Buy Bullets for the test.
- 4. Gateway: You can repeat the tests once they have been completed for \$100

# Female Family Member Bedroom Keys:

Throughout the course of the Quests you will be able to make copies of the room keys of each of your female family members. If you have the spare key you can enter each of their rooms at night for some night time events. See the quests sections in this guide for how to obtain the keys.

# Amy

Once you have Amy's key you can enter her room and try to play with her while she sleeps. There are various different options to choose from and each better option requires you to have a higher stealth level (see Appendix B: Stealth Training). In order to see all of the events you need a Stealth level of 22 or higher.

### Laura

Once you have Laura's key you can enter her room and try to play with her while she sleeps. There are various different options to choose from and each better option requires you to have a higher stealth level (see Appendix B: Stealth Training). In order to see all of the events you need a Stealth level of 22 or higher.

### Maria

Once you have Maria's key you can enter her room and try to play with her while she sleeps. There are various different options to choose from and each better option requires you to have a higher stealth level (see Appendix B: Stealth Training). In order to see all of the events you need a Stealth level of 22 or higher.

• If Dad has returned home after Day 45 you can still have fun with Maria at night. You will need to purchase a Sleepy-Time Candle from the beggar (See Beggar Section of Appendix E) each

time you want to enter the room. Place the candle in Maria's room next to the bed in the morning or afternoon and you will be able to enter at night.

# Sarah

There are several different Night quests with Sarah all with different tasks to complete in order to activate the special scenes. One of these require you buy items from the Beggar outside of Rachel's Apartment. (See Beggar Section in Appendix E)

- <u>Blowjob in Bed</u> This is the simplest scene to trigger. After you receive her key, simply enter her room after she is asleep and touch her on the bed. She will ask if you want to sleep with her. You have a 20% chance she will wake you up in the middle of the night and give you a blowjob.
- <u>Spanking</u> Buy the Tinymon toy from the beggar. Place it on the table in your room during the morning. Check back at night and the toy will be gone. Enter her room after midnight. As you walk in you will ask her if she stole your toy. You can chose to punish her. This will trigger a spanking scene which will make her more submissive. You can repeat this scene.
  - GRIND ALERT: You must increase her submissiveness to 5 (meaning spank her 5 sessions) before you can get her to wear the butt plug. You can limit this to 1 time and avoid the grind by checking out Appendix D.
- <u>Dildo</u> Buy a dildo from the sex shop. Enter Sarah's room at night (but before midnight when she is there to sleep) and leave it on her bed. Enter her door after midnight and you will watch her use it. You can repeat this.
- Xtra Size Dildo Go to the Sex Shop and buy the Xtra Size dildo. You can enter Sarah's room during the morning and place it on the table next to her bed. If you return to her room at night she will try to get it in her ass. She won't get it in. After the first attempt you can buy another Xtra size dildo but this time also buy lubricant. Again place both the Dildo and the Lubricant on her table in the morning. The second time she will get it in a little further. Continue to buy the Xtra size dildo and the lubricant and repeat this another 2 times. After your fourth attempt she will get it all the way in. Once she has gotten it all the way in, you will no longer be able to leave the Xtra Size dildo on her table. So you cannot repeat this one.
- Butt Plug This one almost isn't worth the effort because it is a decent amount of work and the scene is bugged. First you have to make sure you do the spanking scene multiple times to lower her submissiveness. You will need to buy the butt plug from the Sex Shop and then you can place it next to the TV in Sarah's Room at night (before she goes to sleep at midnight). after midnight enter her room and she will ask if you want to sleep with her. In the morning you will tell her you have a surprise for her. You will tell her to wear the butt plug in her ass. If her submissive level is less than 5 she will say no. (You need more spanking sessions). If greater than 5 she will put it in her ass. When you go to school in the morning once you sit in your chair to attend class you will get a shot of Sarah with no panties on wearing the butt plug.
  - O BUG ALERT: In this scene you are supposed to see several images of your character putting the butt plug in Sarah's ass and her showing it off to you before you go to school. There is a bug in here where the picture of Sarah lying on the bed asking you to sleep with her never leaves the screen. The image is never erased and all the new images appear behind it. If it weren't for the school scene you would see nothing for your work to get Sarah to wear the butt plug.
- <u>Blow Job</u> First enter the bathroom of your house and check out the sink. You will take a picture of your dick and send it to Sarah. If you enter her room after midnight you will catch her masturbating to the picture. When she see's you she will give you a blowjob.
  - NOTE: This is not a new scene. If you choose to go home with Sarah after your date with her and Roger you will see this same blowjob when you choose to play with her ass.

# Laura Hentai Magazine(s)

You will receive the item *Milf's Hentai Magazine* from Morgan on the first day of school. You can find a second one in the room where you find the teacher's lounge key during the Rachel Quest when you need to change her grades. You can also randomly find more of these in the treasure chests after you defeat one of the enemies in the AIM Training side quest.

Once you have the item, you can place it in the bookshelf in your house to the left of the TV [Image 35]. Place it in the shelf in the morning or in the afternoon. The next time you return home after midnight you will get a surprise seeing Laura masturbate looking at the magazine. This is repeatable as long as you have the item.



#### Recess Side Quests

#### Beth

Speak with Beth in the recess yard and she will begin a competition to see who has the biggest dick in your class. You must go and find competitors each day to see who is biggest. You will have 2 min to speak with the competitors and then go back and speak to Beth to begin the challenge. If you are not one of the competitors you can bet on who will win and earn some extra cash. After the first 4 days you will no longer need to find competitors, just talk to Beth and the challenge will continue bracket style with whoever is remaining.

- Day 1 Talk with Morgan and Marckus (Bet on Morgan)
- Day 2 Talk with Tom and Phil (Bet on Tom)
- Day 3 Talk with Charles and Christian (Bet on Christian)
- Day 4 Talk with Jason
- Day 5 Morgan and Tom (Bet on Tom)
- Day 6 Christian and Your Character
- Day 7 Tom and Your Character

WARNING: If you do the side quest with Beth before Daisy's then you can only get a max relationship of 15 with Daisy. When you complete Beth's side quest your relationship with Daisy will increase by 8. If you did Beth's side quest first your relationship with Daisy would start at 8 but Daisy's side quest maxes out relationship at 15. Doing Daisy's quest first will result in a final relationship with Daisy of 23.

# Carol

Speak with Carol in the recess yard and she will ask you to help her study. She will ask you 4 questions and if you can get 3 out of 4 correct you will increase your relationship with Carol by 1 point. Less than that will decrease the relationship by 1. The max relationship you can build in this quest is 15.

NOTE: You must complete this recess side quest before you will be able to begin the Carol quest (Section 12) in the main section of this guide.

# History

- 1. G. Washington
- 2. 1492

- 3. A. Einstein
- 4. 1939

# Biology

- 1. Feline
- 2. Remains of a living being
- 3. Arachnid
- 4. Living things

# Geography

- 1. Washington DC
- 2. Russia
- 3. Everest
- 4. Paris

#### Math

- 1. 5
- 2. 3h10m
- 3. 315
- 4. 150km

# Sports

- 1. Messi
- 2. Bill Russell
- 3. Ferrari
- 4. Chicago Bulls

#### Art

- 1. da Vinci
- 2. The Netherlands
- 3. Picasso
- 4. Spain

#### Music

- 1. Austria
- 2. Justin Bieber
- 3. The Rolling Stones
- 4. Violin

# Charles

When you speak with Charles he will be playing Tinymon Go. He will tell you there is a Tinymon somewhere nearby and ask you if you can find it. You will have 40 seconds to find it. The Tinymon can be found in 1 of the 7 locations shown on [Image 36a]. It should be easy to spot because the tell tale stars will be in the spot you need to look. If you find it in time your relationship with Charles will increase by 1, if not it will decrease by 1.

# Daisy

When you speak with Daisy she will tell you that she heard a rumor and ask you to find out who the rumor is about. you will have 1 min 35 sec to talk with the right person to find out who the rumor is about and then return to talk to Daisy and choose the right answer. Each correct answer builds your relationship with Daisy by 1 point. A wrong answer decreases by 1 point. The max relationship you can build through this event is 15.





WARNING: If you do the side quest with Beth before Daisy's then you can only get a max relationship of 15 with Daisy. When you complete Beth's side quest your relationship with Daisy will increase by 8. If you did Beth's side quest first your relationship would start at 8 with Daisy and you would essentially skip the first 8 times of finding rumors and the rumors will end when you get to 15. Doing Daisy's quest first will result in a final relationship with Daisy of 23.

- Student Screwing another Students Mom
  - Talk with Christian for the answer
  - o Tell Daisy it is Tom
- Taking drugs to get better grades
  - Talk with Carol for the answer
  - o Tell Daisy it is Sandra
- Waitress at a strip club
  - Talk with Morgan for the answer
  - Tell Daisy it is Nadine
- Stealing Money on the internet
  - o Talk with Charles for the answer
  - Tell Daisy it is Charles
- Making fun of students on YouTV
  - Talk with Phil for the answer
  - o Tell Daisy it is Phil
- Training to become a cop
  - Talk with Morgan for the answer
  - Tell Daisy it is Morgan
- Obscene things at a local cemetery
  - o Talk with Brenda for the answer
  - Tell Daisy it is Brenda
- Underground Fight club
  - Talk with Rachel for the answer
  - Tell Daisv it is Tyna

Image 36b



# Jason

When you speak with Jason he will tell you that he has lost something. Randomly he will tell you a different item and ask you if you can help him find it. You have 40 seconds to find the item. It should be easy to find because the area will be marked with stars. If you find the item in time your relationship with Jason will increase by 1, if you do not it will decrease by 1. For reference see [Image 36b]

# Ms. Taylor

Once you have completed the Ms. Taylor Quest you can have sex with her in the recess yard. Just talk to Ms. Taylor near the entrance to the yard. When you speak to her (if you have completed her quest) you will have a 25% chance she will ask you to do anal with her. The chance is random so you can cancel out of your conversation with her and try again repeatedly until she asks.

#### Nadine

When you speak with Nadine she will tell you she wants to smoke weed with Pam. She will ask you to distract Ms. Taylor. Ms. Taylor will begin to walk through the yard quickly. You must catch her and speak with her before she get's across the yard over to Pam and Nadine. If you stop her your relationship with Nadine will increase by 1, if you do not it will decrease by 1.

#### Phil

When you speak with Phil he will inform you that he has been secretly taking pictures of the tits of each girl in your class. However he can't remember which picture is which girl. He will show you a picture and ask you to tell him who it is. If you get it correct your relationship with Phil will increase by 1, if you are wrong the relationship will decrease by 1. The max relationship you can build with Phil is 15. The available pictures are of Beth, Brenda, Carol, Daisy, Nadine, Pam, Rachel, Sandra, and Tyna.

#### Sandra

When you speak with Sandra she will tell you that she needs some money. She will ask you to give her \$10. If you give her the money you will increase your relationship by 1. The max relationship you can get with Sandra is 15.

# Webcams

Currently you can sync the webcams of Carol, Beth, Amy, Laura and Rachel to your webcam during the course of the game. Any time you go home and check your pc and click the webcam button there is a random chance each girl may be online. When you see a green dot over a girls picture click it and you will see a picture of that girl through the cam. The chance of a girl being online is random but if you close the PC and re-open it, it will re-initialize the random number and you can continue to do this until someone comes online without wasting any hours in the day. Once you view the girls image though, 1 hour will pass.

For Carol's webcam you can sync it when she runs to the bathroom after you embarrass her during your school project. You can sync Beth's webcam when you sneak in her house to delete a video from her PC for Shasha. You can sync Amy's webcam when you have her room key copy and enter her room. You can sync Laura's webcam when you go into her room to get the pharmacy storage keys for her or after you have her room key copy. You can sync Rachel's webcam when you wait at her home during her mother's date with the Beggar.

# Carol Date Scenes

Once you are able to date Carol there are various scenes you can access during different dates. There is a counter which tracks how happy Carol is on the date based on where you go, how you get there and correct answers. Refer to the dating section in Appendix E for the details. If you score above a 5 in this happiness counter you will have a 33% chance that you will unlock a special scene at the end of the date. 3 of the 4 dates have two scenes back to back if your relationship level is high enough.

The available scenes are:
Library - Tit job plus blowjob
Ruins - Foot job plus blowjob
Forest - Go down on her
Royal Throne - Hand job plus blowjob

# **Appendix B: Stealth Training**

To begin stealth training you have to first attempt to touch Maria while she sleeps after midnight. The morning after your first attempt a thief will rob you and run away. If you travel to East Town at night on the far South East of the map you will find a small alley (see [Image 37]). The thief will be hanging out in there. When you confront her she will offer to teach you to be stealthy if you can recover suspicious packages for her. (See Appendix C for suspicious package locations). For each suspicious package you bring her she will make you go through one test. If you complete the test your stealth increases by 1. There are six tests chosen at random so you won't know which one she will ask you to do. Currently there are 25 suspicious packages



so the most you can train your stealth is to 25. It's a good idea to save before you talk to the thief to give her a suspicious package. This way if you fail you can restart the game and begin the test again.

GRIND ALERT: This part of the game can be a grind with collecting all the packages and repeating tests. See Appendix D for how to increase your stealth without the grind.

# CATCHING CATS

- You have to catch all the cats before the time runs out.
- Press the action button (space bar or left mouse click) when you are next to a cat to catch it.
- o If you catch one you will hear a cat sound and the cat will disappear.

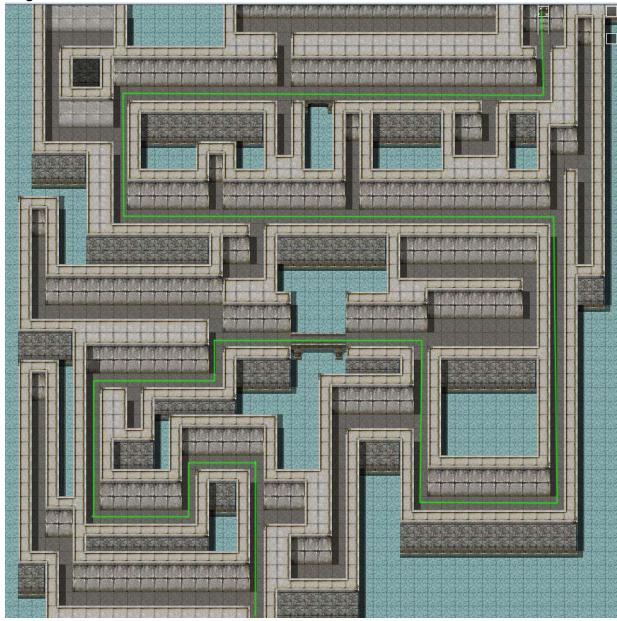
# WASPS

- You have to survive 1 minute, without the wasps hitting you too many times.
- If you get hit by a wasp 5 times you lose.
- Just walk back and forth and try to stick to the path's of the slow wasps.

# MAZE 1

- Find the way out before time runs out.
- See [Image 38] for the path through the maze

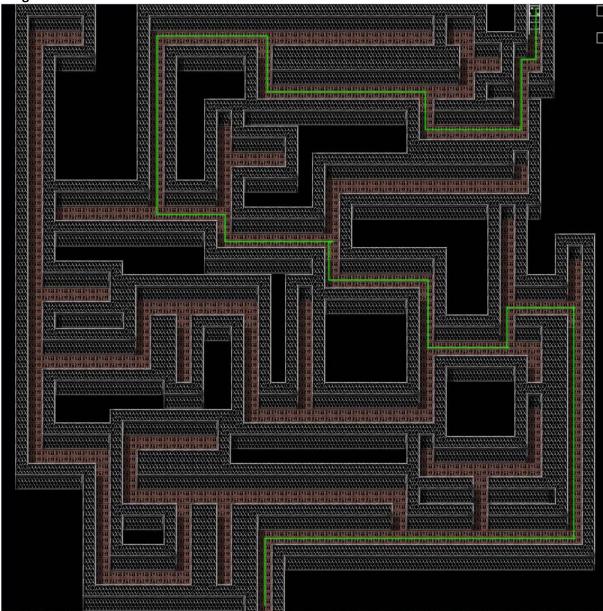
# Image 38



- MAZE 2

  o Find the way out before time runs out
  o See [Image 39] for the path through the maze

# Image 39

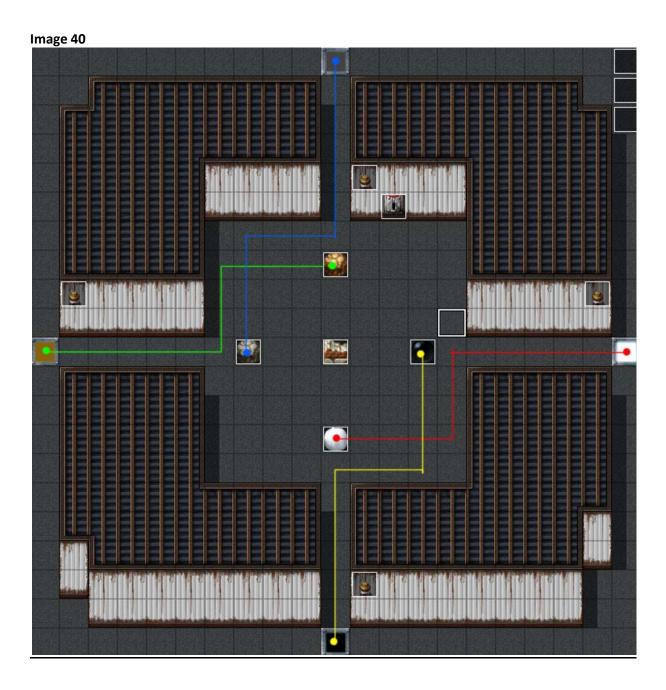


# DOGS

- You need to reach the goal without the dogs seeing you before the time runs out. If a
  dog sees you, you will return to the start.
- BUG ALERT: You can't actually do this mission. The mission is chosen using a random generated number between 1 and 6. For both 4 and 5 the mission selected is Maze 2.
   4 should be the dogs mission but the variable is wrong.

# ROCKS

- You need to put the rocks in the right spot and exit before the time runs out. If you are stuck push the switch on the wall to reset the rocks. See [Image 40]
- The wall in the center of the room will disappear revealing the exit once all of the round rocks are moved into the correct position.



# **Appendix C: Suspicious Packages**

Suspicious packages are needed in order to do stealth training. Give them to the thief girl in the alley and for each package you can attempt one stealth mission. You can find them in various locations around the city shown in the screenshots below. These packages will not be locatable until after you have been robbed by the thief girl and caught up with her in East Town. The packages can only be found at specific times of the day, indicated on the maps. There are a total of 25 suspicious packages.

- Three of the suspicious packages hidden throughout the game are not found on the maps below. These packages can be retrieved even before you speak with the thief girl the first time.
  - School On the second floor of the school you can find a Suspicious package in one of the three lockers on the left as you come off the stairs. [Image 41]
  - New Neighborhood During the Morning there is a package hidden in the red trash can in the southwest parking lot near the New Neighborhood sewer entrance. [image 42]
  - Commercial Neighborhood During the Amy Quest you can find a suspicious package in Derek's house when you enter in to find evidence of him cheating with Chloe. It will be in one of the bookcases near his bedroom door.[Image 43]

Image 41

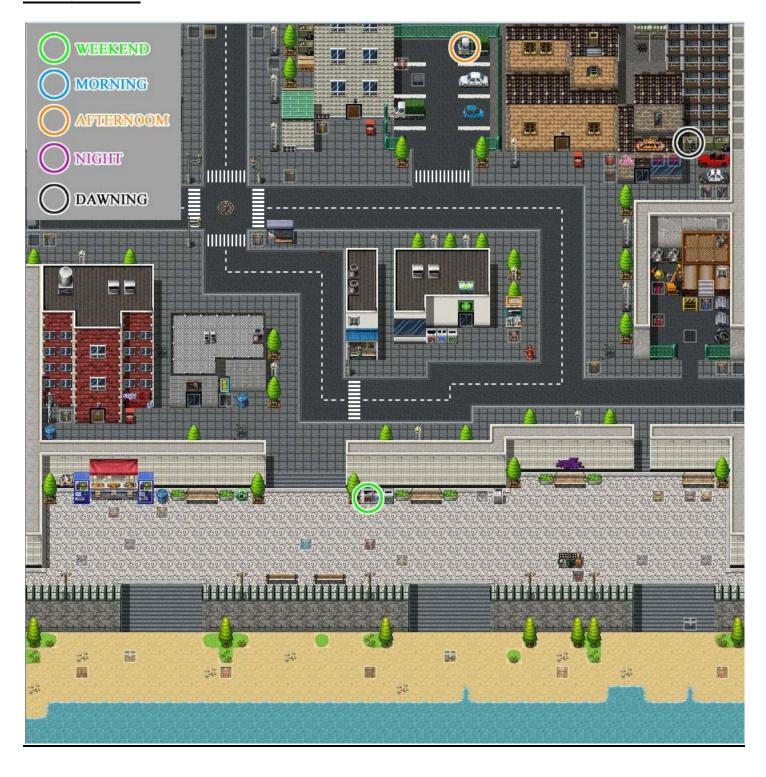




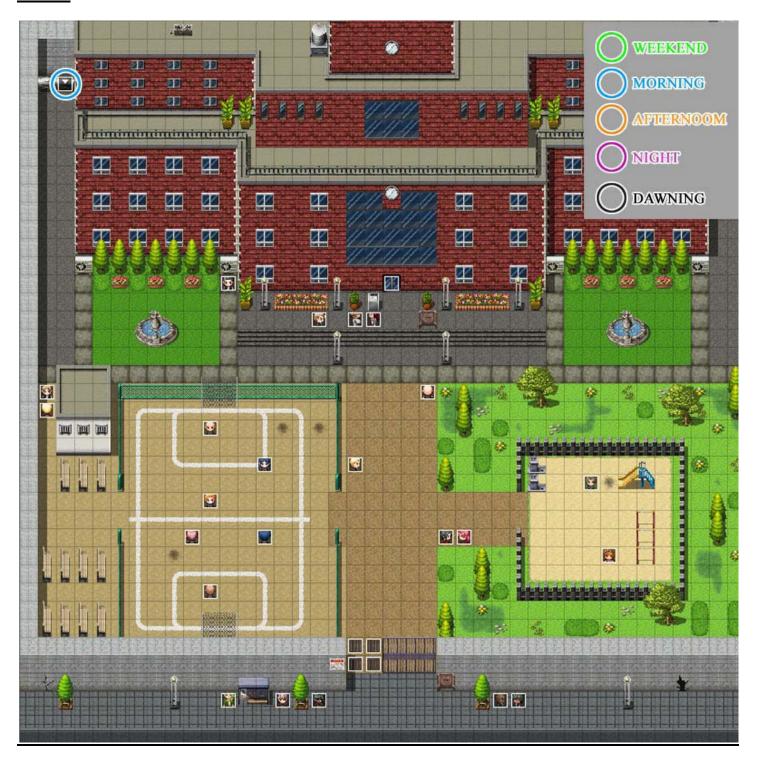
Image 42



# **OLD QUARTER**



# **School**



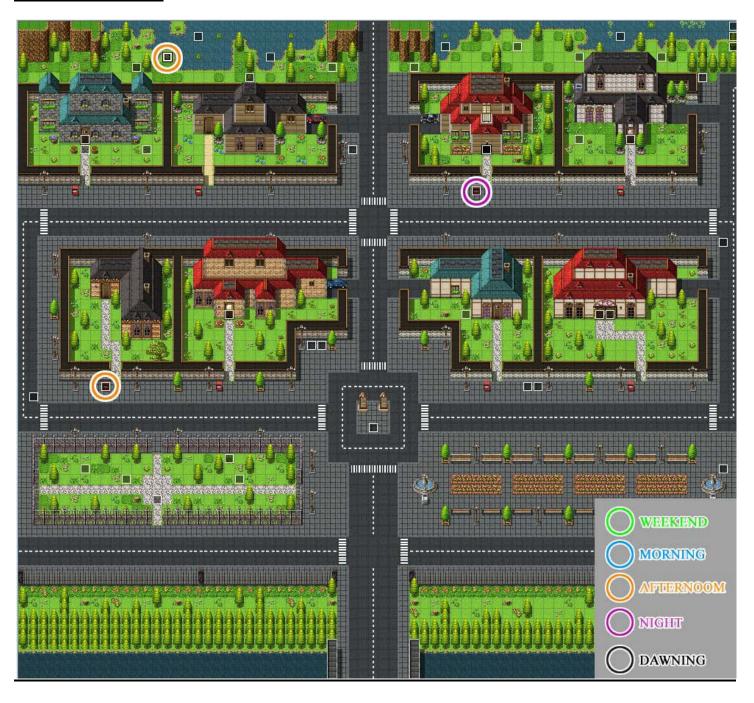
# **New Neighborhood**



# **East Town**



# **High Neighborhood**



# **Commercial Neighborhood**



# **Chinatown**



# Appendix D: Avoiding the Grind (Cheats)

There are several parts of this game that can be a real grind. For the most part these are side quests and have one scene to watch when you finish the grind making them almost not worth it. This section of the guide provides cheats that you can use to minimize the grind and see the scenes you want.

The biggest help in avoiding grinds is using a save editor to change the variables that control how far along you are. There are different options out there to edit save files from RPG Game Maker but the one I use most and recommend is:

http://www.saveeditonline.com

Regardless of what Save editor you use you will be presented with a bunch of variables and/or items that you can edit. The following section will tell you what items to change to make certain areas simpler.

NOTE: saveeditonline does not allow you to add new variables that don't already exist in your save file so you will need to initialize the variables, usually by doing a repetitive task once, before you can change it. This is not the case for items. You can add items in text mode even if you never had the item.

# Money

As in most games money is a pain to acquire in any large sum. With a save editor this issue is non-existent. Simply open your save file up in a save editor and you can change the value of your gold to whatever you want. For those that don't want to edit their save file there are some other bugs/developer tricks you could use to get all the money you want.

First you have to spend money to make money. If you can come up with \$50 you can go to the Game store in New Neighborhood and buy the microphone or the gaming headphones. Once you have one of these items in inventory, when you talk to the shop clerk on the left your money will increase by \$75. You can escape out of the conversation and speak with him over and over again without ever buying anything. Once you have enough money you can buy the HD Capture and the Graphics Card ENV 970. For each one of these four items you have in inventory you will get a certain amount of money credited to you when you speak to the shop clerk. You can talk with him and exit the conversation without buying anything and get the money.

The point of this is to ensure that you only have one of each item type, you shouldn't be able to have both the HD capture card and the 4K capture card for instance. So if you have both it will remove one from inventory and credit your money back for the one that is removed. The problem is there is a bug and it does this even if you don't have both items. To make a bunch of money you want to have the lower value of each item so it will credit you for the higher value item. When you have all 4 items, Microphone, Gaming Headphones, HD Capture and Graphics Card ENV970 you will receive \$1350 each time you talk to the shop clerk on the left.

Another trick which is not a bug but an Easter egg most likely left in for the developer is free money at the shooting range. Simply enter the armory in Chinatown and click on the right side of the couch at the bottom left of the room. You will get \$10,000 for each click.

# Stealth Training

Stealth Training is not really needed because the end result is only to increase your stealth level. You will need to at least get robbed by the thief girl and then find her to begin stealth training before you increase your stealth. If you don't at least do that some missions won't work because they are looking for a switch that doesn't get initialized until you begin stealth training. Once you have found

her you can save your game and then use the Save editor to change variable 141 to increase your stealth. Recall you will need to do the stealth training once to initialize the variable.

If you choose not to use the save editor, you still don't have to train your stealth all the way to the max. If you do stealth training 12 times your stealth will be high enough to do the Jet mission at Annie Garrison's house. Once you are inside if you check the clock on the wall in the room of the sleeping girl your stealth will increase by 1 and it will tell you what your new current stealth is. You can click on it over and over again and it will increase your stealth each time.

If you only want to increase your stealth to the level achievable by doing stealth training, then the max you can achieve at the moment is 25. Currently there are 25 suspicious packages and each one gives you an attempt to raise your stealth by 1.

#### **Jobs**

Doing the jobs to see the hidden scenes is one of the biggest grinds in the game. For each job you must do the job 25 times before you can get the hidden scenes. What's worse is the counters don't seem to be reliable and many times when you complete a job it doesn't seem to get counted. Many people have reported it's taken them over 50 completed jobs to see the special scene at the hospital.

You can avoid this by setting your days counter to 25 so the next time you attempt a job you will see the special.

To do this go to your home and sign up for one of the jobs. The first day you will want to do the job so you can see the initial intro scenes for the jobs. In particular Amaria's goods has a good intro scene. On the second day use the save editor to change variable 702 equal to 25. Then enter into the business you are signed up to work at and you will be given the special. The next time you sign up for a new job this counter will go back to zero.

The jobs have been coded with various different tiers for different events to fire depending on what phase you are on. For now only phase 1 (days on the job 25) has been implemented for the hospital and the garage. For Amaria's goods there is another mission with Tyna at the fight clubs once you have worked for 50 days. Just use the same save editor to change your days on the job (variable 702) to 50 days after you have seen the special at 25 then enter the job again to get the new scene. In the future as new missions become available, change your days on the job using a save editor to the various tiers to avoid multiple repeats of the job.

# **Jet Training:**

While doing the sex training with Jet the scenes are pretty good. But watching them over and over again can get boring and become time consuming and expensive. The main purpose of this training is to increase your skill and endurance. You can change these variables using a save editor but you also have to be concerned with some background switches you can't change in a Save editor. If you completely want to bypass this portion you will at least have to take one class with Jet in each category to initialize the variables for Endurance and Ability before you can change them using a save editor.

Once you've completed 1 training session in both categories use the save editor to set the following variables:

1982 - Skill = 7 1981 - Resistance = 25 46 - Special Classes = 20 Then once you speak with her and you enter the back room all of the background control switches should be set to the right values for completing all of Jet's training. Choose any class and view the scene then you can leave and you will have completed the training. This will leave all the switches correct so you can continue Jet's Quest. The best case scenario if you want to skip this entirely is you have to do at least 3 training sessions.

If you want to view all the scenes but not repeat them you could do the following:

- After you have completed at least one session for each category, save your game before you speak with Jet in the book store (not the back room). Use a save editor to set the values of each of the relevant stats in a tier wise fashion and then go in and choose the level you want to view.
  - Variable 46 controls endurance
  - Variable 47 controls ability.
- For each level in the training there is a specific tier you must hit before going on to the next level. So you could set the relevant variable (46 or 47) to 1 below each tier and then go into the back room and choose the level you want to view and when finished you will be raised to the next level. Essentially you can watch each level once. With the exception of level 1. You will have to do the quest just to initialize the variables before you can edit them. Since level one only requires you to do the training twice, by the time you can edit your variables they will already be set to 1 below the next tier. Your best bet is just to do them again and then set the tiers as below.
  - For level 2 set the relevant variable to 4.
  - o For level 3 set the relevant variable to 8.
  - For level 4 set the relevant variable to 13.
  - For level 5 set the relevant variable to 19.
- There are a total of 10 different scenes with 5 levels each for endurance and ability. Instead of watching the scenes multiple times and doing jet training missions 40 times you can cut this down to 12 times, only watching each scene once (except level 1).
  - o BUG ALERT: In theory all of this will work however there is a bug in the game which won't allow you to view the level 4 ability scene. The code is wrong and when you try to view this scene it actually runs the level 4 endurance scene instead. This will happen if you are normally playing the game or if you are doing this cheat. If you want to see this scene just wait until after you have passed level 4 of ability and then choose to do level 4. This will not change any of your variables because any time you do a training that is below your level none of the stats get changed. However, the code correctly loads the level 4 ability scene once your level is higher than level 4. So in practice you have to do it 13 times to see all scenes, viewing level 4 endurance twice.

Here is a quick explanation of the variables you are playing with. The two variables 46 and 47 are counters that increment every time you have an encounter that will raise your skill and endurance. This also includes when you spend time with Nesrot's bitches. Maggie will increase endurance (46) by 1 and Yalena will increase ability (47) by 1.

At specific tiers of this counter (each level) the other 2 values Skill (1981) and Resistance (1982) will be changed. These 2 values are what are actually used when you have interactive sex to determine how quickly the orgasm bars fill up. The lower your resistance the slower your orgasm bar fills (counter intuitive I know). The higher your skill the faster the girl's orgasm bar fills. In theory you could change both of these values and make yourself a sex machine.

#### Sarah Submissiveness

Making Sarah more submissive isn't too much of a grind, but I personally hate having to repeat scenes to get somewhere in a game. And this cheat is simple enough. It requires using a save editor.

Once you have left the Tinymon toy in your room and Sarah steals it, confront her after midnight in her room and choose to spank her. Her submissiveness will increase by 1. You must get her up to a submissiveness of 5 before she will wear the butt plug. Once you've watched the spanking scene the first time, use a save editor to increase her submissiveness to 5. The variable is 1942.

If you really want to match the variables achievable in the game, you would also lower your Karma. Each time you raise her submissiveness you will lose 1 point of Karma. The variable for Karma is 1996.

# **Recess Side Quests**

For the most part the recess side quests are only there so that you can raise your relationship with members of your class. Currently most of these relationships don't do anything because there has not been much implemented yet, but I'm sure in the future they will help with something. Most of these you can just skip and raise the relationship using a save editor and be done with it. The exceptions are noted below. For anything not in the exceptions, just use the save editor to increase your relationship. The correct variables are listed below the exceptions. Keep in mind you will have to do each person's side quest at least once to initialize the relationship variable before you can edit it.

Carol - For Carol you can speed this up but you do want to make sure that you at least raise your last level through talking to her. Otherwise the correct switch won't occur which will trigger the school project. Without the project you can't begin the Carol quest. You can safely raise your relationship with Carol to 14 and then talk to her for the last level.

• Another word of caution here is you want to make sure you have spoken to Rachel in the bathroom about Beth's party before you go to Carol's house to do the school project. So you want to make sure you are pretty close to this point before you max out your relationship with Carol. Because once the project is assigned, you only have 1 week to complete it. I tend to max out my relationship with Carol just after I speak with Rachel in the bathroom. The relationship increase with Carol during this scene is a fixed number that brings you to 10. So if you are already above that it will bring you down. Once I speak with Rachel I save my game then use the save editor to go to 14. Then I go to class and study with Carol the last time.

Beth - For Beth's quest you really want to do it all the way through. There isn't an easy save editor way to bypass the competition and you will want to see the scene at the end. This scene not only increases your relationship with Beth to 15, but it also increases with Daisy by an additional 8. Because of this I would recommend finishing Daisy's quest or at least using save editor to bypass it before tackling Beth's quest. If you do Daisy's first you can end with a relationship of 23 with Daisy. Do it in reverse and you max out at 15.

Phil - With Phil you can use save editor to bypass it if you want to because it is not really important. However, during this mission Phil shows you random pictures of the girls tits in your school. This makes it worthwhile to actually do the quest.

No matter what quest you are doing, the max relationship you can achieve in recess with any one person is 15. (With the exception of Daisy where you can get 23 by doing her quest first and Beth's after.) The variable numbers to change to increase your relationship for each person using a save editor are as follows:

Carol - 24 Charles - 22 Daisy - 19 Jason - 30 Nadine - 20 Phil - 25 Sandra - 23

# **Armory Special Scenes**

Getting the Armory Special scenes is by far the biggest grind in the game. In order to get each scene you have to get a specific item for each enemy combatant which can only be obtained by beating them. If you beat them you have a 2% chance to get the item from one of the chests. Then even after you get it you have to fight them again to activate it. This is absolutely ridiculous and thankfully unnecessary. You can use a save editor to add the item to your inventory. Using something like www.saveeditonline.com you will only see the items that you have in your inventory and be able to change the amount. However, most of these save editors also give you the ability to view the file in text mode. In this mode you can add new items that you don't already have. This is not a walkthrough of how to use Save Editors. If you can't figure it out, look online for help or ask someone in a forum.

What you want to do is add the 4 items to your inventory before you go into the armory and fight for the first time. If you have the correct item for a given enemy, they will have sex with you after you beat them. This means you only have to fight them once.

The item numbers you want to add are as follows:

Test 1 Drug - 135 Test 2 Drug - 136 Test 3 Drug - 137 Test 4 Drug - 138

If you are generally opposed of using save editors you can still cheat this section. Once you beat one of the challengers save your game when you are in the room with the 3 chests. Since the item is random you can check the chest and if it is not the drug restart the game and try again. Once you get the drug you can go back and replay that challenger to get the scene.

# **Daisy Blowjob**

This one is not really a grind or even a cheat so much as it is a workaround for a bug. You are meant to be able to get a blowjob from Daisy when you spy on her in the women's dressing room during the shopping trip with Kayla. There seems to be a bug here in that the relationship threshold to trigger this scene is higher than you can actually achieve in the game. When you are asked to save just before taking the car ride with Kayla, do it. Then use a save editor to change your relationship with Daisy up to 50. Take note of the original value before you change it for later. Once you see the blowjob scene in the dressing room and you have your next opportunity to save go ahead and edit the save file back to its original value. If you keep your relationship so high, you may run into some glitches when communicating with Daisy because there is placeholder code scattered in the game for things to do once you reach a certain relationship level with each character, but this code is not implemented and you could get stuck at some places.

The variable for relationship with Daisy is 19

# **Strength Training**

After you complete the Tyna Quest up to point 4 you can begin strength training. This is another area you have to repeat over and over again. Currently the most you can do the training is 5 times but this may increase in the future. To avoid doing this over and over again use a save editor to modify the strength variable. Go to the gym the first time and complete the first level of strength training to initialize the variable. Once you have initialized the variable you can use a save editor to change the variable 1542 to increase your strength. Currently you can train your strength through training up to a max of 5.

# **Choose Both Sara and Shasha**

You can edit your save file to continue both Sarah and Shasha's quest line at the same time. To do this it's easiest to choose Shasha, but it's not technically required. You can choose Sarah as well and still continue both but the process cannot be done using saveeditonline.com. To choose Sarah first you would need to have an unpacked version of the game and use something like RPGMaker Save Edit to add the variables to your save file (An option not available through saveeditonline.com). Another drawback to choosing Sarah is you will miss one scene with Shasha in the train.

# If you choose Shasha

-----

Watch the scene with Shasha on the train

Save the game

Edit the following variable in your save file:

Set #70 Preparativos cita = 20

Return home and go upstairs. When you enter upstairs the scene will trigger with Sarah as if you chose her. You will get her key and be able to continue with Sarah.

# If you chose Sarah

-----

Add the following variables to your save file.

Add #57 SASHA QUEST = 1

Add #50 Relacion SHASHA. = 25

Add #187 Amor Shasha = 5

You will be able to continue the Shasha quest line when more content is available.

# Choose both to Betray the wife and Cover for the wife of the foreman.

When you are confronted with the choice to Betray or Cover for the foreman's wife choose either option and you can edit your save file to go back and choose the other leaving both quest lines open.

Make your choice with the foreman

Save the game

Open your save file in a save editor

Take note of the value of variable #33 Evento Cartas (Write it down)

Edit variable #33 Evento Cartas = 5

Speak with the foreman again and make the opposite choice

Save the game

Open your save file in a save editor

Edit variable #33 Evento Cartas back to the value you wrote down

You can now continue to follow both paths in the Foreman's wife quest line

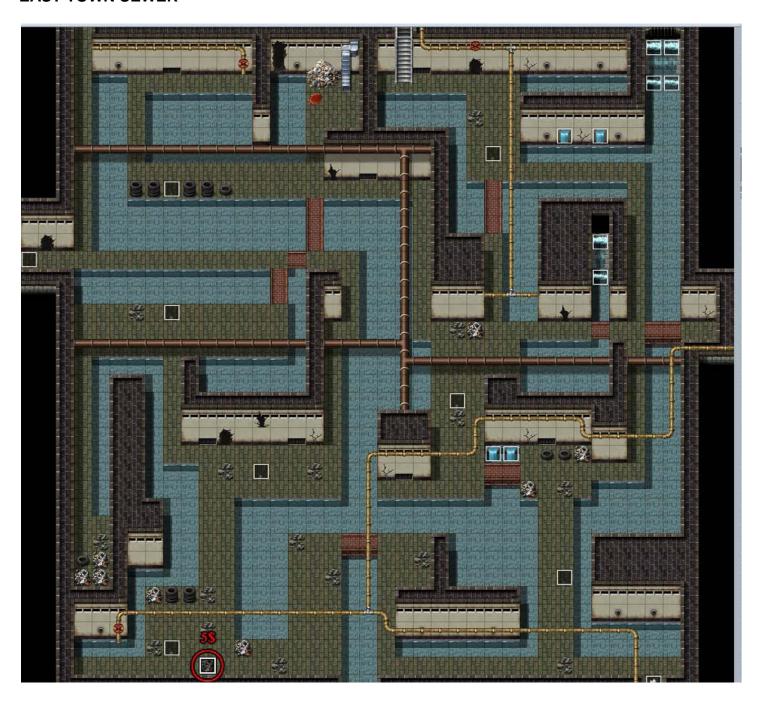
# **Appendix E: Other Random Tidbits**

# **INTERACTIVE SEX**



- 1 Female pleasure meter: The meter indicates how much pleasure the woman has experienced. suffers. If the meter is full, the woman will have an orgasm. The meter increases faster or slower depending on your sexual ability.
- 2 Girl's indicator: The indicator will light up when you are the right speed, that the girls wants. If you are not at the right speed the female pleasure meter will not increase. Change your speed.
- 3 Male pleasure meter: The meter indicates how much pleasure your character has experienced. If this meter is full, you will have an orgasm and the scene will end. The meter increases faster or slower depending on your endurance.
- 4 Speed Slow: You will penetrate the woman slowly. Change the speed if the girl indicator is off (black). Don't change your speed if the girl indicator is on (purple).
- 5 Speed Fast: You will penetrate the woman faster. Change the speed if the girl indicator is off (black). Don't change your speed if the girl indicator is on (purple)
- 6 Special button: When you get three consecutive female orgasms, you will unlock this button. Press this button to put the woman into a state of ecstasy finishing her with a definitive orgasm in her and ending the scene with her totally exhausted.
- SECRET: If you want to skip the sex scenes you can press the 'Q' key and the male pleasure meter will instantly fill causing your character to orgasm.

# **EAST TOWN SEWER**



# **OLD QUARTER SEWER**



# **BASEMENT OF YOUR HOME**

Sleeping Pills



#### **OLD QUARTER PARKING LOT**

\$300 dollars in the street [Image 53]

#### **BEGGAR**

There is a beggar outside of Rachel's apartment [Image 45] who will sell you rare items if you bring him some things. When you get the keys to Sarah's room. Go see the beggar. He will ask you to bring him some panties worn by Maria, Whiskey and Sausages. You can buy the Whiskey and Sausages from the food store. For Maria's Panties you will have to check the washing machine in your home. You won't be able to get them in the afternoon unless it is exactly 18:00 on a weekday (When Maria is in the Kitchen). Once you bring them he will unlock his store. You can buy various items from the Beggar. Most have no value in the current version but two are important for the side quests.

Tinymon Toy - Leave one of these on the table in your bedroom during the day. Sarah will steal it before night. After midnight you can enter her room and spank her for stealing it to increase her submissiveness.

Sleepy-Time Candle - Once Dad returns home after day 45 you can no longer enter Maria's room to touch her in

her sleep. If you place this in her room during the day you will be able to enter at night because Dad will be fast asleep.

# Image 53 YOU: OMG! 300\$



# **DATING RACHEL**

You can ask Rachel out on a date in the afternoon or in the evening to raise your love with her. As your love increases new events will occur with Rachel. Dating Rachel during the afternoon is not the best option. You could instead visit her at home and increase your love with her much faster. At night you cannot visit Rachel at home so dates are still a good option.

You will receive the following increments to your love with Rachel based on how the date goes:

- Good Date +45
- Bad Date -5

As a side note there is one hidden picture at each location on the date. There is nothing specific you need to do to view this extra image, it is completely random. You have a 2.5% chance to see this image any time you take her to a location.

During the date you will start with 0 success points for the date. How you correspond with her will either increase or decrease the success counter. In order to have a successful date you must reach 5 points. Below is a list of the impact each action will have on your points.

How to get there:

Walking Afternoon +0

- Walking Night -1
- Train -1
- Bus +2
- Taxi +0

# Where to go:

- Park +3
- Pool +5
- Restaurant +4
- Gym +1
- Pub +2

# Answer her questions:

- Correct Answer +1
- Incorrect Answer -1
- You haven't told me +0

Below is a list of all of the correct answers to Rachel's questions

- Favorite Movie Survival Games
- Favorite Music Group Two Directions
- Favorite Video Game League of Kings
- Videos on YouTV Falling Videos
- Favorite Color Blue
- Do you know what I like my Bird? That Sing
- How many people want to enter nursing career 20000
- Favorite Book The Vampires Bleed
- Car of Her Dreams Mercedes Bins
- Addicted to a series The Walking Zombie
- Favorite store to buy clothes Terracota
- Worst person at school Christian
- How many followers on Piupiu 1000
- Best Friend Tyna
- Prefer to sleep alone or accompanied accompanied

# **RACHEL HOME VISITS**

When you visit Rachel at home you have multiple different options to increase your love with her. Whenever you can visit Rachel at home it is better to do this than date. You can increase your love faster. Save dates until night time when you can't visit her at home.

To get each special event with Rachel you must increase your love to a certain threshold.

- Finish Paizuri from the alley = 100
- Get Comics Back from Beggar = 250
- Get Rachel's stuff from Beth = 750
- Sex = 1250
- Anal = 1500

Whenever you speak with her you should try to give her a gift first and then close the menu screen and talk with her a second time and choose one of the sexual options. This will maximize the amount of love you can receive from her. If you give her a gift and don't close the menu screen, the gift may

have put you over a threshold for the next event. Then doing one of the sexual events won't increase your love because it is fixed at the threshold until you complete the event, getting her comics back for example. Below is the amount your love increase with each action.

# Talk

Talking +2

# Gifts

- Cheap Book +2
- Economic Book +5
- Expensive Book +7
- Cheap Bouquet Flowers +4
- Economic Bouquet Flowers +6
- Expensive Bouquet Flowers +10
- Cheap Perfume +10
- Economic Perfume +15
- Expensive Perfume +20
- Cheap Gif +17
- Economic Gif +25
- Expensive Gif +35
- Cheap Jewel +45
- Economic Jewel +100
- Expensive Jewel +200

#### Kiss Her

- Kissing +15
- Passionate Kiss +20

#### Show Me

- Show Tits +25
- Show Tits Squeezed +30
- Show Pussy Bent Over +35
- Show Pussy Spread +45

# Touch Her

- Touch Tits +40
- Touch Tits and Suck +45
- Touch Pussy Spread +50
- Touch Pussy Licking +55
- Touch Ass Bent Over +55
- Touch Ass Licking +65

#### Touch Me

- Hand Job +55
- Foot Job +65
- Paizuri +55
- Paizuri Animated +100
- Blowjob +70
- Blowjob Animated +75

# Sex

- Vaginal +0
- Anal +0

When you visit Ms. Taylor at home you have multiple different options to increase your love with her. To get each special events with Ms. Taylor you must increase your love to a certain threshold.

- Get Her Wine = 100
- Hand job = 250
- Blowjob = 750
- Sex = 1250
- Anal = 1500

Whenever you speak with her you should try to give her a gift first and then close the menu screen and talk with her a second time and choose one of the sexual options. This will maximize the amount of love you can receive from her. If you give her a gift and don't close the menu screen, the gift may have put you over a threshold for the next event. Then doing one of the sexual events won't increase your love because it is fixed at the threshold until you complete the event, getting wine for her for example. Below is the amount your love increases with each action.

# Study

• Study +10

# Gifts

- Cheap Book +2
- Economic Book +5
- Expensive Book +7
- Cheap Bouquet Flowers +4
- Economic Bouquet Flowers +6
- Expensive Bouquet Flowers +10
- Cheap Perfume +10
- Economic Perfume +15
- Expensive Perfume +20
- Cheap Gif +17
- Economic Gif +25
- Expensive Gif +35
- Cheap Jewel +45
- Economic Jewel +70
- Expensive Jewel +100

# Kiss Her

- Kiss on Desk +20
- Kiss on Chair +35

# Show Me

- Show Tits +50
- Show Tits On your Head +30
- Show Pussy Sitting +45
- Show Pussy Spread +55

#### Touch Her

- Touch Tits 2 Hands +80
- Touch Tits +90
- Touch Pussy +50
- Touch Pussy Sit on your face +55
- Touch Ass Finger +95
- Touch Ass Lick +65

# Touch Me

- Hand Job +90
- Hand Job Animated +90
- Paizuri +55
- Paizuri Animated +60
- Blowjob +110
- Blowjob Animated +100

#### Sex

- Vaginal +0
- Anal +0

# **DATING CAROLINE**

Once you complete the school project with Carol you can begin to call her and take her on Dates. You can take her to various places and have to answer various questions in order to have a successful date. The reason for doing this is to get the special scenes described in Appendix A. They are dependent on your relationship level with Carol.

During the date you will start with 0 success points for the date. How you correspond with her will either increase or decrease the success counter. In order to have a successful date you must reach 5 points. Below is a list of the impact each action will have on your points.

# How to get there:

- Walking +0
- Metro -1
- Bus +2
- Taxi +3

# Where to go:

- Library +2
- Ruins +4
- Forest +2
- Royal Throne +5

# Answer her questions:

- Correct Answer +1
- Incorrect Answer -1

As mentioned if your date is successful you will increase your relationship with Carol by +5. In order to get the special scenes you have to have a little bit of luck and a high enough level of relationship. For any date you go on you must answer the last question correct in order to see the scene. If you answer the last question correct and your success score on the date is above 5 then there is a 33% chance to see the special scene for that location. However, even if you get all of the above, your relationship with Carol must be above 50 in order to see the scene. In 3 of the locations there are 2 scenes. The first requires your relationship to be above 50 and for the second it must be above 75.

# Library

- Scene 1 (above 50) Tit Job
- Scene 2 (above 75) Blow Job

# Ruins

Scene 1 (above 50) - Foot Job

• Scene 2 (above 75) - Blow Job

# Forest

Scene 1 (above 50) - Go down on Carol

# Royal Throne

- Scene 1 (above 50) Hand Job
- Scene 2 (above 75) Blow Job

Below is a list of the correct answers to Carol's questions:

# Library 1 [Image 46a]

- Not Really ...
- I'd love to Try
- Yep

# Library 2 [Image 46b]

- You're the best
- No
- Yep

# Ruins 1 [Image 47a]

- That's Really Interesting.
- Worst luck ever
- I had no idea!

# Ruins 2 [Image 47b]

- You're Right
- No!
- I sure do

# Forest 1 [Image 48a]

- We connecting
- I'm sure
- That would be great

# Forest 2 [Image 48b]

- Yes
- Yes
- Absolutely

# Royal Throne 1 [Image 49a]

- Shared the Riches?
- It really is fascinating
- Nepotism?

# Royal Throne 2 [Image 49b]

- Absolutely
- Edwin was a traitor
- I love your stories!

# **CAROL HOME VISITS**

When you visit Carol at home you have

multiple different options to choose from to see additional scenes. There are no special events with Carol as there were with Rachel and Ms. Taylor. Just increase your love until you see all scenes.















Whenever you speak with her you should try to give her a gift first this will maximize the amount of love you can receive from her opening up more scenes. Below is the amount your love increase with each action.

# Talk

 Study +10 (BUG ALERT: Before your love reaches 250 this will actually increase Ms. Taylor love by 10)

#### Gifts

- Cheap Book +2
- Economic Book +5
- Expensive Book +7
- Cheap Bouquet Flowers +4
- Economic Bouquet Flowers +6
- Expensive Bouquet Flowers +10
- Cheap Perfume +10
- Economic Perfume +15
- Expensive Perfume +20
- Cheap Gif +17
- Economic Gif +25
- Expensive Gif +35
- Cheap Jewel +45
- Economic Jewel +70
- Expensive Jewel +100

#### Kiss Her

• Kiss +20 or +35 at random

# Show Me

- Show Tits +50
- Show Tits On holding them +30
- Show Pussy Sitting +45
- Show Pussy Bent over +55 (BUG ALERT: This actually increases Ms. Taylor love. It also is dependent on your love level with Ms. Taylor so if you do Carol home visits first you can't trigger this scene.)

# Touch Her

- Touch Tits 2 Hands +80
- Touch Tits head between +90
- Touch Pussy +50
- Touch Pussy Animated +55
- Touch Ass Finger +95
- Touch Ass Lick +65

#### Touch Me

- Hand Job Animated+90
- Hand Job +90
- Paizuri +55
- Paizuri Animated +60
- Blowjob Animated +100
- Blowjob +110

# Sex

- Vaginal +0
- Anal +0

#### STRENGTH TRAINING

After you have completed the Tyna Quest up to point 4 you will be able to begin strength training. Visit the gym in Chinatown and speak with the trainer on the left. You will pay a fee for various levels of training. When you begin the session you will see a lift bar on the left side of the screen. Push the 'Q' key as fast as you can to fill the bar before the time runs out. If you are successful you will increase your strength by 1. The max you can increase your strength at this point is up to 5.

#### NADINE HOME VISITS

When you visit Nadine at home you have multiple different options to choose from to see additional scenes. There are no special events with Nadine as there were with Rachel and Ms. Taylor. Just increase your love until you see all scenes.

Whenever you speak with her you should try to give her a gift first this will maximize the amount of love you can receive from her opening up more scenes. Below is the amount your love increase with each action.

#### Talk

Talking +2,+5 or +10 depending on your current love level

#### Gifts

- Cheap Book +2
- Economic Book +5
- Expensive Book +7
- Cheap Bouquet Flowers +4
- Economic Bouquet Flowers +6
- Expensive Bouquet Flowers +10
- Cheap Perfume +10
- Economic Perfume +15
- Expensive Perfume +20
- Cheap Gif +17
- Economic Gif +25
- Expensive Gif +35
- Cheap Jewel +45
- Economic Jewel +100
- Expensive Jewel +200

# Kiss Her

- Kissing +15
- Close Up Kiss +20

#### Show Me

- Show Tits +25 or +30 at random
- Show Pussy Bent Over +35
- Show Pussy lying down +45

# Touch Her

- Touch Tits +40
- Touch Tits and lick +45
- Touch Pussy Spread +50
- Touch Pussy Licking +55
- Touch Ass Dildo +55

• Touch Ass Licking +65

# Touch Me

- Hand Job +55
- Foot Job +65
- Paizuri Animated Side +55
- Paizuri Animated Close +60
- Blowjob Animated +70
- Blowjob +75

# Sex

- Vaginal +0
- Anal +0

# **Appendix F: Save editor mappings**

This section provides a list of item numbers and variable numbers that are used within the game. This list is provided to help you identify which items or variables (examples: relationships, stealth, etc.) you can edit through a save file editor such as: http://www.saveeditonline.com

# **ITEMS**

Item #	Description	ltem #	Description	
1	Phone	43	Newspaper	
2	Maria Room's Key	44	Book	
3	Laura Room's Key	45	Great novel	
4	Sara Room's Key	46	Foreman's Keys	
5	Amy Room's Key	47	Expensive Ring	
6	Maria Room's Key Copy	48	Lingerie	
7	Laura Room's Key Copy	49	Expensive Dress	
8	Sara Room's Key Copy	50	Sleeping Pills	
9	Amy Room's Key Copy	51	My Room's Key	
10	Tinymon Card Xalizard	52	My Room's Key Copy	
11	Tinymon Card Toroark	53	Hat	
12	Tinymon Card Megagross	54	Fashion Dress	
13	Tinymon Card Zoodra	55	Coat	
14	Tinymon Card Xorlax	56	Shoes	
15	Tinymon Card Lunario	57	Maria's Package	
16	Tinymon Card Mextow	58	Teachers Room Key	
17	Tinymon Card Larceus	59	Ms. Taylor House's Keys	
18	Tinymon Card Gaxomp	60	Ms. Taylor House's Keys Copy	
19	Tinymon Card Rikatxu	61	Special Classes Ticket	
20	Pregnancy test	62	Photo of Ms. Taylor's Tits (same as 63)	
21	Milf's Hentai Magazine	63	Photo of Ms. Taylor's Tits (same as 62)	
22	Whisky	64	Anal Beads	
23	Wine	65	G-spot Vibrator	
24	Cake	66	Butt Plug	
25	Honey	67	Sex Doll	
26	Food	68	Dildo	
27	Chocolates	69	Dildo Xtra Size	
28	Candies	70	Double Dildo	
29	Meat	71	Love Egg	
30	Sausages	72	Hitachi Magic Wand	
31	Fish	73	Strap-on dildo	
32	Game- Call of War	74	Candle	
33	Game- Minework	75	Whip	
34	Game- Soccer World	76	Lubricant	
35	Game- Tinymon	77	Lubricant Hot	
36	Game- The Elder Book	78	Aphrodisiac	
37	Game- Gran Thief Auto	79	Taurina	
38	Pinapple Computer	80	Rachel's Comics	
39	Pc Gamming	81	Rachel's Stuff	
40	Pc Alienmecha	82	Suspicious Package	
41	Pc Home Edition	83	Pharmacy Keys	
42	Hentai Magazine	84	Viagra	

85	Cheap Flowers	135	Test 1 Drug
86	Economic Flowers	136	Test 2 Drug
87	Expensive Flowers	137	Test 3 Drug
88	Cheap Jewel	138	Test 4 Drug
89	Economic Jewel	139	Test 5 Drug
90	Expensive Jewel	140	Test 6 Drug
91	Elite Jewel	141	Test 7 Drug
92	Cheap Book	142	Test 8 Drug
93	Economic Book	143	Test 9 Drug
94	Expensive Book	144	Test 10 Drug
95 96	Cheap Gift	145 146	Tinymon Toy
	Economic Gift	146 147	Weed
97 98	Expensive Gift		Sleepy-time Candle
99	Homemade Chocolates	148 149	Sexy-time Candle
100	Cheap Perfume Economic Perfume	150	Suspicious Cake
100	Expensive Perfume	150	Game Guy Rope Bandage
101	Ms. Taylor Package	152	Suspicious Liquid
103	Gun	153	Maria's Used Panties
103	Photo of Jet	154	Picture Marie Williams 1
105	Bullets	155	Picture Marie Williams 2
106	Ultra Expensive Jewel	156	Picture Marie Williams 3
107	Room Key	157	Picture Marie Williams 4
107	•	157	Picture Marie Williams 5
109	Jet Family Registry False Note	150	Picture Marie Williams fake
110		160	Photo camera Nv1
110	Paper Pen	161	Photo camera Nv2
111		162	Photo camera Nv3
	Stolen Car's Key	163	
113	Rope WebCam	164	Photo camera Nv4
114	Stink Bomb		Photo camera Nv5 Bottle of soda
115 116	Video Beth's mom	165 166	
117	X-Power	167	Empty bottle of soda birth certificate of Jet
117	Client Address	107	birtii certiiicate or jet
	Photo of Derek		
119	Screwdriver		
120 121			
	HD Capture		
122	4k Capture		
123	Graphics Card ENV 1090		
124	Graphics Card ENV 1080		
125	Microphone		
126	HQ Microphone		
127	Gaming Headphones		
128	Beep Headphones		
129	Cinnamon		
130	Family Album		
131	Ink Pen		
132	Crowbar Sahaal Warkhaak		
133	School Workbook		
134	Bullets Test		

# **VARIABLES**

Variable #	Description	Variable #	Description
1	Hours	46	Endurance
2	Day of Week	47	Ability
3	Days Passed in Game	48	Relationship Christian
4	Relationship Maria	49	Relationship Brenda
6	Relationship Sara	50	Relationship Shasha
8	Relationship Amy	89	Popularity
10	Relationship Laura	105	Relationship Aunt Maggie
12	Relationship Rachel	141	Stealth
13	Relationship Morgan	146	Aim
14	Relationship Mark	181	Love with Sara
15	Relationship Tyna	182	Love with Maria
16	Relationship Tom	183	Love with Amy
17	Relationship Beth	184	Love with Laura
18	Relationship Ronald	185	Love with Rachel
19	Relationship Daisy	186	Love with Ms Taylor
20	Relationship Nadine	187	Love with Shasha
21	Relationship Pam	188	Love with Nadine
22	Relationship Charles	189	Love with Carol
23	Relationship Sandra	702	Days worked on a Job
24	Relationship Caroline	703	Days in Treatment (Hospital Job)
25	Relationship Phil	1301	Relationship Warren
26	Relationship Ms Gyna	1542	Strength
30	Relationship Jason	1942	Sarah Submissiveness
31	Relationship Mrs Turner	1981	Resistance
32	Relationship Ms Taylor	1982	Skill
42	Days for Exams	1996	Karma