

As of ChillyScholar's v.2.5. there are thirteen potential women / girls to have some kind of relationship with (not counting easter eggs). They can all be separated into the following four sub-categories:

- **Family** (Mother, Sister, Grandmother)
- **School** (Ms. Jennings, Ms. Taylor)
- **Mothers** (Ms. Amos, Lisa, Sarah, Kimberly)
- **Others** (Nurse Donna, Dizzy, Neala, Kaylee)

To complete the game, a number of these must be taken to the Underworld to help fight against Meridiana. Because there are 13 people in total, I figure that just over half (about 8 to 10) makes for enough gameplay. I wouldn't go much lower or higher; additional people can be counted towards a bonus or something, but not necessary to complete the game.

- Mother and either Sister / Grandmother
- Ms. Jennings and Ms. Taylor
- (Pick four from this list) Ms. Amos, Lisa, Sarah, Kimberly, Donna, Dizzy, Kaylee
- Neala (optional)

The reasons I've broken down the sub-categories like this is to grab a more 'complete' background of Peter and showcase his decision-making when it comes to who to take with him to the Underworld. There are three **must-have** women in this (Mother, Jennings, Taylor), and not just because they happen to be my personal favorites – they also work within the setting of the game.

The others you decide to take will push Peter's "scale" of Purity / Corruption one way or the other, ultimately leading to one of a few endings. For instance, all 8 characters are Corrupt, you get the Total Corruption ending; 5 are Pure, you get the Semi-Pure ending, and so forth.

Neala is an interesting character – I've decided to keep her in as an "optional" conquest. As already seen within the game proper, taking the Purity route will make you into her fuck-toy; Corruption has you taking her for your own. Nobody else ever has that ability to take control, and how you take her over could ultimately lead to your downfall or success.

Think of her as a Wild Card – neither good nor bad, she changes the rules of the game just enough to keep things interesting.

What follows is my personal idea of how the game (my version of it, not Chilly's or Nergal's) will play out. If it so happens that there are parts of this that end up in their versions, then I'll consider myself clairvoyant.

Upon coming home from the car accident that landed Peter in the hospital, and traversing the Underworld for the first time, Peter is left with a choice – do I use my Corruption powers on the women in my life, or do I resist the temptation and just try to get into their pants another way.

As it turns out, Neala was the one who was driving – she saw Peter and Sydney crossing the road, and made to slow down. However, the demon Meridiana forced the car to speed up instead; Peter was hit, and Neala slammed into a pole, leaving both of them on the verge of death. This allowed Meridiana to then corrupt their souls *just* enough to allow them entrance into the Underworld, and gain the powers you use along the way.

Meridiana convinces Neala that her mother had tampered with her brakes, telling her that the more she uses her powers, the easier it will be for Neala to enact revenge against anybody that dares oppose her. When Peter arrives for the first time, she says that she would be 'eternally grateful' if he released her, letting his imagination run wild of a sexy demoneess at his beck and call, despite her not saying anything to that degree.

From the moment Peter activates the first Tablet and gains the power to corrupt those he comes into contact with (as the game runs so far), you have three distinct paths in front of you – the path of Purity, of Neutrality, and of Corruption.

PURITY ROUTE

In order to complete the game along the Purity Route, you will have various little tasks that you complete for the Women / Girls in question. These things must be something a child Peter's age can do, such as buying flowers, or shopping with them, taking them to lunch, that kind of thing. As your Purity goes up, they're more willing to do sexual things with you, and we end up with big smiles and "Love You"s flying around between them all.

The women you meet and eventually have sex with will note that something is off about all of this, and as the Pure Peter, you tell them the truth – that you woke up in some Hell-like Underworld, and gained the ability to corrupt them, but ultimately decided not to. Because nothing you've done so far has been too "evil", they believe you, and you are contacted to bring your "sacrifices" to the Underworld.

While in the Chapel area, your women are captured and placed within the mirrors, their souls remaining trapped inside to be used as fuel for Meridiana's return into the mortal plane. However, because she expected you to corrupt the women more than you did, the "purity" of their souls is too much for her to bear, and she is forever-more trapped in the Underworld.

Neala Purity

Because Neala was ultimately won-over by your charm, and your desire to not use your powers against others for your own gain, she releases you from your bondage to her. You both then cast away your powers and leave the Underworld with the others, where you go back to the day of the accident. This time, without Meridiana's intervention, she slows down and greets Sydney as a friend, offering her and Peter a ride home.

There is the "**Heartwarming**" ending – no special bonuses or scenes; game over; start over or from last save. Game **can** continue past this point, but only for sex scenes with the people you took into the Underworld with you.

Neala Corruption

Because Neala was taken against her will when you first received your True Corruption power, you claim that she will be freed, but only after she spends some time learning humility as your "happy and loving girlfriend". You force Neala to cast away her powers, before doing the same, leaving the Underworld with the others.

Transported to the day before the accident, Neala slows down and offers Peter and Sydney a ride home, with Sydney remarking on the oddity of somebody like Neala wanting to date her little brother. Neala's inner monologue says that it's true that something is off, but she's happy and loves her little boyfriend.

This is the "**Girlfriend**" ending – one special scene involving having sex with Neala in the car. Game over; start over or from last save. Game **will** continue past this point, but only for sex scenes with the people you took into the Underworld with you.

NEUTRAL ROUTE

In order to complete the game along the Neutral Route, you will have to balance your decisions – there can only be five Pure, and five Corrupt. Any more will tip the scales too far to one side or another (giving variations of the ending). As your relationships fluctuate between the various people you have sex with, they act ‘normal’ in public, but become your lover / slave in private, unless with another that is of the same persuasion.

(Example: Mom and sister are Pure, they’ll both say how much they love you during dinner scenes;
Mom and sister are Corrupt, they’ll both beg you for sex during dinner scenes;
Mom is Pure and sister is Corrupt, they’ll think the other is acting oddly, but not comment on it)

The women you meet and eventually have sex with will note that something is off about all of this, and as Neutral Peter, you tell them your version of the truth – that you woke up in some Hell-like Underworld, and gained the ability to corrupt them. You used it on some of them, but not others for whatever reason makes the most sense (ie. Used it on Mom to see if it worked; didn’t use it because she’s your Mom). While nothing you’ve done so far has been too “evil”, they can’t fully trust you if and when the time comes from a final confrontation with whoever this demoness is. Unfortunately, you are contacted to bring your “sacrifices” to the Underworld, which only further complicates matters.

While in the Chapel area, your women are captured and placed within the mirrors, their souls remaining trapped inside to be used as fuel for Meridiana’s return into the mortal plane. This is where the scales will “tip”, depending on how you’ve managed to have sex with the women. Going past 7 people Pure or Corrupt will put you into that path automatically:

Moderate Corrupt 3 Pure / 7 Corrupt Meridiana escapes from her confinement, taking with her the three souls, making her much less powerful than before – in fact, she is so weak, she fights with Peter and they stalemate. Agreeing to an uneasy truce, Meridiana sends Peter back to Earth – now begins a race to see who can corrupt the most people to win the war between them.

Slight Corrupt 4 Pure / 6 Corrupt Meridiana escapes from her confinement, taking with her the four souls, making her less powerful as before, but still more than Peter. She is grateful to him for releasing her, using her own demonic powers on him to turn him into her loyal servant. Since he is too weak on his own to fight back, he is sent back to Earth to corrupt the rest of humanity and pave the way for his Mistress’ arrival.

True Neutral 5 Pure / 5 Corrupt Meridiana escapes from her confinement, taking with her the five souls, making her just as powerful as before. Keeping her end of the deal, she is grateful to Peter, but tries to corrupt him one last time to give her the souls of at least one of the “pure”. He chooses (Yes/No) and moves into either the Slight Corrupt or Slight Pure route.

Slight Pure 6 Pure / 4 Corrupt Meridiana escapes from her confinement, taking with her the six souls, making her slightly more powerful than she was before. Keeping her end of the deal, she is grateful to Peter for releasing her, and bestows upon him the ability to persuade women into his bed much more easily in the future, dismissing him back to Earth to carry on his new task of creating a lust-filled landscape, with Meridiana as their Queen.

Moderate Pure 7 Pure / 3 Corrupt Meridiana escapes from her confinement, taking with her the seven souls, making her more powerful now than she was before. Keeping her end of the deal, she is grateful to Peter for releasing her, but no longer has any need for him, and sends him back to Earth to await the coming of the Apocalypse.

Neala Purity / Corruption

Because Neala is not considered a part of the “sacrifices” that Meridiana desires, her role in the Neutral endings is much more subdued than in either the Total Purity or Total Corruption routes.

- M.C.*** Neala will side with Meridiana if Pure; Neala will side with Peter if Corrupt
- S.C.*** Neala will side with Merdiana if Pure; Neala will abstain if Corrupt
- T.N.*** Neala will decide to get in on the action, making it a war between the three of them
- S.P.*** Neala will side with Peter if Pure; Neala will abstain if Corrupt
- M.P.*** Neala will beg to stay with Meridiana, becoming a Demoness herself

CORRUPTION ROUTE

In order to complete the game along the Corruption Route, you will need to do under-handed things to the various Women / Girls in question. These things must be something a child Peter's age can do, such as taking pictures of them when naked / after sex, stealing their phones, using his powers on them repeatedly, that kind of thing. As your Corruption goes up, they become more and more unable to resist you doing sexual things with them, and it turns into a Master/Slave dynamic with Peter as their Master, the Women / Girls unable and unwilling to say 'no' to whatever he commands.

The women you meet and eventually have sex with will note that something is off about all of this, and as Corrupt Peter, you tell them your version of the truth – that you woke up in some Hell-like Underworld, and gained the ability to corrupt them, turning them into your sex-slaves. Because they cannot resist your control, they believe you, and you are contacted to bring your “sacrifices” to the Underworld.

While in the Chapel area, your women are captured and placed within the mirrors, their souls remaining trapped inside to be used as fuel for Meridiana's return into the mortal plane. However, because she expected you to corrupt only so many women, and not all of them, the “corruption” of their souls is too much for her to bear, and she is released – but now she is bonded to you, a powerful Slave for her Master, forever.

Neala Purity

Because Neala used her powers on you, she believes that she is the one who's truly in control. However, thanks to Meridiana being more powerful than Neala, your new Demoness Slave strips her of her powers. Released from your bondage to her, you pay her back in kind, by completely dominating her and using her to find and collect new toys for you to play with.

This is the “**King Peter**” ending – a special bonus of Complete Corruption is issued if used on a new person (Example: turning Donna from 0 to 100 Corruption instantly); no new scenes. Game over; start over or from last save. Game **will** continue past this point, but only for sex scenes with the people you didn't take into the Underworld with you.

Neala Corruption

Because Neala was already yours to command prior to releasing Meridiana, you decide that you cannot rule with just one human slave and one demoness slave, heading back to Earth to take it over for yourself. However, due to the extreme amounts of Demonic power flowing outwards, Peter is eventually trapped and killed endless waves of women hungry for his dick.

This is the “**Harem**” ending – one special scene involving having sex with Neala and Meridiana. Game over; start over or from last save. Game **can** continue past this point, but only for sex scenes with the people you didn't take into the Underworld with you, and it always ends with Peter dying in a massive orgy.

Problems and Challenges

There are various things that, already, have come to my attention – namely, the art assets and scene creations. Nergal has stated that the new 0.9 system will be a lot easier to comprehend and amend if somebody were to take a look at the coding; as it stands now, the 0.8.2. version is fairly standard in the ways it deals with scenes and things.

All maps done for this game are created using Parallax Mapping – basically, you create a picture with several layers that define where the players and NPCs can move around in, decreasing lag for those larger zones and areas, like the park and the streets.

The very biggest problem is that Glassfish won't be making any of the pictures or gifs for this, meaning that it will require somebody else to do so – something that I, at this moment, cannot pay them for. Because it will take time to get to the 1.0 release, though, that leaves me time to stockpile enough to pay for some of what I'm looking for. Here are a few things that, if you think you can help with, I'd really appreciate:

Pure / Corrupt busts	The more pure, the more Peter blushes and smiles. The more corrupt, the meaner / angrier Peter looks
Scripting	I am by no means excellent when it comes to scripting certain events, and I could always use a second set of eyes / hands
Story	I love to write, and I have a great imagination, but my ideas aren't always the best – more ideas shape better stories
Parallax Mapping	I suck at art, I don't get Photoshop, GIMP is just bizarre, and I can't wrap my head around some things (yet)
Bug Testing	Everybody on the forum is an unofficial bug-tester, but having somebody to try and break the game would be useful
Limits	How much is too much? Too little? Basically, what can we do, what can't be done, and how we can work around it.

I hope you liked this – it took the better part of an afternoon to think this all up and write it down, but I had a lot of fun doing it, too. I really love writing, and I'm also in the process of trying to create my own E-RPG using RPGMaker MV – got the storyline written and the ideas on paper, but again, lacking in that whole 'scripting/sex scenes/pictures/mapping' stuff I put above.

If you're interested in helping further down the line, drop me a message on F95Zone, either in the Forum where you found this, or with a PM – nothing will come of it until 1.0 drops, however, so don't expect to get on this right away.