

# Walkthrough Lab Rats 2 v. 0.81

## Character creation

### Main stats

CHA 2      INT 1

*-- Base boost to business management, and CHA seems to help with convincing girls to drink serums*

[Progression]

boost stats Cha > Focus > Int

### Work skills

HR 1 RnD 2 (you get a free researcher at the start)

*-- HR takes 1 time slot a day to keep the business at 100% and saves 1 employee;  
Supply and Production needs (lots of) employees anyway;  
-- You'll want to automate selling quickly, for the slutiness boost*

[Progression]

- put 1 point into every skill
- increase according to your chosen manual task(s)

### Sex skills

Foreplay 8

*-- Kissing raises a girls arousal more than yours, more orgasms => more core slutiness)*

[Progression]

increase as you like; sweet spots for Foreplay to get the girl to 99% arousal: 8 12

*-- so you can trigger the first orgasm with the sluttier action*

## The Game

### Day 1

- > go to [RnD] and research "Basic Medical Application"
- > spend your turns on it
  - you should be done in 1 day*
- > seduce Stephanie (optinal)(recommended)

> go to sleep

## Day 2

> [RnD] create Serum design, slot "Basic Medical Application", name it and research the design (100 research)

> test the serum on Stephanie and seduce her (optinal)(recommended)

> go to [Production], "Production settings": slot your design in line 1; set "Auto-sell Threshold" to 0

> go to [Main Office], buy supplies

## Day 3 - 4

> go to [Main Office]:

(Early Morning) "Manage your Business" x1

*-- if below 100%*

"Hire someone new": 3 Production, 3 Procurement

*-- Save scumm here to fetch for high values; max possible for any category is 40 (initially)*

*-- aim to recruit 30+ skill;*

*-- if you get a 40 skill, hire her anyway*

*-- More info see "Employees" below*

> (Evening) go to [Marketing]:

"Sell serums"

## Day 5

> go to [Main Office]:

"Manage your Business" x1

"Procure Supplies"

*-- keep an eye on your Funds, retain 1, better 2 days Salary*

> (Evening) go to [Marketing]:

"Sell serums"

## Day 6 - 7

> go to [Production]:

"Produce serums" till supplies (or time) are exhausted

>(Evening) go to [Marketing]:

"Sell serums"

## **\*CONGRATULATIONS, YOU HAVE WON THE GAME! ! !\***

- from here on, you are free to do as you see fit or follow the Progression Guidelines below
- keep doing the manual tasks: HR (early morning, no sales in that slot) and Marketing, if you didn't hire

### **Progression Guidelines**

#### **Business**

- expand Production and Procurement staff
- recruit Marketing employee
  - *hardly need more than 2 before the game slows hard*
- recruit HR employee
  - *1 is enough*
- BUSINESS POLICIES:
  1. Batch Size Improvement 1
  2. Strict Corporate Uniforms
  3. Male Focused Modeling
  - ... as you like
- create Uniforms in "Outfit Manager" and assign them via [Main Office] >
  - *at the least for Marketing to reap the benefits of Male Focused Modeling*
- save up 2000\$ for research (see below)
- recruit Researcher with a minimum Intelligence of 5

#### **Research & Development**

- research all starter tech
- get a dose of any serum
  - *the starting serum will do just fine*
- Talk to Head Researcher > "Special Role Actions" > "Ask about advancing your research"
- research all Tier 1 tech
- save up 2000\$
- increase Obedience of the Head Researcher (Stephanie) to 120
- Talk to Head Researcher > "Special Role Actions" > "Ask about advancing your research"
  - *you will need to replace Stephanie for Tier 3 anyway, so might just as well leave her under the effects*
  - *currently there are no consequences and effects for the acquired traits*
  - *ultimately the choice is yours*
- research all Tier 2 tech
- slut up the new Head Researcher and 3 more employees (talk about Advancing to see the requirements)
- Talk to Head Researcher > "Special Role Actions" > "Ask about advancing your research"

## Employees

- currently age does not matter
- Happiness: trends towards 100
  - increased by Compliments and Orgasms
- Obedience:
  - increased by insulting their work
- having 100 Happiness and Loyal (115 -125) Obedience prevents resignations
- Modify Happiness / Obedience without sex:
  - give serum (the higher Suggestibility the better)
  - insult work > praise work (or vice versa)
- increase Sluttiness of 3 employee (pref Marketing) to 50+ core Sluttiness
  - quick way to increase Sluttiness:
    - give serum
    - Seduce > Kissing to 99 Arousal > switch to sluttiest actions (Piledriver, Depththroat) till you cum

## Serums

- you never require a different serum past the initial one!
- to passively change employees design a serum with:
  - Aphrodisiac
  - Duration boost
    - expand with Duration2 and anything you like as you gain slots from higher research tiers
- slot production into line 2 and allocate 10% capacity

## Events

### Tax Problems

- if asked:
  - Take it off: Happiness -x Sluttiness +2 / Obedience +2
  - Leave it alone: Sluttiness +1 / Obedience +1
  - Dry it off now: Sluttiness +1

### A/C failure in \*Department\*

- lifting the dress code increases Sluttiness for all employees in the location

### Production accident

- free serum application

**Fetch the documents**

- different outcomes based on Sluttiness (and Obedience?)

**Late Night visit**

- fuck her for Sluttiness or send her away for Obedience

**Skill boost**

- costs 500\$
- just pick appropriately