

# Decisions Made Walkthrough

## Main Story

If you find yourself stuck, see quest log. You can (and sometimes must) see all the events so your choice is what comes first in Main Story. For spoiler read the last pages of this document.

### Prologue – Day 1

Every choice is yours to make. Play what suits you.

Only decision what is different is the last one.

You choose whom to sleep with:

*Note: As of 0.1a you cannot go further if you haven't seen Danielle's night.*

If you choose **Melissa** first you will need to spend time to see **Danielle Night** (Choose this first).

If you choose **Danielle** first you can advance in the story but anything for **Melissa** comes after the first night.

### Day 2

Day 2 will be empty if you choose **Danielle** first. Spend time by actions (purple lightning) and wait to see **Melissa's Night**.

After this you unlock the *real* DAY2 events.

*Unlocking Café and Lisa*

After **Melissa's Night** speak with Melissa in the **Living Room**. (*Unlocks Café*)

You can meet Lisa here.

- If you don't accept Lisa she will remain a friend only for a really long time
- If accept Lisa she will have a special kind of relationship **Spoiler Section (SPOILER LISA #1)**

*School choosing*

After **Melissa's Night** and **Danielle's Night** you have a chance to speak with them about their schools.

- They can both attend to the same school **(SPOILER CHILDREN #1)**
- If you want to be good terms on both choose *All-Girls* for both of them **(SPOILER MELISSA #1)**
- If you choose the other one will not help them any further

## *Melissa Afternoon*

*Note: As of 0.1a there is no chance to be only friends with Melissa.*

You have a chance to speak with **Melissa** both ways (romantic or friendship).

### **Friendship:**

- Friendship paths gives more points
- You can encourage **Melissa** to get a girlfriend (Talk about Relationships option)
  - o Doing this will have an impact later (**SPOILER MELISSA #2**)
- Any other path does not have an effect

### **Romance:**

- If you cuddle with her, it moves forward your relationship
  - o Teasing her makes it one step closer
    - Finally you can have your first kiss (REMEMBERED)
    - If you interacted 'friendly' with **Hannah** in prologue you can say **Danielle** that you think seriously about **Hannah**. It raises romance level with **Hannah**.
- At any option you can stop there and not go further

## *Free Time*

You can spend free time with **Hannah** or **Melissa**.

### **Hannah:**

You can accept her invite to go over her place or you can invite her to yours.

### **Invite Accept:**

- Unlocks **Hannah's** Home location
- You'll meet **Victoria**
  - o If you don't refuse **Victoria** (Recommended) you can have a talk with either only **Hannah** or with **Victoria**.
    - **Victoria** involved gives more background about **Hannah**
    - Speaking with only **Hannah** gives background but specific as with Vic
  - o If you refuse **Victoria** ends the event

### **Invite Home:**

- Doesn't unlock **Hannah's** Home
- You don't meet **Victoria**
- Inviting to home isn't bad but gives less points and you get less background

### **Melissa:**

If you kissed **Melissa** during Afternoon you can kiss her again ending the day.

If you cuddle with her gives more points, some to **Hannah**. Also gives points a third character if you said yes to wanting an incest relationship.

*Kissing her is a good option too.*

## Day 3

Morning you get a call from Oliver.

After that you have a talk with the children. At this point you can have a special scene with **Melissa** only. (**Plans** path)

After the talk you get a phone call from a policeman.

Saying positive things to the Policeman about the topics makes the appearance of a new character better.

After the station you get a phone call from '**Don**' who takes the children to get them into school. After **Don's** call you can select your workplace (school too).

At the evening you can speak with **Melissa**, it opens an opportunity to play as **Melissa** for Day 4 (Optional)

## Day 4

This is only a try out if you want to see more of these I might do more. Nothing really makes a change.

## Day 5

There is a side quest available at day 5 Morning also playing in day 5 unlocks city which is unfinished currently mostly.

### *Morning*

Speaking to **Rachel** in the café is automatic: You don't have a choice here. Plays slightly different on previous actions.

This unlocks another side quest at noon in **Melissa's Room**. You can read her diary for some 'secrets' about her life in Liverpool.

*Afternoon*

<DAY 5 SPOILER>

*Evening*

After afternoon event you will automatically be prompted with every character that you tried – or did – romance before this event happened.

This event has no decision to make but it's the end of *0.1a*.





# !!SPOILER!!

Melissa:

1. It's the only way her to get into university. If she won't get in she will leave you, thus ending romance with her.
2. If you encourage her to get a girlfriend she will try to fall in love with one of three girls she meets in Day 4. If you play day 4 by yourself you can choose which one – and also **Hannah**. If you don't it will be automatically **Crystal-Melissa** romance.

If you don't do it, when the time arrives to this point she will neglect you.

Also: You can have a threesome with the romance option chosen and **Melissa**.

Lisa:

1. At first **Lisa** is a romantic interest to Anna but she won't be her girlfriend ever.

If you invite at certain points she will fall in love with that person she first meets (I shouldn't call 'love at first sight'). After that your relationship will not be possible – though there will be scenes with her. Her goal is to get that girl through you. **No rape and/or bad things included**. She just want to use you as an asset to get her 'crush' to love her.

Children:

1. Good option: **Melissa** and **Danielle** in same school (regular or all-girls) and of them is **highly** romanced.

Best option: Both all-girls school.

Bad option: **Melissa** regular, **Danielle** all-girls.

If you fail help at good option to help one of them, the other can convince to stay by Anna's side. On bad they both leave.

DAY 5 SPOILER:

Anna's mother comes in picture at Day 3. You can romance her by saying the good things (duh!). Doing this will highly advised on very later fighting the 'Blackrose' family. Even if you don't forgive her.

Despising Cornelia will lead you to a very early Game Over.