

Love & Sex: Second Base by Andrealphus

Walkthrough for version v19.01.01

Game Mechanics

Important: free actions mean that they don't advance time and therefore don't lower your needs or move characters, they are all once per day
some actions have costs associated with them, require items, require a certain level of needs or can only be taken in certain seasons
also locations vary per time of day

Needs

You have 4 needs:

- Energy
- Hunger
- Grooming
- Fun

Energy is refilled by either sleeping (my bedroom, faster with the luxury bed bought at the mall), drink a coffee (kitchen, once per day, free action), taking a break (office, free action) or drinking an energy drink (bakery, 25\$, consumable) (you can only drink one coffee per day, taking a break counts as coffee).

Hunger is filled by either have a meal (kitchen), eat a hotdog (mall, 5\$), eat a hamburger (pub,25\$) or eating a pastry (bakery, 25\$, consumable).

Grooming can be refilled by taking a shower in the bathroom (at lower level of friendness your housemates will not allow you in the bathroom alongside with them) or eating a mint candy (bakery, 25\$, consumable).

Fun can be refilled by watching tv (living room), playing videogames (after buying or being gifted the Z-box), play a game (arcade,1\$), take a break (office), reading the fun book (bookstore, 25\$), watching a movie (movie theater, 10\$), masturbate (living room, free action, requires under yellow fun) and complimenting/kissing the girls.

If one of your needs is below 5 it will block a small amount of actions, if your needs are in yellow (3 or below) they will block most of your actions, if your needs are in red (0) they will block almost everything except the most basic of actions (sleeping, eating and solving whatever need is in red)

Atributes

You have 3 atributes:

- Knowledge
- Fitness
- Charm

Knowledge increases the amount of money you get from working, the amount of topics you get to talk about (you start with 2 and you get a new one every 10 levels) and prerequisite for options in events.

Increase knowledge by: thinking hard (park, only when all your needs are above 5, 50% chance), reading a knowledge book (book store, 100\$, free action), study (university,3h, 25\$), and buying the knowledge machine (mall,200\$, not guaranteed every night) also increased by wearing certain clothes.

Fitness increases your energy level and prerequisite for options in events and gaining desire with Sasha.

Increase fitness by: do push-ups (your bedroom, only when all your needs are above 5, 50% chance), swim (pool,only spring and summer months, requires bathing suit), go for a run (park, requires sport clothes), light training (gym, requires sport clothes), heavy training (gym, requires sport clothes) and buying the fitness machine (mall,200\$, not guaranteed every night) also increased by wearing certain clothes.

Charm decreases the chance of giving a bad compliment and prerequisite for options in events.

Increase charm by: practice speech (bathroom, only when all your needs are above 5, 50% chance), sunbath (pool,only spring and summer months), get a haircut (mall,50\$), party (nightclub(15\$),50\$), reading the charm book (bookstore,100\$) and buying the charm machine (mall,200\$, not guaranteed every night) also increased by wearing certain clothes.

Your starting atributes are also raised by your choices in the prologue.

Skills

These there are the skills which currently matter in gameplay, all skills are picked at

the start of the game.

Skill	Description
Martial Arts	Need less fitness to win a fight (that one's on me, sorry guys)
Videogames	Always win the arcade videogame event
No Sleep	Need 1 hour less sleep
Hung	Get +1LP if girls happen to encounter the trouser python (+1LP if you're in the bathroom with Sasha or Bree, first asking you to leave counts)
Guitar	Prerequisite for Sasha's band event
Cooking	Desire gain from eating with the girls in the morning and evening (this skill is earnable ingame)

Skills also influence DPL (more on **Seduction**).

Bad Skills

Bad Skill	Description
Debt	Lose 100\$ before paying rent.

Traits

Each girl has inherent traits which influences which actions she'll like on dates, these dates will be discoverable when you get enough LP (of course these are also described in **Girls**).

They'll also influence how much LP you'll gain from the clothes you wear certain girls also have anti-traits, which means they'll hate everything to do with that trait.

Money

The only way to reliably get money is to work at the office (you can also roam the streets for a random event or play vidya but you won't get far that way) either work hard (4 hours) or work (4 hours), work hard get's you more money and costs more fun but is only available if all your needs are above 5, work is available if your

needs are above 3 you also have 2 random events while working: either work over 2 hours for a bonus (very much worth it) or 2 hours for regular pay (do what you want this time) work is only available in day hours and from monday to saturday, this is important because of the next point.

Important! Every monday morning 100\$ will be required to pay the rent, if you can't do this then you'll take a massive relationship hit with the girls.

Seduction

Each girl has 3 statistics, love (hereafter shown as LP), kink (hereafter shown as KP) and lesbian (hereafter known as GP) each girl also has their favourite talk topics, favourite gifts, favourite dates and/or television programs.

Also each girl has their own schedule so you'll have to adjust your schedule depending on what girl you're after a certain amount of LP (about 40) the girl will change pose, this is when you know to strike.

DPL **Daily Passive Love** are LP that each girl get's based on your attributes, skills and the clothes you wear, these get applied the first time you meet a girl that day for attributes it means that if the DPL attribute is above the LP then you gain 1 LP favourite gifts and favourite programs will further the LP.

Each girl's DPL is also influenced by the clothing you wear, more on that in **Clothing**. For now each girl's kink is dominant if it's negative and sub if it's negative but there will be differences between the girls in the future.

GP is a measure of how likely it is that a girl will agree to a threesome and is raised through watching lesbian porn.

Dates and Sex

After a certain amount of LP either you or the girls will ask them or you on a date if they ask you then a time is automatically chosen, if you do it then you can choose the date time in either afternoon (only saturday or sunday) or evening, this means either 14:00 or 20:00.

Different dates cost a different amount of money if you don't take a girl on a date on the day it was agreed upon then you'll lose a whopping 20 LP or in other words about a week's worth of progress, check your calendars people!

You can now also call the girl to cancel your date diminishing the loss on a date you'll

have the same bar as with the chores, every action that increases LP will fill the bar and every action that decreases LP will deplete it, so take care what you do or say, a full bar means a successful date you can also get datescore for certain actions, these fill the datebar too but don't alter LP, they'll be abbreviated to DS.

Dates generally last for 6 hours and it's possible for your date to propose to continue the date either an evening date location or the nightclub, sex is activated by successfully completing a date with high enough LP and a full datebar.

Chores

Each week you're supposed to do certain chores as part of the household these are best left until Sunday as you don't have that much to do during that day if you don't do the minimum of 4 chores then you'll lose 10LP with both(!) Bree and Sasha.

Gifts

On Valentine's day (most girls give just chocolates then, others will pick from their list), Christmas or the MC's birthday you'll receive a gift if you meet the girl that day and have at least 20LP (birthday) or 25LP (Christmas and Valentines).

Each girl has a specific list of items to give and if you already have that item they'll skip to the next one, if they run out they'll give you a cake.

The gifts from each specific girl are listed in their entry in **Girls**.

Girls

Currently there are 9 girls in the game of whom 5 are Patreon exclusive, there are also 6 teaser girls (only have an event introducing them).

Public Version Girls

Bree

Action	Description
Traits	sparty, bookworm, playful, geek
Talk	books, food, love, sex, politics, travels, computers, tv

Topics	
Watch TV	romantic comedy, cartoon, discovery channel, porn (if LP>50 otherwise -1LP)
Events	finding your phone (living room), arcade gaming (arcade), home gaming (living room, needs the Z-box), getting coffee (town), training montage (living room)
Minor Events	poolside fun (pool, spring or summer, >50 KP, had sex with her before), book signing (book store, need >25LP, 50\$, 5%chance), bowsette (living room, weekdays between 18u and 20u, at least 21 days have passed, 100LP)
DPL	knowledge, skill: videogames
Favourite Gift:	books
Favourite Program	scifi
Hangout Place	during the week she studies at the university, on saturday she'll be in the arcade
Kink Gain	potential story gain: 13, watching SM porn, gifting the kink gain book, cumming inside her, talking: love (>50LP: 1/8, >20 charm: 2/8), sex (>20-charm/2LP: 1/4, >120-charm/2LP: 1/4), travels (>10knowledge and >80-charm/2LP: 1/4), tv (watched SM or femdom porn with her: 1/1), books (1/4)
Kink Loss	watching femdom porn, gifting the kink loss book
Has after date sex	yes
Can get pregnant	no... yet
Gift	Z-box, knitted sweater (while wearing gives -5charm but +1DPL with bree)

Sasha

Action	Description
Traits	rebel, dominant, submissive, guitar
Talk	tv, fashion, food, love, sex, travels, sports, people

Topics	
Watch TV	scifi, fashion show, horror, porn
Events	welcome to the house of fun (living room), helping her unpack (hallway), playing pool (pub), band discussion (hallway)
Sidestory A	unlock by having the guitar skill in the band discussion, meeting the band (map), stress relief (studio)
Sidestory B	unlock by not having the guitar skill in the band discussion, a man's purpose (pub)
Minor Events	horror film discussion (living room), giving the spiked collar (clothes store,100\$)
DPL	fitness, skill: guitar
Favourite Gift	jewelry
Favourite Program	horror
Hangout Place	during the week she works at the clothing store, on saturday she'll be in the mall Kink Gain: potential story gain: 5, watching SM porn, gifting the kink gain book, gifting the spiked collar, sex scenes (more advanced scenes give more kink) talk: love(>80- charm/2LP: 1/4), sex (1/4), tv(1/1)
Kink Loss	potential story loss: -10, watching femdom porn, gifting the kink loss book starting GP: 5
Has after date sex	yes
Can get pregnant	no... yet
Gift	dildo, anal beads, handcuffs, bondage, ropes

Samantha

Action	Description
Traits	playfull, gourmand, family

Talk Topics	travels, people, love, computers, fashion, politics, food
Events	running in to her (town, after a week), helping her move (bakery), helping her study (park, in the weekend), run into Ryan (nightclub), about Ryan (don't tell her: story A, tell her: story B)
Story A	marriage: marriage (next weekend), a shoulder to cry on (automatic if you run into her), a dick to ride on (all home rooms), splits in 3 paths
Story AA	my wife's son: actual consequences (all home rooms, one week after the previous event)
Story AB	divorce : smack the dick
Story AC	sharing is caring: preferences, sexy negotiations (bakery)
Story B	breakup: drunken visit (living room), date (bakery)
DPL	charm, fitness, skill: dancing
Favourite Gift	clothes, underwear
Favourite Date	cinema
Hangout Place	during the week she works at the bakery, she also makes appearances at the mall and pub
Kink Gain	potential story gain: 5, gifting the kink gain book
Kink Loss	gifting the kink loss book
Has after date sex	yes
Can get pregnant	yes
Gift	charm book, funny t-shirt

Aletta

Action	Description

Traits	dominant
Anti-Traits	family
Talk Topics	travels, sex (>60LP)
Events	meet the boss (office, take a break), brownnosing (office, work hard), working late (office, work hard), pinknosing (office, work hard)
DPL	fitness, charm, career
Hated Gift	sweets
Hated Date	cinema, home
Kink Gain	gifting the kink gain book, during chats
Kink Loss	gifting the kink loss book, during chats
Has after date sex	no... yet
Can get pregnant	no... yet
Gift	50\$ (she will always give this)

Patreon Exclusive Girls

Anna

Action	Description
Traits	submissive, playfull
Anti-Traits	family
Talk Topics	love, sex (>60LP), travels, music
Events	either meeting the band or a man's purpose (Sasha's side event), barfly
Side Story	practice screw-up (band storyline)
DPL	charm

Hated Gift	underwear
Hated Date	restaurant
Kink Gain	potential story gain: 1, gifting the kink gain book, talking: music (1/1), sex scenes
Kink Loss	gifting the kink loss book
Has after date sex	yes
Can get pregnant	no... yet
Gifts	leather jacket

Audrey

Action	Description
Traits	princess, submissive, rebel, flirty
Talk Topics	love, sex, food, travels, sport, fashion
Events	white knight (pub), tease (office), more teasing (gym), date (spring or summer)
DPL	fitness, charm, martial arts, money
Favourite Gifts	purse(2X), clothes, sex toy
Favourite Date	waterpark
Kink Gain	potential story gain: 11, gifting the kink gain book
Kink Loss	gifting the kink loss book
Has after date sex	yes
Can get pregnant	no... yet
Gifts	nothing (what did you expect? also no cake)

Hanna

Action	Description
Traits	rebel, sportsy
Talk Topics	love, sex, food, travels, sport, fashion, politics, tv, books, people, computers

Events	cardio bunny (gym), busted (gym), y..you too (gym), not wasting water (gym)
DPL	fitness (2X)
Favourite Date	waterpark, park
Kink Gain	potential story gain: 10, gifting the kink gain book
Kink Loss	gifting the kink loss book
Has after date sex	no... yet
Can get pregnant	no... yet
Gifts	leather jacket

Kleio

Action	Description
Traits	rebel, guitar
Talk Topics	love, sex(>25charm), food (skill:cooking), politics, travels, fashion, books(>25charm), music
Events	either meeting the band or a man's purpose (Sasha's side event), defrost the ice queen, tatoo, is the recorder on?(studio)
Side Story	practice scuffle (band storyline)
DPL	fitness, knowledge, guitar
Favourite Date	pub
Kink Gain	gifting the kink gain book, sex scenes
Kink Loss	gifting the kink loss book, starting GP: 10
Has after date sex	yes
Can get pregnant	yes
Gifts	sunglasses, military boots

Lexi

Action	Description
Traits	slutty, dumb, trashy, vegan (one of these is not like the others)
Talk Topics	love(>25LP), sex, food, tv, fashion
Events	honey trap (map), revenge sucks (nightclub), ging for a swim (home)
Side Story	pimpin made easy (mall, on a date)
DPL	fitness, knowledge, guitar
Favourite Date	pub
Kink Gain	gifting the kink gain book, sex scenes
Kink Loss	gifting the kink loss book, starting GP: 10
Has after date sex	yes
Can get pregnant	yes
Gifts	condom, Lexi's panties

Teaser Girls

The only scenes they have are the one introducing them.

Girl	Event
Kylie	university, >7 days played, between 10 and 17
ALexis	promoted 3 times, >7 days played, between 14 and 17, 10% chance
Harmony	church, attend mass, need to have attended mass once before
Palla	mall, >10 days played, between 14 and 18
Shiori	my office (gained after being promoted once), work or work hard, 20% chance
Natalie	during Samantha's wedding

Walkthrough

My choices are martial arts, guitar and hung this will give you the martial arts skill, guitar skill (necessary for the band storyline) and enough charm to unlock the laugh option in Sasha's first event since on the first day my stats are completely full I go study at the uni 3 times to raise my knowledge (which was 0) to get more money next objective is to get 100\$ spare to buy the leather vest to get my charm up to 10 to get the most out of Sasha's unpacking event, get the unpacking event before the next weekend to get the most out of Sasha's pool event, that's the only urgent stuff done, do the rest at your own leisure.

Intro

The intro consists of 4 sets of questions, each of the answers give different attributes and skills, you need to pick a bad skill to be able to pick a 4th question.

1:

Answer	Result
Martial Arts	skill: martial arts, fitness +3
Golf	skill: golf, fitness +2, charm +1
Cooking	skill: cooking ,charm +2, knowledge +1
Dancing	skill: dancing, charm +2, fitness+1
Nothing	knowledge+1, charm+1, fitness+1

2:

Answer	Result
Videogames	skill: videogames, knowledge+1, fitness+1, charm +1
Fitness	fitness +3
Partying	charm +3
Reading	knowledge +3
Guitar	skill: guitar, charm +3
Nothing	knowledge+1, fitness+1, charm +1

3:

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Answer	Result
Nothing	skips 4
Unlucky	advance to 4, negative effect: in this version nothing
Debt	advance to 4, negative effect: lose 100\$ before paying rent
Animal Hated	advance to 4, negative effect: in this version nothing

4:

Answer	Result
Marathon	fitness+3
People Person	charm +3
Eating Contest	skill: iron stomach, knowledge+1, fitness+1, charm+1
Best of class	knowledge+3
No sleep	(till brooklyn!) skill: no sleep, knowledge +2
Hung	skill: hung, charm+2, fitness +1 (as in fit this inside of you, booyah!)

Best initial daily schedule IMO

Time	Actions
6u	wake up (set the alarm) and shower, Bree will ask you to leave, this will net you LP with her if you are hung
7u	watch tv or do a chore
8u	kitchen with Bree, compliment her(free action, once per day), this will either increase LP or decrease it but we're going to get it back immediately anyway, talk to her
9u	kitchen with Sasha, compliment her(free action, once per day), eat with her, also drink the coffee (your energy level should be 8 which brings you right back at 10 for free)
10u	office: work hard
14u	office: work hard
18u	home: either tv with Bree (if you have enough LP with her) or wait for 2 hours (your fun levels are too low to do anything else)

20u	eat with the girls
21u	tv with Sasha (if you have enough LP with her)
23u	sleep

Events

Important: events are currently only important because of story flags, they're also good sources of LP and KP, however: just because you don't have the necessary stats doesn't mean that you have to start over, you can fail all the events and still receive the full experience.

Sasha

Event	Description
Welcome to the house of fun	immediately after intro, help Sasha with unloading her stuff, if you want to see her dom route then you can lose -5KP here by choosing "be awkward", if you don't want that then you need at least 4 charm
Helping to unpack	hallway between 9 and 24 when Sasha is in her room and not sleeping, help Sasha by unpacking her stuff, this event has more options the more energy you have, the thresholds are 2,5 and 7
Playing pool	pub on friday or saturday night, play pool with Sasha in the pub, this event is optimal if it's been less than 7 days since the start of the game, despite appearances "yes, later" is better than "yes, now" as it leads to an extra dialogue
Band discussion	hallway between 18 and 24 when Sasha is in her room and not sleeping, at least 30LP, Sasha's playing bass in her room. Important: this event has 2 options to end the event prematurely: "leave" and "don't play too late", choosing one of these will mean losing access to Kleio and Anna for this playthrough! If you have the skill:guitar then this event opens up the band storyline, if you don't then this leads to "a man's purpose"
A man's purpose	minor event, pub on friday between 20 and 23, not skill:guitar, public version, help the girls with setting up their equipment (or not). This event is the alternative event introducing Anna and Kleio for people without the guitar skill

Bree

Event	Description
Finding your phone	living room, at least 10LP, Bree needs to be playing on her phone, Bree helps you look for your phone, being unfriendly here gives +5KP
Arcade gaming	arcade, requires 20LP, saturday, Bree needs to be there, play with Bree in the arcade, no dialogue choices to make
Home gaming	living room, between 10u and 19u, requires 30LP, requires Z-box, Bree needs to be there, Bree's playing with your joystick at home, you can tease her for 5KP
Getting coffee	during the week, between 12u and 18u, requires 40LP, 10% chance to fire every hour, coffee and finances! my favourite!, if you're cold to Bree in all 3 dialogue's you earn 3KP
Training montage	not sunday, between 18u and 20u, living room, requires 50LP, 30% chance to fire every hour, help Bree train for the big videogame tournament that will solve her money problems (what is this? an 80's family movie?), unlike previous events being a dick to Bree only loses you LP (and you deserve it you monster!)
Poolside fun	minor event, during the swim activity, between 9u and 19u, requires 50KP, had sex with Bree
Bowsette	minor event, hallway, during the week, between 18u and 20u, requires 50LP, 50% chance to fire every hour, at least 21 days played, if you already had sex with Bree then you can have sex with her now, in that costume, if you don't then you'll lose out for this playthrough (how does that tail keep on though?)

Samantha

Event	Description
Running into Samantha	town, between 10u and 17u, at least 7 days played, introduction to Samantha, unlocks her for normal gameplay
Helping her move	bakery, requires 20LP, Samantha needs to be there, if you help Samantha move then time will skip to 21u, also you need 20 fitness to move in the heavy boxes
Studying in the	park, requires 30LP, between 10u and 17u, Samantha needs to be there, if you have 25

park	knowledge and you're a dick to her then you'll gain 5KP
Running into Ryan	nightclub, requires 40LP, Samantha isn't there, Ryan is a dick who goes after multiple girls, what kind of asshole does such a thing (whistles), you have a week to complete this event before you're inevitable in the marriage path afterwards you'll have the option to tell Samantha "about Ryan", if you tell her then you'll proceed on the Break-up path, if you don't then you'll remain on the Marriage path

Samantha Break-up

Event	Description
Drunken visit	living room, between 22u and 4, oh yeah!
Date	bakery, requires 50LP, Samantha needs to be there, you can pick shopping and if you pick the swimsuit (and Samantha has at least 50LP or 25KP) then she'll gain a new ingame swimsuit, unlocks kissing and dating

Samantha Marriage

Event	Description
Marriage	saturday, between 12u and 20u, at least 7 days after the 3th event, introduction of Natalie, going to the bathroom leads to a a natalie scene, just not with you (this also gives you evidence of Ryan cheating for use later if you didn't do the "running into Ryan"-event
A shoulder to cry on	between 10u and 18u, requires 60LP, Samantha needs to be there, no choices that give any points but you will receive a book from this one a cookbook (skill: cooking), sports book (fitness +2) or charm book (charm +2), this is currently the only place ingame where you can earn an extra skill
A dick to ride on	any homeroom, between 20u and 24u, requires 70LP, oh yeah! This event is a doozy, it currently leads to 3 different paths (4 in the future). They are My wife's son , Divorce and Sharing is caring

If she get's pregnant here then you'll get on the **My wife's son**-path.

If you reveal Ryan's cheating and apologise then you get put on the **Divorce**-path.

If you don't reveal Ryan's cheating you'll get put on the **Sharing is caring**-path.

If you reveal Ryan's cheating and say **You're no better** then you'll be put on no paths (yet) but you'll unlock kissing and dating.

Samantha Marriage: My wife'son

Event	Description
Actual consequences	any homeroom, between 16u and 24u, at least 7 days after the last event

Samantha Marriage: Divorce

Event	Description
Smack the dick	between 14 and 15, at least 80LP, 25% chance, yes, finally!, also this event leads to the second event of the Break-up path Date

Samantha Marriage: Sharing is caring

Event	Description
Preferences	between 14 and 15, at least 80LP, 10% chance
Sexy negotiations	bakery, Samantha needs to be there, at least 85LP, say you're interested to go further on this path, refusal leads to no path for now (also no dating or kissing)

Band storyline

Patreon exclusive.

Event	Description
Meeting the band	town, friday between 20u and 21u) (public version), this event unlocks both Kleio and Anna for people who have the guitar skill
Stress relief	minor event, studio, practicing, at least 25% practice bar filled, Sasha: at least 25LP, Sasha get's a little stressed out and needs your help unwinding (and not in that way either, strange huh?) following immediatly is the best option, afterwards you can gain 5 KP (with the collar), lose 5KP (massage) or gain 5LP
Practics screw-up	minor event, studio, practicing, at least 25% practice bar filled, Anna: at least 25LP, straightforward event, 5LP for protecting the pixie bottle fairy
Practice	minor event, studio, practicing, at least 25% practice bar filled, Kleio: at least 25LP, do you

scuffle	side with the person sticking up for you or not? (if this is a hard question for you: it shouldn't)
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Aletta

Event	Description
Meet the boss	office, take a break, at least 30 charm, to take a break you shouldn't have drunk coffee that day she gainst +1KP if you ask for an extra, unlocks her for normal gameplay
Brownosing	office, work hard, at least 40 charm, at least 10LP, standing up for her gives you +1KP
Working late	office, work hard, at least 50 charm, at least 20LP, apologising makes you lose -1KP, unlocks kissing
Pinknosing	office, work hard, at least 60 charm, at least 30LP, promotions, here I come!

Anna

Patron exclusive.

Event	Description
Barfly	between 20 and 21, at least 20LP, if you pick where are you she gains 1KP

Audrey

Patron exclusive.

Event	Description
White knight	pub, >20fitness, >20charm, Audrey needs to be there (public version), pretend she's yours for 5KP, intimidating needs at least charm or fitness higher then 25, otherwise you'll have to fight, if you want to beat danny here then you need 50 fitness, 25 if you have the martial arts skill
Tease	office, at least 20LP, Audrey needs to be there
More teasing	gym, needs at least 30LP, Audrey needs to be there, be active and rough for 4 KP, be passive for -2KP, unlocks kissing
Date	spring or summer, saturday, 12 to 16, at least 40LP, go a bit further each time for a total +2KP, unlocks dating

Hanna

Patreon exclusive.

Event	Description
Cardio bunny	gym, 10 to 17u, played at least 7days, at least 20 fitness, training, public version
Busted	gym, 10 to 17u, at least 30 fitness, training
Y..You too	gym, at least 40 fitness, buy a membership, how do you know? and about the locker room gives you a total of 10KP, about the locker room also unlocks her phonenumber, unlocks Hanna ingame
Not wasting water	gym, at least 50 fitness, training, at least 20LP, I mind makes you skip the event (you bloody idiot!)

Kleio

Patreon exclusive.

Event	Description
Defrost the ice queen	between 14 and 15u, at least 10LP, pick the rock music for a good result, unlocks kissing
Tattoo	between 17 and 18u, at least 20LP, unlocks dating
Is the recorder on?	studio, at least 75LP, Kleio needs to be there, enjoy!

Lexi

Event	Description
Honey trap	map, between 22 and 4u, at least 7 days played, at least 250\$, public version, if you want to beat danny then you need 50 fitness, 25 if you have the martial arts skill, if you lose then your stats drop and you lose 500\$
Revenge sucks	nightclub, it really does, doesn't it?
Ging for	living room, between 20 and 0u, Sasha and Bree aren't in the room, unlocks Lexi for normal

a swim	gameplay, unlocks kissing, unlocks dating
Jack and Lexi	side event, date interrupted, on a date with Lexi at the mall, at least 75LP
Pimpin made easy	side event, between 16 and 17u, 5% chance, say not really and ok to continue this path (now where's my feather hat and cane!)
Well that was easy	side event, talking with Lexi, 5% chance, you lose 10LP (and your immortal soul, you heathen!)
Drug bust	minor event, park, between 0 and 5u, at least 75LP

General tips

- After you have earned enough LP to be allowed in the bathroom alongside Bree then you can move your alarm to 7u.
- Avoid watching tv with Sasha at 19, it takes 2 hours and thus you miss dinner time (and thus missing you Bree points).
- In Samantha's marriage path you can buy a cookbook, giving you the cooking skill.
- you can buy clothing and accesories in the clothes shop and equip them in your bedroom (go to inventory in the sidebar), you can equip one piece of clothing and 1 accessory at the same time.
- Swimsuit (clothes store,150\$) allows you to swim in the pool during warm months which gives you +1 fitness, it also unlocks playing with the girls in the pool, it also raises your fitness atribute by 10 if you equip it, if you start in a warm month then I recommend getting it ASAP.
- Sporting clothes (clothes store,150\$) allows you to jog in the park which gives you +1 fitness, it also unlocks the gym where you can pay 100\$ for a month, the heavy workout gives you a massive boost in fitness: it also raises your fitness atribute by 10 if you equip it, if you start in a cold month then I recommend getting it ASAP.
- Fancy clothes (clothes store,150\$) increases your charm by 10 (despite my personal preference, the leather jacket raises only 5 for 100\$), it also gives you acces to the nightclub and fancy restaurant date.
- The tweed blazer (clothes store,100\$) is the only clothing which raises your knowledge (+5), the rest either raise fitness or charm.
- The learning machines work by each having a chance to raise their attribute by 1 if you go to sleep.
- You can't give the girl's gifts when they're at work or studying (you can't for example give Sasha the spiked collar straight away if she's there).

- Dates aren't always good for every type of girl, just because one girl didn't like most of the activities doesn't necessarily mean that all of them won't.

Clothing

Each piece of clothing and accessory that adds 5 to a trait will cost 100\$ and each that adds 10 to a trait will cost 200\$ depending on the traits of the girls each piece of clothing and accessory you wear has a chance of adding 1 to your DPL, if multiple traits apply to the same girl then both will count(for example on Sasha the leather jacket has a 40% chance of gaining 1LP and 20% chance of 2 LP).

Cloth	Attributes
Fancy clothes	charm +10, pacifist (20%), princess (20%) (also unlocks the nightclub location and the fancy dinner date)
Leather jacket	charm+5, submissive (20%), rebel(20%)
Tweed blazer	knowledge+5, bookworm (20%) family (20%)
Sweat pants	fitness+5, sporty (20%), dominant (20%)
Funny shirt	charm+5, geek (20%) playful (20%)
Military fatigues	charm+5 submissive (20%) gourmand(20%)
Sport clothes	fitness+10 sporty (30%) (also unlocks the gym location and the run in the park activity)
Swimsuit	fitness+10 sporty (30%) (also unlocks the waterpark location, the waterpark date and swim and sunbathe in the pool activities)

Accessory	Attributes
Luxury watch	charm +10, pacifist (20%), princess (20%)cool sunglasses, charm+5, submissive (20%), rebel(20%)

Geeky pen	knowledge+5, bookworm (20%) family (20%)
Sport shoes	fitness+5 sporty (20%) dominant (20%)
Funny badge	charm+5, geek (20%) playful (20%)
Military boots	charm+5 submissive (20%) gourmand(20%)

Dates

Cinema

30\$ initial cost, afternoon and evening.

Options	Effects
Events	there's a 5% chance that an employee will tell you that there's no more place, you can either try to convince him or bribe him winning points with the girl if you're let in, you can also sneak in gaining 2LP if the girls has the trait: rebel
Buy popcorn	10\$, once per day, if the girl has trait gourmand then +5DS, random chat initiated by the girl
Watch movie	if the girl has cinema in her favourites you'll gain double LP, if the girl has movie in her favourites you'll gain 1.5 times the LP during the movie you can choose to play with the girl a bit, if your charm + the girl's LP >63 then you can do all actions, if the girl has trait slutty then +5DS per action

Personal opinion: good cheap date for Samantha and Lexi.

Fancy dinner

Evening, requires fancy clothes.

Options	Effects
Order for her	if the girl has trait submissive then +1LP, 1LP if not you'll lose -5LP eat: +1LP, if your charm and the girls LP is high enough: +1LP, random chat initiated by the girl

Pay for both	100\$, if the girl has trait: submissive, dominant, princess or poor you'll gain +1LP, otherwise nothing
Put your hand on hers	if your charm and the girls LP is high enough (at least 50 together): +1LP, if not -5LP

Personal opinion: personal favourite for Sasha, also good for Audrey.

Home

Afternoon and evening.

Options	Effects
Chat on couch	random chat initiated by the girl
Watch tv	+1LP
Swim in the pool	only in spring or summer, requires swimsuit, +1LP
Make some snacks	+1LP, random chat initiated by the girl
Play on the console	requires z-box, if girl has trait geek then LP+1, if girl has trait playfull then LP+1, if not LP-1
Play guitar	requires skill: guitar, LP+1 if girl has trait rebel then LP+2
Play boardgames	if girl has trait geek then LP+1, if girl has trait playfull then LP+1, if not LP-1

Personal opinion: good cheap one for Bree and Samantha.

Mall

Afternoon.

Options	Effects
Shopping	50\$:+1LP, 100\$:+2LP, 200\$:+3LP, 400\$:+4LP, 800\$:+5LP, 1600\$:+6LP
Arcade	25\$, if girl has trait geek then LP+1, if girl has trait playfull then LP+1, if not LP-1
Piercing shop	girl has minimum sub of 30, here you can get the girl pierced which will actually appear on their ingame images and (eventually) in their scenes, different piercings cost different

	amounts of money and levels of sub (up to 800\$ and 90 sub)
Coffee	20\$, random chat initiated by the girl
Take a pic	5\$, +1 LP
Have a pastry	20\$, if girl has trait gourmand +1LP, random chat initiated by the girl

Personal opinion: how there mr pennybags, this is by far the most expensive date but very worth it if you can afford it, especially since the shopping activity is repeatable, this is also the only place in game so far were you can get piercings on the girls

Park

Afternoon.

Options	Effects
Picnic	only summer and spring, if girl has trait gourmand then LP+1 and +5DS,if not +5DS
Snowman	only winter, at least 10 charm, if girl has traits artsy or playfull then LP+1, if not LP-2
Snowball fight	only winter, at least 10 fitness, if girl has trait playfull then LP+1, if not LP-2
Clouds	at least 10 charm, if girl has trait dreamer then LP+1, if not LP-2
Poetry	at least 10 knowledgem if girl has traits artsy or bookworm then LP+1, if not LP-2
Running	at least 10 fitness, if girl has trait sporty then LP+1, if not LP-2

Personal opinion: this one is kind of meh now, too many activities that require the exact trait, at least it's free, take Bree and Hanna to this one in winter if you want.

Pub

30\$ intitial cost, afternoon and evening.

Options	Effects
Buy a round of drinks	50\$, if girl has trait rebel then LP+1, DS+5
Play pool	if girl has trait playfull then LP+1

Play darts	if girl has trait playfull then LP+1
Eat a burger	25\$

Personal opinion: you can still buy the girls drinks as well like normally in the pub making this a very good date.

Waterpark

100\$ initial cost, afternoon, requires swimsuit, summer and spring only.

Options	Effects
Waterslide	LP+1 if girl has trait playfull then LP+2, random chat initiated by the girl
Buy icecream	10\$, LP+1 if girl has trait gourmand then LP+2, random chat initiated by the girl
Spa	50\$, LP+1 if girl has trait princess then LP+2, random chat initiated by the girl
Swimming race	LP+1 if girl has trait sportsy then LP+2, random chat initiated by the girl

Personal opinion: has been improved a lot, a bit expensive for what it is though.

Afterword

This concludes the walkthrough, if you see something that's incomplete, not clearly worded or just plain wrong don't hesitate to tell me all the data here was gathered from playing the game, looking under the hood and developer commentary.