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Walkthrough 0.3.1F

How Mechanics Work (Starting in Chapter 4)

1. Stats are trainable 1 time a day, per stat (currently), you can get bonus value in training if you do say, Brutality with the window closed. You can try figuring the others out for the bonus
2. There is a time turner (it's outside at night in chapter 4&5) This will allow you to skip time forward from Monday to Friday only, Marcus will even tell you as much. When you do this, you have to pick a stat to focus on, it will gain 2x as much. Then the time turner is on cool down for a week.
3. The time turner will skip time, and therefore you have no contact with the girls, your relationship will dip from using it. So abusing the time turner will not be in your best interest going forward
4. Relationships start at 0 in Chapter 4 as Marcus has went out of his way and pissed them all off. Going forward relationships will need to be at 50 to participate in minigames, the rewards will go up for this as well.
5. Paths require investment points which are gained at a rate of 1 point per level in any stat, the first 2 path abilities which are passive, are gained through story in chapter 4.
Apologize to Professor Minerva McGonogall
Talk to her again about the school meetings
6. Active and Passive abilities, an active ability such as X-Ray will have a 7 day cool down from the time of use (168 hours), this ability will apply an overlay to the screen once activated IF it does something. This is why only X-Ray currently has one. The abilities may have multiple levels (like X-Ray will) where at the first level, it only shows what's under their top. Passive abilities will allow a menu choice when you interact with the person, example, atonement will unlock apologizing for the times you have made a girl angry. This will make her both stop being angry. Cooldowns for passive abilities are every other day.

Azkaban

The game starts in the Azkaban. You are introduced to Lord Rattlesnake who has been visited by the Minister for Magic, Petrius, who is supposedly an old friend of the Lord. He is accompanied by an auror – Xandria. He then proceeds to ask questions about the Lord's past, which the Lord doesn't want to answer. Here he uses his memory wipe as an excuse...

The first action that needs to be taken is putting some clothes on the Lord. Clothes hide the informant-snake:

You have to make sure the snake gets away unnoticed: talk to Xandria and prove your masculinity!

During the commotion (Xandria gasps, Lord laughing, Petrius, hating the whole situation), the snake then escapes. After that, you will be able to interact with your surroundings:

You should now pick up your clothes and put them on.

The dialogue will continue, Xandria will move toward the door ensuring you cannot escape. Petrius will bring out the pensieve in order for you to relive your memories:

Click on the pensieve after the dialogue ends.

Prologue

When the Lord is back in his memories, he is his former self - Marcus Redblack, who has just disembarked the train and on his way to Hogwarts. However, before he can arrive...

You must send notice of your arrival and go to Hogsmeade.

The scene changes. You will now observe an exposition dialogue between Dumbledore and Snape, you learn that Marcus has arrived at Hogwarts to take the position of head nurse after the unfortunate death of Madam Pomfrey. At the same time, Dumbledore is planning to leave school for an unknown period, due to some magical disease.

The next morning, Marcus decides to wander around Hogwarts, despite not being invited to do so by anyone.

You must pick up the panties hanging off the broomstick on the rock.

But before he manages to get inside, he is intercepted by Hagrid, who Marcus isn't happy to see. Hagrid won't allow Marcus to wander around by himself, so you need to distract him somehow:

Give him the panties you have picked up from the broomstick stuck in the rock.

Another exposition dialogue between Dumbledore and Minerva occurs. Dumbledore leaves her the instructions for his absence and the arrival of Marcus and his own replacement - Marcus's father, Tom Riddle. Though the latter one is nowhere to be seen, so the Ministry will have to send a temporary replacement.

Marcus will cross the bridge and approach the school gates. But will once again be stopped, now by a senior student, Nola Korri, who believes him to be a transfer student. She demands him to prove he is a student or prove that his is indeed a staff member by showing his authority within the school by interrupting the kissing couple.

However, since Marcus doesn't work at the school yet, the couple doesn't listen to him.

Marcus learns that girl has a weird affinity for the owls, ultimately coming up with the solution to his problem by using his owl on the notice board. You can also try using the owl on the couple, however that will lead to failure (or not work at all).

However, this problem requires two solutions: you must now figure out what to do next, as the couple will continue with their immoral ways.

You now have to command your owl to get to work.

Suddenly the couple is horrified and will disperse, Nola will now let Marcus in. But before he gets inside, she will ask him: Who he truly is?

Here your dialogue choices will impact achievements.

Onto the next dialogue scene: Severus is talking with Minerva. Severus is annoyed by the need to deal with finding a temporary replacement, Marcus's arrival more so, since he will be a new head nurse. Minerva proposes a scheme: use Marcus as a temporary replacement for the headmaster, find a new head nurse and get rid of Marcus completely once Tom Riddle arrives. Both agree to the proposed scheme.

Marcus, finally, enters the castle. And, (if he wants to), can now check the houses of Hogwarts. At any point you can go back to Hogsmeade and skip the rest of the day, or just look around, there might be hidden content!

If you want to check the houses, you will run into the problem, since Marcus doesn't know the passwords for the doors, to find clues:

You need to go back to the entrance and check the notice board. On the notice board you should find all four clues.

After finding all the clues, Marcus can now go and check the Houses of Hogwarts. After a short run at trying to figure out the password, Marcus will run into the students. However, he will both fail to introduce himself and get into the house quarters. Failing with every single house, he will return to Hogsmeade.

In parallel to these events, all students Marcus encountered leaving their house quarters, will visit Dumbledore and demand certain changes to the existing school rules. Knowing that he won't have to deal with all this crap next year, Dumbledore manages to persuade them to return with these problems at the start of the next student year.

The following morning, Marcus will receive a letter, inviting him to talk to Dumbledore.

You now have to visit Dumbledore in his tower by clicking on it on the map.

Once you arrive, Marcus will have a long dialogue with Dumbledore with exposition about the current school affairs, Marcus's future position as a nurse and some other random bits. Marcus will leave with the plan to get keys to his new office and the official papers from Minerva the following day.

The next morning, Marcus will go back to Headmaster's office, but on the way there he will be entranced by the thought of continuing his private medical practice:

You will now have an option of putting an advert for his private practice on the entrance board, before returning to the Headmaster's office.

Finally, when he arrives, Marcus learns that he will now be a temporary headmaster and that he will never be a nurse in this school.

In the end of heated exchange, Petrius will invade Marcus's conciseness and tell him to come back to reality:

You can do so by clicking on pensieve.

Act 1

Chapter 1

After another dialogue back in Azkaban, Marcus will be back in the headmaster's office, where he now wants to abuse his power as the headmaster:

Click on the table and choose a topic for your executive order.

However, he will be interrupted by Minerva, who tells him that as he is only temporary replacement, he doesn't have the power a permanent headmaster would have. Due to boredom, Marcus decides to look around, hoping to find something to alleviate his boredom.

Choose the right shelf and click on the letter addressed to Dumbledore.

From his search of the office, Marcus learns that Dumbledore left for an unknown period of time to relax from the mortal coils he had to endure as the everlasting Headmaster of Hogwarts.

An hour passes, and Marcus is now visited by Snape. We learn of the reasons for their conflict. Snape accuses Marcus of boning his own sister and all the consequences that followed.

Marcus denies that this ever happened and tries to look for something to exonerate him.

At the same time, Marcus's owl, Googlyeye, finally makes it to the office. With the owl at his disposal, Marcus then decides to summon Minerva, as he believes her to be the only person who wouldn't lie to him about what happened with his sister, since he had a memory wipe.

Click on the owl, choose Minerva's portrait in the stamp window and send the letter by putting your seal on it.

Just a few moments later, his owl will come back with an answer that Minerva will come at 10pm.

You now have to skip time using the clock:

Press on the portrait on the clock.

Or, right-click on the clock, to skip one hour at a time.

Once it is 10pm, Minerva will arrive as she said:

You need to open the door

Click on the door and choose the option to let the person in.

Or, right-click on the door.

From talking with Minerva, Marcus finds out that most of Snape told him could be true. In fit of anger he kicks the wardrobe, resulting in a pouch with coins falling out, which he decides to use to drown his sorrows in alcohol.

Marcus will now need to find himself a drinking companion and alcohol:

Click on the wardrobe and drag the canvas to your inventory.

Click on the table and confirm the purchase of "Assortie"

In order to remember about the purchase and delivery, Marcus puts a notice on the clock marking the time of arrival of the package.

To skip time:

Press on the marker on the clock and confirm skip. Then Marcus will just fall asleep and wake up at the table at 10:00, when the package arrives.

Click on the door on the right side, where you will find a bedroom, confirm sleep until morning. Then Marcus will wake up at the table at 10:00.

Marcus will now be able to pick up the package.

Click on it to confirm the pick up.

Now that Marcus has everything he needs, he will need to figure out just to do with the items in his inventory.

Click on the fireplace to start it.

Use on the lit up fireplace, alcohol and canvas, in any order.

Marcus will now drink and enjoy his newly found company.

Spending the evening in perpetual drinking, Marcus will wake up back in the Azkaban. After having a short convo with Petrius, he will need to back into the pensieve.

Click on the pensieve.

Chapter 2

You have a vision, as Lord, he is the headmaster of Hogwarts and demands Snape to send him all four of the previously met girls to serve in his harem. Scene ends with a duel.

Marcus sleeps at the table, and is found by Minerva, who tells him that it is already the 1st of September and proceeds to ask him to follow her.

You have to choose the East Wing.

Marcus will proceed to give a very rude speech about the school and students. During which he also learns that all the four girls, he met previously are prefects in their respective houses.

Minerva will drag Marcus back to the office and forbids him from going out ever again, or at least until Marcus apologises. Marcus decides to continue the path of self-destruction and drinks heavily.

You need to close the curtain

Left-click, and choose "close"

Or, one right-click on the curtain.

You now need to open the wardrobe, drag alcohol to your inventory and then use it one bottle at a time on the table.

During his lengthy binge, Marcus will be visited by the prefects. Marcus continues his drunken ways and manages to spoil his relationships even further.

When the alcohol finally runs out, Marcus will cut his leg on the shards of glass... he must tend to it.

Open your inventory and drag the ether onto Marcus. Unsurprisingly, Marcus just drinks the ether.

He is then visited by Snape and an argument ensues. We find out that all the items Marcus has used are a part of Dumbledore's personal collection. We also find out, why Marcus hates Snape: Marcus is convinced that Snape has seduced his mother. Snape denies this fervently.

They get into a duel. Marcus fails miserably, Snape wins. Snape makes another remark about Marcus's behaviour and leaves.

The sorting hat then falls on our defeated protagonist. As it wakes up, it has a conversation with Marcus. Marcus complains about his failings and Hat motivates our hero, by giving him a new perspective on the past events. Marcus swears to stop drinking and decides to become a better person.

Once again, more shit falls on the head of our protagonist and he loses consciousness.

We wake up back in the Azkaban, where the Lord has another conversation with Petrius, after which he is sent back through the pensieve.

Click on the pensieve.

Chapter 3

Another vision, Lord tells the prefects to prepare for the extremely long night as a part of his new harem.

Marcus comes to his senses, slouched over on the floor. He hears Minerva entering the room, and her talking with the portrait, as well as the portrait trying to convince Minerva to pull a Bill Cosby on Marcus. Minerva almost agrees but is spooked by Marcus coming back to his senses.

We learn that after spending so much time with the drunken and perverted Marcus, the portrait is now a perfect image of the worst version of Marcus. And that Marcus was knocked out by a statue, that somehow fell out of the wardrobe (magic bitches!).

You need to search the wardrobe and drag the statue to your inventory, and then use it on the table.

Marcus decides to keep his promise and become a better person. But the months-long binge took its toll on him. He fails miserably at doing anything, which encourages him to do something about it.

You need to train all four of your characteristics at least once to solve the statue puzzle. You can do so by clicking on the table and doing the respective trainings. This will be expanded on by stats being meaningful in future versions. Do not waste your time raising your stats beyond 1 point.

When Marcus tries to solve the puzzle of the statue, he starts getting visits from the prefects. This time they bring papers and ask for his assistance in changing things about the IMVOIS codex. Still a bit hungover and being a bit dim with such complicated issues. He decides to be an asshole, Marcus sends them away, saying he is not yet prepared to deal with such things.

When all the puzzles are solved, Marcus completes one final check on the statue.

You need to click the top circle on the statue puzzle which teaches you...nothing. But you can continue the story!

Final inspection of the statue reveals something that would only make it into a crazy game like this, an exact copy of our protagonist's mother's vagina! Marcus is now forced to accept the fact that his mother might have been a tad more corrupt than he thought and it is unlikely that she was anything but a thot. Once again, he thinks to himself that he needs to change and strive for better.

As soon as, Marcus goes to sleep, he is visited by Snape, who wants to share a drink with him. This results in another lengthy dialogue during which both learn something new about their respective pasts.

Marcus tells Snape that he wants to look into the Mirror of Erised to learn what it is he truly wants. Severus tells him that access to such a powerful artifact is limited to the proper staff of school. And the easiest way to attain such status is to become a professor, which is also a very hard thing to do, since you need to jump through numerous hoops of plot convenience and receive the support from pretty much everyone at school, which seems like an impossible task, since pretty much everyone at school hates Marcus.

There is currently no Mirror of the Erised... however, we have made pretty menus.

Marcus then proceeds to ask Snape, just how long will he remain at school, who conveniently, tells him that Tom told him that he isn't coming back, and that Marcus will stay as a temp as long as they don't find someone else who they can trust more. (Read - never, since putting time limits on gameplay is stupid.)

Marcus with Snape's help decides to come up with a new subject to teach, so he can become the professor in that subject and gain access to the mirror.

Again there is currently no Mirror of the Erised...

Chapter 4

The following chapter has a fluid structure to it. You need to solve three major problems to advance the story:

1. Get addresses of all four prefects.
2. Solve their respective problems.
3. Receive the support from them as prefects.

Wizard's Health

Markus will find himself in the office now, with shit to do. If he feels inclined he should browse the magazine content to find himself an introduction to the stats system. Here you will also see that you have Path abilities now in your journal. The first 2 are passive abilities which are unlocked by progress.

Apologize to Professor Minerva McGonogall

Getting around the castle

You may find that to garner more details, you need better access to the school, if you have not unblocked Nola from your door out of the office, now is the time she has 3 ways.

Gain Intelligence Level 2 and solve a riddle

Gain Brutality Level 4 and kick that fucking door in that dumb bitches face

Gain Perception Level 4 and figure out how to talk her down

Prefect's Addresses

Marcus is baffled by the fact that he has no way to communicate or summon prefects. They won't respond to official letters to their houses, and no one is giving him their personal addresses. The only clue he has - the papers left by the girls in their previous visits.

Even more exposition you now have to go through, you need to read each paper at least once.

Due to the bullshit content of the papers, Marcus runs into the problem of understanding them. He may want to ask someone for help, but who can he talk to?

In order to get Snape's help, you need to remove the mark "Official" from the letter, you can do so by clicking on it in the right upper corner of the letter. You must then offer alcohol before trying to address the issues of prefects.

When you acquire the appropriate assistance you will have items which you must use.

How to use those items:

Photo - apply to the table, after closing the curtains.

Pills - use on the door to the bedroom after 22:00.

Nuts - give them to the Phoenix.

Powder - use on the lit fireplace.

Using photograph on the table, get Marcus caught masturbating by Helena Ravenclaw. She will set a number of task for him.

You will need to summon Helena again without "Official" seal and ask her for a photo.

Then you will have to agree to "use" that photo.

After that is done, Helena will tell you to return this photo to Daphne. You need to agree.

Trying to get some shut eye. while reading Luna's papers will lead you into her dreams. Luna will promise to come in and bring more of her papers with her.

Falling asleep behind Susan's papers will be interrupted by her Aunt. She will ask a certain favour from Marcus, give him a hint, and make sure that Susan will visit him some time soon.

Trying playing with Phoenix will result in tragedy. Hermione will come to your rescue.

You will need to apologise to her while she is in your office.

Girls will visit you after their lessons (from 15 until 17) without summoning.

You need to stretch the dialogue with them as long as possible.

If you fail to get an address - repeat the procedure with the item, to get another shot at it.

Prefects' Meeting

After receiving their addresses, Marcus can now summon the prefects. However, they won't help him, since they have their own problems which they are working on in a so-called "Prefects' Meeting".

Here you will come across your second unlock of a passive ability, it requires no points. But you will want to. Talk to Minerva about the meetings.

To complete this stage, you need every prefect to agree to help you.

Summon any prefect and talk about getting the support of her house.

Once you figure out that none of the girls want to help you, Marcus will decide to talk with his portrait. They will come up with three possible solutions to the predicament.

Click on the portrait and in one of the categories choose the location of meetings.

Marcus needs to find out where meetings take place, and infiltrate one of such meetings. He has three ways to do so: get someone's help, act from the shadows or earn trust.

Getting someone's help, requires you to talk with Amelia Bones and discuss the meetings with her. Following day, you need to talk with her again and get the required information. Acting from the shadows, send your portrait to spy on girls between 20 and 22, then you will need to check the information you get from him with one of the girls.

To earn trust, you need to complete papers' route with one of the girls and the repaired broom for 50 coins. You have to fly out between 22 and 23 in the direction to the house of the girl you want to earn trust with.

Once you find out about the location of the meetings, Marcus will need to find a way to learn what girls discuss during these meetings.

Click on a portrait and talk about the topics of the meetings.

Once again, you have three ways to find out what's going on

You can summon Helena, talk with her about meetings and talk with her again the following day.

For shadow route, talk with the Hat and ask him to talk with elves, check with the Hat the following day. And check the information you got with one of the girls next day, but it has to be a different girl from the one you talked before.

You need a new broom. You will have to continue with the same girl you choose in the last stage. You need to fly toward the North Wing (tower next to the office) between 22 and 23 hours.

Marcus finds out that girls have problems with swimsuits. But he needs more information. Once again, three routes you can follow

(there's only one route, steal the swimsuits from the girls on their days.) Use the notes in the journal if you cannot remember whose day is what. There is also a video of this on the IW Youtube: <https://www.youtube.com/TeamSadCrab>

Swimsuits Part 1 and 2.

Support route, burn Phoenix, and steal Hermione's swimsuit with magic (on a day of uniform swimsuit) while she is busy resurrecting the Phoenix.

Shadow route, ask Minerva to join in on one of the meetings (on a day of uniform swimsuit). Again, you need to confirm the info with one of the girls.

Earning trust, summon the girl you going for and choose the suit options in the clothes menu.

Hurray, you found out what the problem is. Talk with the Hat to find out what to do next.

Click on the Hat and talk about your next steps.

Marcus need to complete the first step explained to him by the Hat.

Use Hermione's swimsuit on the Hat, you can get it by stealing when visiting Gryffindor dorms with Minerva on Monday

or

By stealing them from her bag, when she resurrects the Phoenix.

You also need to steal the swimsuits of the other girls and give them to the Hat, so he knows their sizes.

Now you need to complete the second step.

During the lunch break, go with Minerva to dorms of three prefects (Susan, Luna and Daphne) and steal their favourite swimsuits.

To do so, go to Daphne's dorm on Tuesday, Luna - on Thursday and Susan - on Saturday.

After you get their swimsuits, talk with the Hat and get the relevant swimsuits for them, then put them in their dorms on Sunday.

You need to do it all in a course of one week, or you will need to start the whole process again.

After this nightmare is done, he needs to check on the results in one of the three ways.

Enter Luna's dreams and ask her.

Find Filch, talk with him and check with the final girl.

If you chose the trust route, summon the chosen girl and talk with her.

Finding out about his failure, Marcus can discuss the problem with the hat once more.

Summon Snape without the "Official" seal and have a drink with him.

Dialogue with Snape will reveal a few things and give Marcus an idea.

Marcus needs to discuss his idea with the girls.

Summon each prefect and talk about your idea.

School Problems

Marcus by himself cannot understand what motivates the girls. He needs to talk with his portrait.

Talk with Sally on serious topics.

Sally will tell you to figure it out on your own or get help from someone who knows girls well.

You can study papers for the Hat

Or

Get him the panties of every girl if you have completed the meetings branch.

To study papers, Marcus will need to look for a codex in Dumbledore's office, so he can check the rules, for each girl

You need to read three pages of the Codex for each girl

Hermione - 89, 567, 1234.

Daphne - 64, 256, 1024.

Susan - 88, 555, 2222.

Luna - 27, 243, 2187.

Alternatively, if it is 10 in the morning, you can choose to go through the rulebook, that will cause you to go through the needed pages, without actually reading them.

After receiving the information from papers and codex, Marcus can ask Hat to help him.

Talk with him about every girl, you have information on

Finding out about girls' true motivations, Marcus now need to convince them how their current ways are wrong way to achieve what they want.

Talk with every girl about papers

Failing to convince anyone, Marcus now should talk with Snape to figure out what to do next.

Relaxing with Snape. talk with him about introducing a new position.

Snape has his doubt, you need to talk with him some more.

Explain the benefits of new position and that girls are ready to leave their current positions.

Marcus and Snape decide to create the new position.

Marcus can now talk with girls about solving their problems through the new position.

Talk with girls about the position through the dialogues about papers.

After all that has been done, you can write to the Council about new position.

Almost there

Once you tell a girl about new position and rules, you can ask for her help again.

Summon each girl and talk about getting help from her.

You may have to summon Hermione two times to talk about the new position vs the 1 time that you talk to everyone else. Just remember, you will need to skip forward in time to have

the girls auto summon about the new position and talk to Snape each time after you have talked to all of them and finally gained house support. At which point, AGAIN you have to forward time to get a second auto summon for EACH girl.

Once chapter 4 is complete, you will see the pensieve smoking, click it to continue to the next chapter.

Chapter 5

You now arrive in Azkaban, but alas, it turns out something has been happening with the school that you were completely aware of. Marcus has been a puppet for the Ministry? He is confronted by Helena who explains as much and wants to find out more.

The Diadem

Markus is back in his office, he now must find details on the diadem that Helena stole from the school. Here he will find out more details about his father Tom Riddle and the location of the diadem. Why was it taken in the first place by his father? Where is it currently? Who is really behind all of this madness?

Inquiries about the diadem:

You will need to talk to Merlin, Amelia, and Helena about her to figure out what is going on with the diadem, there is no content after this, the main plot ends here in 0.3F

In the future (not current) you will be expected to find the diadem, this *may* require the use of an ability. ;)

The Main Girls

Markus must now check on the commissar duties, to make sure the commissars are actually discovering IMVOIS violations. Much to his dismay, they haven't discovered any. Here he will then summon them on Saturday and disturb their free weekend. It is at this point, he tasks them specifically on what they need to do, later in the week, he will need to talk to each of the girls outside of class hours in the corridor outside the classroom and check on their progress. It is here he gives them an ultimatum of a week or there will be punishments. However, he is very limited in punishing them at this time and must talk to the ministry to convince them to allow a temporary headmaster to administer punishments.

Summon the girls again, and they will arrive on Saturday and he will sit them down for a drink (Except Susan, he punishes her in a more creative way since her aunt works for the ministry and forcing her to drink might not go well).

Getting around the castle

You may find that to garner more details, you need better access to the school, if you have not unblocked Nola from your door out of the office, now is the time she has 3 ways.

Gain Intelligence Level 2 and solve a riddle

Gain Brutality Level 4 and kick that fucking door in that dumb bitches face

Gain Perception Level 4 and figure out how to talk her down

Each method you choose may affect your relationship with her in the future, but for now, not. These menu options have been updated to show you the requirements, there are multiple riddles in 0.3F.

Nola Quiz Answers:

river, shadow, promise, fire, secret

Making Money

While Marcus having a weekly stipend of 50 galleons is nice, it won't get him where he needs to be. As such you might want to ask other staff at the school, how you can go about making more money. Right now you can only make money by:

Talking to Minerva Unofficially about grading papers

Bitches love gifts

Increasing your relationships with the girls thus far has been completely story driven, you will at best have a level 1 relationship with your waifu, but now we need to maintain our relationships to get what we want out of the girls. In order to do this, we will need to buy them gifts, that they may or may not like. You could even find out that you angered the girl by buying the wrong thing. Tread carefully. To find the first catalogue, you might want to look around the castle:

Talk to Snape unofficially and go out front at night and look on the board for the brochure

Portraits

You will notice you can interact with both the portraits and students during their breaks.

The time of day will matter as to what happens. The portraits may have more to show when the students are in class and they are bored.

Violetta will get naked if you are at Brutality level 4 and the students are in class

You may also find the items are draggable onto the portrait and have different dialogues (not implemented yet)

Relationships and Influence (This mechanic is postponed until 0.4A)

Currently, relationships have no impact. Going forward you will find that if your relationship is not at least mid-way between hot and cold, you will not be able to see what you want.

However, with the Influence ability, you will be able to get around this. Influence will not have any negative impact on the relationship. However, forcing the girls to do things through insisting will, as well, such menu options will appear with the appropriate brutality/intellect/perception level. As such, there will be a hinting menu option going forward to help you identify this (Not currently in game)

Chapter 5 is currently summoning girls and doing their minigames along with going around the castle and talking to some portraits, you can drink with the girls in 0.3F now.

With this the current plot of the game ends.

Side Items

Ginny side quest

A snitch appears at the start of the 4th or 5th chapter, do you have the patience to capture it? First you will need a glove, but where to find one? Have your wallet ready!

As Finch for a glove after obtaining a broom.

Next you will need impress the young lady with your snitch catching skills.

You must release the snitch to initiate the game. If you can't figure it out, she will eventually tell you what to do. Close the window...

Next, there is nothing to hide, get a real mouse out and try to catch it. I will give you a hint, it always flies to the middle, don't spaz out trying to catch it, the speed slightly changes each game, so you may find it easier to catch than other times.

Now you will get to drink with the poor lass, she might want to tell you a joke, let's hope you have a good sense of humour, or a bad one?

After this persistence will really pay off, drink with Minerva, listen to her a few times and she might grant you access to the Gryffindor Dormitory to snoop around. But be quick about it, that wench wants that key back when she says! And Ginny will only be gone on Saturday at Hogsmeade.

Then you will need to find Ginny's diary (All of Ginny is accessible from chapter 4 or 5, if you fuck up the key, you can remedy it in chapter 5, as it's not required there.)

Once you have found her diary, there will be a key word you must type to unlock the diary.

To understand the key word, you must summon Ginny and practice legilimency. The higher your perception, the easier this task is. There will be a random key word which you will have to guess. Loading a saved game, will not work, the value will be false.

Once you have guessed the right answer and unlocked the diary, you will need to put it back in her dorm before she finds out. Then you will need to summon Ginny informally in a way that pleases her. Either send a Flying Flaun, used influence or have your brutality level 6. To get anything from the market, you need to read, "Bitches love gifts" above.

Once you have done this, she will arrive and you will talk to her about why she cannot focus, however, she will dismiss your idea as a joke.

She will suggest you look around the castle after this for a solution to her quidditch focus... but instead you will find an alternative method. You need to drag the quidditch glove onto the Gwenog Jones portrait in the corridor outside the classroom. Upon doing so, it will be explained to you that there is a charm on this item, and it should only be used during practices. You will need to summon Ginny informally with a method that will help her in quidditch, it requires an item (quidditch glove) be sent to her with the summons.

Hermione thinks she's so smart

The hermione Minigame is unlocked after you summon Susan's minigame which is unlocked by talking to Minerva about the prefect meeting places
And the prefects papers have been read.

You will encounter a puzzle game of 15, which is timed to release content based on your speed vs difficulty.

Daphne is still a bitch

Once you have reached brutality level 2 and you have completed her papers, you will see a minigame by Daphne, provided you can guess correctly and create a win streak with her, you will be able to see her in various lingerie, which can be used in combination with X-Ray.

Fat bitches like cake

After you have convinced Minerva you take the school's issues seriously, you may receive a letter from Amelia Bones with instructions. Follow these instructions and you may enter a bonus scene that can be replayed multiple times.

Batty bitch with baffling questions (Luna Quiz)

Ah, some actual NSFW stuff you say? Dafuq is going on here!

You must answer the quiz correctly, 3 times to see anything and you see more as you have progressed through the game, read all the papers, solve her problems and then go through. Keep in mind, Luna's quiz appears in a random order each time with a random set of questions from a pool, here are all the answers in that pool (except one that is generated dynamically)

Lesbians, Signatures, Slytherin, Editor, They are a menace!, Disclosure rules, 10, Count portraits in the hallway, I love them, Public reporting, To be questioned using legilimency, Detection spells, 27, 243, 2187, Public affection, Marks on wand, Marks on wand, Needle, Wednesday

Mermaid is thot

During our prologue, you are advised to hang near the calm lake waters, who knows what sorts of sea dwelling... oh, yeah. It's a mermaid that live in the lake, try talking her into showing you some tits.

Xandria is always a bitch

Somewhere somehow, you can visit Azkaban at will and try to get in her pants.

More tits

During further talks with Snape, we may be able to find our way around the school grounds at night. Who knows what will come of this!

Dat ass

You now have a chance to see Hermione's ass when she's feeding the phoenix. This may require several repetitions to achieve it.

Hagrid stories

After finishing Helena's challenges you will get a menu option: Ask about porn. This will allow you a new map option by going on the window on the broom. Here you will need to buy the stories to read. They will be mailed to you.

There's no porn in the stories

Achievements

There are some Easter eggs, and more to come. Some of these are achievements. Some of them will require extreme persistence.

How to get the Skull Achieve

Take a swim with the mermaid 10 times, hence death.... nearly neanderthal

How to get to Xandria extras

You will need to either take your clothes off 3 times or get kicked in the nuts 3 times and then choose the correct menu options to see more with her.

How to get to Susan Scene

Talk to Minerva after apologising for being a dick. Then you will need to see the menu about the prefect's meeting You do not need to click a single menu option, just populate that menu and you will get a letter the next day.

Night time scene at entrance

Attempt leaving the office and ask Snape about it at night while drinking. Then try again and repeat.

There are other achievements, maybe I will add the how... but are they really achievements then? Also, the Snitch Minigame awards the most Memory Fragments for Sonya's wardrobe

