



1 About Bright Past (BP)

Welcome to the next more or less silly story about a runaway girl becoming a woman in a ruthless, torn, man-dominated society offering paradise for some and misery for many. You, the player, are writing the story of *Alex* by playing this game. Since it names itself a porn-game you shouldn't expect deep dialogues about the meaning of life but also no trivial cascades of pole jumping.

If you are into a Female MC and like to add some fantasy of your own this game will be a fascinating journey - kind of realistic, weird, shocking, beautiful, funny and mildly stimulating. It won't be a game for everyone but for every player a game to remember. A short list of specs:

- BP isn't ready and won't be for quite a time, its development is crowdfunded
- BP is a Renpy-game which should work offline on many devices (right now only **PC**, **Linux**, **Mac** are officially supported) ... and is easily hackable
- BP's graphics is built with Daz3D-tools and libraries and a unique touch
- BP is a **sandbox game** that allows you to move "freely" and to play a multi-layered story based on your decisions
- BP gets updates every month: new locations, events, characters and quests are being added in a non-linear matter – thus starting from scratch like in this guide should be considered from time to time
- BP's development is being influenced by the people supporting it: A monthly poll decides about main events in the game or general priorities
- BP comes in original Russian, English and German; French and Portuguese are in the making, according to some rumours
- BP tries to be realistic even in its absurd moments, it needs an active and clever player to jump forward but some events may come upon the MC too, but most if not all events are avoidable somehow
- BP has a nice predecessor called *Bright Future* written in QSP, Russian and Google-English. Hardcore fans may enjoy this type of game even nowadays. It may give you hints about the stuff likely to expect in the new release too.

Alex has one big silly goal: becoming a rock star! You may go straight for this main task without compromising *Alex*' dignity too much. You may also make her into an unrestrained slut or an aggressive lesbian in the process. Bad endings are to be expected too. You decide. Save early, save often.

2 About this run-through

This guide will be outdated every month. It is currently based on **Vo.4** from 10/19.

In general, this text feels a little bit superfluous. There is an official hint sheet, a nice in-game introduction into the intuitive interface, a *quest log* with hints and **you**, the most clever and active part of this journey. I suggest not to read this guide until you got really stuck or feeling overwhelmed. But optimizers like me may enjoy it.

This run-through aims to open up all events, to get all points and gimmicks in the game and it tries to kick the player through in the shortest time frame possible. New things from 0.4 are marked **red**. Locations have been made **bold**, NPC's got *italics*. Important events have been marked in the side column with self-explaining graphics, I hope. If not, there is a **legend table** at the real end of the document. There are also appendixes with some **NPC-schedules**, an **item**, a **location** and a **hot scene list**. Enjoy reading, but above all: the game!

3 The first day

Put on your headphones, bring the BP to full screen, choose your language, start a “New Game”. Learn about the interface, take your time to settle into the story, arrive as Alex in town and get a little bit humbled by your friend Valerie. – It is Sunday, June 4th 2018. Time to explore the surroundings.

There are some changes in version 0.4 to the interface and known locations (**subways are separated, buy-, work- and map-button moved besides the character, smoking moved**). Mood is expanded and tuned but still not documented. Here are the old explanations: You will start with a mood of -8. Sounds bad. And it is. By clicking the smiley on top you will learn about the causes of your bad mood: Hunger and your nicotine addiction. Smoking is easy. Click on the cigarette near Alex, now besides her head. Now you feel better, a little bit. Most actions like working or doing sports require a specific mood level. Right now you need ≥ -5 to be able to work. Other actions may vary. The biggest positive impact on your mood will have ... of course, it is a porn-game. Orgasms rule this world.

A job has top priority in the modern world. Go straight to the **Arctic Café**. Become acquainted with the sound of this city sung by Amanda ... better go outside fast.

Watch out for the exclamation mark on the right: your quest log tries to tell you about some changes. Click on the symbol and look at the continuation of your first and basic quest. Return.

A dark red symbol on top tells you about being hungry. On clicking nothing happens, for now. But if you buy cookies or chocolate or find cereal bars this button allows for quick feeding yourself. The pic besides represents your exhaustion due to lack of sleep. Coffee and energy drinks will fight against.

Into the **Breeze Store**: Alex is bored by these stores being everywhere in the country but they allow for fast and easy life support. Did you find the **new** shopping button? Hell, this shit is expensive. And money will be tight for a long time. What do you need right now? Something to eat. A pizza will be the best solution. It allows for two portions. The **ATM** button below gets its gig later on.

Makeup, beer, wine and wipes will become essential, eventual. You may get beer for free too while working or by **searching** in special places. Cookies could be useful for dampening the hunger when being in other parts of the town.

Alex is a curious girl so she goes on with her exploration. Next station is the **Park**. Looks good for some jogging but you couldn't take your village sportswear with you. You enjoy an empty **Bench** and cut across the park to the **College**. Maybe there's a job available? You rush through the **Entry** to the **Rector**. Nice idea, the next warm welcome in town awaits you. But you have earned some Courage! By sneaking in again you will spot a CARD this perv is hiding in the shelves. No need to touch it now. Try to bookmark the nice painting on the right too.



Courage is a mix of bravery, risk appetite and corruption. It needs to be rather at its max for becoming the slut you want to be (Maximum is **24** now). To move forward with your dream or to come out of your shell as a bisexual or lesbian girl or for some adventures at night in general you need to have something above 11 for now.

Cards seem to be one Russian fetish, maybe arising from the gruesome transformation period in the Nineties, when all the hell and waste of the western hemisphere flooded the country – like these corny porn cards from the 70s or 80s. They cause some arousal in you, no, hopefully not you but in the easily excitable Alex. This will be useful. Arousal is being represented in the hearts to the right.

Go back to the **Neighbourhood**. Explore the **Busstop**. Examine the **Map besides Alex' picture**. There are two locations to be seen, another **two** will, more may arise later. A ride to **Downtown** is tempting but better save the **\$15**. The **Sub-Station** has its own location **now**. It works similar, but faster and **for \$10**. But **not** today.

The map remembers of ... Moscow. Not a bad choice for a greedy moloch. Travel is expensive too, so plan ahead. You may move around by bus, metro/subway or cab. You may *call* a cab by *phone*

(Contacts > Taxi). Buses pause their service between 11^{pm} and 6^{am}, the sub from 1^{am} – 5^{am}. So again, plan ahead. And save often. While having courage below 11 you are too anxious about running around at night: the taxi will be your only choice after 11^{pm} when being downtown.



Back to the **Busstop**. Take a look at the **Newsstand**. It is a nice trading place for all kind of small and useful things, not only newspapers and magazines. Take a look at its assortment. You will need nearly everything, especially the cigarettes ... later on. In front of the hut you should try to spot the next card. Hands off!

Smoking is a bad habit. And bad habits are good for rock queens. Alex' addiction is quite strong. You may have already noticed that your mood is rather dependant on regular puffing. There will be a two-step chance to get rid of that hobby. We will look into this when time and money have come.

Back to your **Neighbourhood**.

By now it should be around 2^{pm}. For an efficient daily cycle, you should become a bit familiar with the time needed for running around. The **Neighbourhood** will be a place of lot of action happening to you, day and night. It is not a bad idea to save a game before coming here or going out to.



Have a look in the **Street** to your **right**. Not much to see, just some windows and doors ... I hope you get the new task by yourself. Return and look into the **Street** to your **left**. A *wastebin* ... boom, some key. Go back to the **right Street** and test it. Admire your new property, recognize the card. You have finished your first quest!

Now let's waste some time by exploring the **Street** to the **left** again. You go to the **Court** (for basketball) and get terrified by a bunch of strong guys playing. Listen to the babbling of *Rudo* and *Broom* and turn to the **Wasteland**, some urban structure you're strangely familiar with. Enjoy the **Quarry** and start to miss your swimsuit.



Go back and endure the next hell of surprise at the **Old bus**. Sneak into again and try to spot a card. End your journey at the **Highway**. Congratulations! You have explored your new home district. Kinda cosy, isn't it?

All these locations will have their special appearances later on. The quarry may cheer you up with swimming and sunbathing regularly. The guys at the court will be more or less important and even the area around the wastebin holds additional secrets. Right now you're too much of a good girl to walk around these frightening places after 11^{pm}. This will change when reaching courage 11. But not without lurking risks too.

Go back to the **Neighbourhood**. Now it should be around 3^{pm} (upper left). You will need the next puff probably. Or maybe you detect a **cute cat** and give her some attention. Anyway: it is time to gain entry into your new **Home**. Alex changes into something comfortable and is standing in the floor. You really want to enter **Your Room** first. Well done, this is your private space for quite some time from now on. Learn about and change it by using all these ?-marks. But don't forget to explore the clickable objects too, like the **wardrobe**, the **bed** and the **drawer** below your desk.

Question marks will be obviously replaced by clickable objects in the future. So enjoy them until it becomes more difficult. - You are living with two other women in this flat, *Valerie* and her mother *Barbara*. Both have their schedules you should know about. There is an appendix about the characters and their appearances. The in-game NPC screen is being reworked and not very useful. For instance, Valerie will be back from university or sports around 6^{pm}, nearly every day.

Go out and enter the **Kitchen**. You're hungry, remember. Preparing meals is being started by clicking on the kitchen part with the oven. A modern girl like you knows three receipts. Pizza it is. Click on it and **Prepare** it. And now? Now it is hidden in the fridge. Open it and devour your first portion made in the new **Kitchen**. Don't forget to reveal the secret behind the ?-mark and to recognize another card. Alex is happy now!



When playing a clever game you won't need your cooking skills at all, except for the first days. Just don't miss family breakfast and dinner. When having a more than sufficient income you will get some extra benefit from dining at a restaurant ... you don't know about yet.



Alex could use a bath. Let's spy into **Barbara's room** for some reflections and jump into the **Bathroom** afterwards. Get undressed and enjoy the new selfie button in front of the mirror. Now **take a bath**.

Please recognize the increase of Alex' mood. But the changes in her face too: she lost her make-up. Sleeping has the same effect. Make-up is expensive, sleeping needed but stinking isn't implemented (yet?) ... your decision.

Return to **Your room**. It should be around 5^{pm} now. Click on the bed and take a nap for one hour. If it is too close to 6^{pm} you may train some time-wasting by clicking on the clock top left and selecting the appropriate time of waiting.

If you were able to sleep please pay attention to your clothes. Alex wears sleepwear afterwards. She is able to walk around the flat with it as she can with their home wear. Additional options may come up. Some events look different with different clothes. One event won't even be started before not wearing some more daring outfit.



Did you like your first selfie? Rush to the **Kitchen** to snap a second one. *Val* should be back home around 6^{pm}. You will see her mini-pic on her room button, hopefully. So, go to **Valerie's room** around 6:20^{pm} (should be the first time). There is a fat !-mark above her (doing yoga hopefully) trying to indicate new stuff to talk about. Click on sporty *Valerie* and learn about the Yoga, Yeti and her Younger sister *Evelyn*. New tasks have arrived, another one has been solved. Study your quest log! Afterwards, enjoy the small dialogues around the ?-marks in her room. ❤️

These !-exclamation marks are being discussed as too intrusive to the game. There are a lot of dialogues not being acclaimed in this way. So be a good girl and click on everyone being new or interesting - like you would greet him in RL. -- You may explore Val's room and the question marks on your own but you will miss the neat dialogues with her.



If you are one of the attentive kind you may have noticed an arousal heart right besides the MC, after the dildo talk. *Alex* is feeling some heat! Let's work on it. One room is left, the **Living room**. You may waste some time switching through the TV. But after being turned on *Alex* wants this new card so badly ... look at your heat level! Time to **Go outside** again and to remember the other cards, don't you think? ❤️

Right now there are 28 cards in the game. Use them wisely. Six full hearts are needed to be able to release some steam and to get the benefit from it. One action needs full hearts ... time will come. - Is there still a question mark in front of the house? Very disciplined. It is not much to it, just click on it. The writer of these lines is still hoping for some special action behind this button.

Now you have some time, so walk around and take ONE card from where you want (perhaps the most distant). By now, *Alex* should have seven filled hearts. Stroll around until you feel comfortable in your new home area, maybe enjoy the atmosphere of the evening. But try to be at home at 10^{pm} latest. Don't forget the late puff. Smoking is forbidden inside.

Some may say, *Alex* will miss dinner this way. Correct, dinner is between 8:35^{pm} and 9^{pm}. But *Val* is an even worse cook than *Alex*. Without her mom no dinner and no breakfast will take place.



Enter **your room** and recognize the new **Relax** button. Poor *Alex*, but please don't use it now. Go to bed for 8 hours between 10^{pm} and 11^{pm}. If *Alex* sleeps in a heated state she may experience strange dreams ... collect your next Courage point!

4 The first week

Monday it is, before 7^{am}, puuh. Being an early bird has its benefits. But in a girls community the powder room is the limit. So, jump up and put on make-up in the **Bathroom** (mirror). On your way outside grab your last piece of pizza in the **Kitchen**. Then **Go out** and enjoy your morning puff. Happy? Check your mood. Likely, it will be the only day you may roll out completely fine that early.

Val should be around too and will block the critical chamber from 7^{am} until 8^{am}, soon her mom Barbara too from 6:20^{am} until 7^{am}. Breakfast is from 8^{am} until 8:25^{am}. Later on, there will be several useful activities in the morning. A healthy sleep (8 hours long) without accidents gives a nice bonus to the mood too.

Val told you something about yoga. If you have the \$90 left in your pocket you could make a sweep to **Downtown**. Do you remember? **Sub** is fast and cheapest.

You are in the heart of the city, again. Go straight to the **Sports center**. You should see two women arguing. Ask the impressive redhead **Margie** about the facility. After this ask her again about **Penelope**. Yes, you really want to buy a pass for yoga. You should have \$80 left, so do it. Quest completed, **Alex** is broke. Don't worry about.

You are free to follow **Penelope** upstairs (no yoga yet) and to explore the city afterwards. Just try to return to **Val's** quarter not too late. Around 11^{am} is ideal. A clever move would be to collect two cards on your way to get you set for work ...



There are some cards in the **Beauty parlor**, the **Patreon Bank** and **the Sub-Station**. A spare one awaits your return in the **Hospital**. Try to do some chit-chat when possible to activate the minipics on the locations. Working in the **Casino** seems profitable but you lack some externals for it. No worry, we will fix this in no time.



You're back with the help of your credit-card? Sadly, it is limited to traffic expenses. Time to try your luck again in this **Arctic Café** ... – Wow, you got it! Money ahead. Now you know **Jane** and **Lucas Fry**. Did you recognize the card? – The frame around your life is set for the upcoming weeks now. **Change clothes** and off to hard work!



... But of course, a selfie goes first. And a “mood machine” awaits you in the **Bar**.

Some hints about the drill: Your income in the **Café** depends on your beauty, so never forget to doll up yourself to the max (make-up, - perfume, hair, solarium later on). You need mood > -6 to be able to work. Being sexually satisfied gives you enough stamina to work a whole day but puffing, licking an ice cream and nibbling a cookie help too. There are some chances to get extra money or products. Use them. The **Casino** will be a little bit more profitable but most of the action happens in and around the café.



You should earn \$21 - \$27 in your first hour. Have a look at your mood level. If you have picked up the cards you have an ace up your sleeve. Go to the **WC**, find a free stall and do it! Take a puff afterwards and **Alex** will fly through the day.



Val comes back home at 6^{pm}. Leave work in a timely fashion. Go **Home**. She should be in **her room**. Tell her about **Penelope** first and listen attentively. Afterwards, tell her about the job. Now you know **Barbara** too, hell yeah. Check your quest log.

Again: You don't have to follow this guide like a slave. By now you have quite some options to carve your own way through the game. This guide is about speed and efficiency. The first week is kinda critical but it makes no big difference when doing some actions one or two days or even weeks later.

You could go straight back to the **Café** to make some more money. But my **Alex** prefers to buy some “cheap” perfume at the **Newsstand** before. If you had a good day at work the money might even be enough for some new make-up in the **Store**.

There should be enough time (40 minutes minimum til 8^{pm}) to have some fun in the **Café**. Change into work clothes if necessary and check the **WC**. The last stall looks interesting. Follow the sequence with *Jane* and the **WC**. You unearthed the first dirty secret in town, bringing Courage and great excitement upon you! ♥

Whatever you do, just make sure you're back home not later than 8^{pm} today. The following scene isn't that easy to find.

 ♥ Go **home** and into **Val's room**. She will be there at 8^{pm} in an interesting outfit. *Alex* will learn something about herself during gossiping ... Don't forget about dinner with *Barbara* at 8:35^{pm} (find the bug!).

No, the day isn't over yet. Make some more money at the **Café**. Learn about the strange last hour and the new closing procedure (*Jane* and *Amanda* are cleaning the rooms now from 11-11:29^{pm}). But pop up into the **Neighbourhood** between 11:30^{pm} and 0^{am}. Did you meet *Jane*? Fine, now wait for her call.

What a day! Don't worry, only one other day may come close to this again. You earned your sleep but ... you need to be up by 3^{min} before 6:40^{am} at the latest. So, sleep 4 hours and rest 2 and maybe another one. You want to peek on *Barbara* in the **bathroom**. Learn about the nightly changes of your mood and level of arousal.

♥ It's Tuesday. *Alex* don't do mornings, but after *peeking* you remember the tricks: puff and eat. Before the latter you may sacrifice some time and have a look at the **Park**. Mr. Scary Fry is there with his dog and for a chat. Make sure you're back in time at the **Kitchen** around 8^{am}. Enjoy your first communal breakfast. Pizza, never again!

Afterwards, you may have a look at the mysterious **Barbara** in her **room**. She seems calm about her lack of cloth (H-key!). But, the daily make-up (and perfuming) procedure in the **Bathroom** is more important. Never ever forget about this.

There is a chance of doing *Barbara* a small favour on Friday or to have a missed chat, so remember to look for her here in her room from time to time.

It is around 9^{am}. If your arousal has been dropped below 3 you may collect another card from known locations. You may refuel your make-up in the **Store** now or buy the newspaper #1 at the **Newsstand**. In any case, jump into the **Neighbourhood** between 10^{am} and 11^{am}. Enjoy your ride with *Valerie*. Next Courage point caught!

Nice start. It is 1^{pm} by now and work is calling. Bad mood? You know the trick. Puff, ice-cream and an orgasm in the **WC**.

There should be two Cards left in the **Café** if you need some extra power. Remember, 6 hearts are enough.

 Work some time. I suggest returning for the communal dinner in the **Kitchen** at 8:35^{pm}. When you leave your workplace *Jane* will most likely call you. Bookmark your first getting to know in town!

 Explore **your room** before or after dinner again. Enjoy! The quest for (**new**) *Eve* is finished for now. And you got **a new toy**, disinfected hopefully ... ♥

Your dark age has begun;-) The next levels of courage and story need money you have to work for, day by day. Reaching courage 6 and up is kinda hard and boring. Beauty and money are key to *Alex*' progress to whatsoever by now. – If *Jane* doesn't call you in the evening she will do in the next days.

But this day isn't over yet. Waste some time until midnight, working is a good idea.

Go into **your room** after 0^{am}. Woaaaah! The next big dirty secret has been unveiled. And it left a big impression on *Alex*. Relax or just go to sleep. If it isn't later than 0.22^{am} you may even enjoy 8 hours of sleep. Remember, communal breakfast is key!

It is Wednesday. You should know about a proper morning by now. Puff, breakfast, beauty. But this time you shouldn't miss *Barbara's* passport before **going out**.

OK, you're free to go but if you like to follow my advice ... how about this **Casino** job? Make sure it isn't later than 9:55^{am} when being ready in the **Neighbourhood**. You should have plenty of money (around \$320) and a charm of 65 (the "cheap" perfume does the extra points). Check your bag if you have a beer. If not, damned, you have to buy one in the **Store** now.

If you haven't enough prerequisites (>\$310 + any negative amount on your card (!) for the first part and a beer for the second) for this action just postpone it partly or completely until the next day. Go into the café instead and work your ass off. Don't forget about your mood.

Go to **Downtown**. Use the subway. Buy the sport suit in the **Clothing store** inside the **Mall**. Don't talk to *Margie* yet! Move to the **Sports center**. There is a new girl, *Ruby*, at the counter. Click on her and return, this is how to greet new people. ;-)

 There may be still a small bug in the game blocking further romantic progress with *Ruby* if you didn't greet her this way. – Margie in the Clothing store has a strange (outdated) sign showing that you lack some rhetoric to finish this event. Wait for 06-24. – By the way, you will need most of the other items in the **Clothing store** soon. So have a look around and at the prices. But time is critical. You need to be at the **Sports center** before 11^{am}.

It's yoga time! Go up to *Penny* = *Penelope*. Enjoy the session and the correct shower afterwards ... kinda frightening, isn't it?

You may pump up *Alex's* arousal by looking into *Penny's* shower, declining her invitation, coming back again, ... and jump finally in, so you fill up all hearts. Remember, your mood will need them.

Do you have net \$50 left? You could add some more charm by using the solarium in the **Beauty parlor**. And OK, if you cannot control yourself any more ... But now hurry up, the new job is calling. You have the beer? Into the **Casino**!



65

 Now your appearance will be good enough for this shady business. But ... no, I didn't trick you. Click on the greyed out button and have a look at the condition: "Need Courage (6)". Go out again, drink your *beer* and go back into. Wow, the job is yours now. And you have the idea about the essential function of beer in this game. Of course, this effect is only temporary but long enough – have a close look at the new yellow symbol above.

You shouldn't worry about that too much. Beer doesn't really count as alcohol in Russia ... Wine would work too but it is too expensive. There is another source for alcohol at "**Smartbucks**" - mulled wine. But it is also kinda pricey. There are some small bugs in the game where the alcohol doesn't kick in immediately. You just have to make an extra step then. There are several levels of drunkenness but no addictions implemented right now.

The **Casino** drill is easier. Get changed and work. If the mood drops you have to go out for a smoke or rub one out in the **WC** but smoking is forbidden there. Cookies may help with hunger. The mirror works only when you are in street clothes.

 Make some money and return **home** between 7^{pm} and 8^{pm}. Meet *Barbara* in the **Living room**. Ask about her passport. Don't miss the dinner. Afterwards you may admire *Barbara* at her second workplace; strong stuff for a village-girl. There should be enough time to work for another hour at the café. Now enjoy a healthy sleep.

Thursday – your first day of routine and “freedom”. Start your day as usual. When going for your first puff you will notice a new face on the **Park** button. Have a closer look and some small-talk. It's *Thomas*, a dream of a every mother-in-law.



Return for the family breakfast. Pay a visit to *Barbara* right after it. She may offer you another secret and a tough decision to make. In the end: **Go out** in good mood and with optimal charm, 65 or even 68.

It looks that you have settled in finally, after quite intense days. You got a first idea about the urban morale, the people around you, their secrets, getting money, using body and mind for it and about your hidden self. Now you need to sort out what you want and what you want to become. A frugal player might go for money and only the big goal. Many will try to mirror their own character or dreams and play along their own moral lines. This guide will drag you in every situation, good or bad.

Let's take a look at the quest log. There are no tasks Alex could solve immediately. A laptop seems to be a very useful acquisition. But it will be expensive (1K) and you have no idea where to get one. If you didn't buy the weekly Newspaper #1 already at the **Newsstand**: do it now. Do the things you couldn't do yesterday too. Whatever, go to **Downtown**, enjoy a Yoga-session with a sly hot shower to get you going. ❤️

You'll noticing and maybe admiring *Val*. Do you remember her offer to go together to Yoga in the morning? I won't forget about, stay tuned.

Enhance your charm further at the **Beauty parlor**. Save some money (\$55-75) to drink your first overpriced coffee at **Smartbucks**. Work in the **Casino** with the tricks you've learned until it is time to get back for dinner. Use the **Subway** if you didn't before. The mood is still high? Work at the **Café**. That's your fate now ... as long as necessary. Try to sleep soundly.



A bad surprise may await you en route: sudden rain. Don't panic. The only way is the way home. You even earn an achievement for this. Take a bath and think about it. A sturdy umbrella is \$250, you may have already noticed. Looks like an urgent task for the next day. Please note that your phone shows you the actual weather.

Friday – are you already bored? At least *Barbara* may have a domestic task (see 06/16 for details). Other than that: same procedure. Try to get the umbrella. If you had a coffee at **Smartbucks** make another visit and learn about *Kevin*. A new quest opens up. Do the guy a favour and return with the bad news. That's all for now, damned.

The laundry event is available on every Friday. I have explored it on 06/16. – A new parameter shows off: Rhetoric. Alex is at 10 in this skill. She will learn about a necessary location tomorrow and will be able to amend herself. In the future, you will steer situations with charm or rhetoric.

Now make money finally. In the evening, you could also work some extra hours in the **Café**. The mood flies on the orgasmic wave, I hope. At the end of this week you should have \$300 or more and the umbrella. Congrats! Off to bed.

Going to bed with “full hearts” may end in another wet dream about your first and like this. It is just for fun but you awake as hot as you went to bed. That's a nice bonus for the day.

Weekend is there but of course not for you. Make yourself presentable as always.

Some boring things about clothes: You have two outfits for the town you may choose from: your cute village-wear and the rocker-dress. The latter gives more charm. At home you may run around with the home clothes or your sleepwear, later on in sexy underwear and maybe naked too. This will have its own effects. There are two bikinis you may buy and choose. They will be used on the right occasion. The sport outfit and the festive outfit are also used automatically when necessary. The rain clothes are a simple raincoat you are always having with you to use it during rain and the night. Maybe you take yourself some extra time to play a little bit with the wardrobe.

 You should really storm into the kitchen after 9^{am} and try to help *Barbara*. It gives you one relation point, again and again. Now you may **Go out** in your best shape to waste some time. Stay in the area. Refuel your make-up, try to charge your money card at the **ATM** or play a shuffling game on your phone.

Anyway, around 11^{am} your meeting with *Jane* is starting ... It wasn't very personal or heart-warming, was it - but you've learned a lot. The next big step has been done.

After one week between rotten and polished ruins you're quite overwhelmed being amidst such beauty. This is the **Rose street** with a **Library** and the gourmet café **Havana**. Go right and detect the other part. A **Cinema** and a **Pharmacy** will come in handy too. Other locations are to be expected.

Do you know that the morality in the Middle Ages before the great Plague allowed for bordellos and open prostitution? **Rose street** is a typical name for such a street where women were offering their services. Now this street seems to be the opposite - or is it just the surface above a darker truth?



You should see a beautiful and mysterious *busker* in the right part of the street. Give her some money and try to spot and grab the next card. The girl will have another function later on but nothing a lot of players are hoping for, yet.



Go back and into the **Library**. There is another card to grab (if hearts <6) and a book in the middle symbolizing your point of reading. Reading takes a long time, but you have to somehow sacrifice the latter to improve your rhetoric step by step. I propose to do it three or four (5 is max) times with the easiest book, »The Small Prince« - if your mood allows for it. Notice the improvement of the skill mentioned.



The **Havana** looks tempting, not only the card there. You may eat here more often than at **Home** some day but it is too early in the game to start this squandering now.

It is still weekend and *Amanda* is in charge in the **Café**. Are you up for her? Enjoy the next empathic dialogue with this lady after getting changed. Likely, your mood will be low but your hearts at six or more. Do it ... Work some hours until the end but try to be at **Home** before 11^{pm} to meet a new character called *Matthew*. – No Saturday night fever yet, just get some sound sleep.



Sunday it is and no church in sight. Your quest log is full by now but nearly nothing can be done today. My proposal: Make the usual sweep stopping by *Penelope*. Go to the **Mall** and into the **SportHero**. Buy sneakers and the yoga mat. Improve your charm if possible at the **Beauty parlor**. Earn some money in the **Casino** with the usual tricks. Go **Home** for dinner. Afterwards, look in **Your room**. You are able to do some sports now. Make sure to be **Home** again before 11^{pm}. The lovebirds will move into the **Bathroom** at this time. Surprise them. Now you earned your sleep.

You could also improve your rhetoric in the **Library** and pile up more money. Maybe you are tempted to buy a bikini to enjoy some sun and water finally. Have in mind that you will need a large towel too. – Besides, the order in which you are reading the books in the lib seems not important. Only the brick on the right should be last.

If you followed my path: The new sportswear allows for more creative mornings. You may and should do some gymnastics in your room or go for a jog in the **Park**. It even helps *Alex'* mood. But have a close look at the clock. Try not to miss the breakfasts.

Ok, this first week was quite something. It gets harder and more mundane now. Courage is like gold and has to be ground out until the next super-day. I hope you have learned everything to let your *Alex* survive and blossom into something special. Now I will concentrate more on the single future events and how to get them as elegant as possible.



5 The first month

06 12

Monday, the usual blues. You know the drill now. Check your log. The rockers are coming! Not in the log: The new weekly came out. Buy it at the **Newsstand**. Now you know where and how to order a laptop. Being still at the **Newsstand** carry off the flash-light too. And maybe some cigs.

The rockers won't be long inside the **Café**. You could read one or two hours at the **Library** before but then you are better off for work. Change and follow the funny dialogue with the strange couple. Don't forget to ask *Jane* about *Amanda*. Check the last stall again. Try to keep the mood up, don't work too long. Go **Home** around 6^{pm}.

06 13

\$150

 Change the poster in **Your Room** immediately. Afterwards talk to *Valerie*. Enjoy the girlz time ... a short day it is. You awake on Tuesday morning with heavy headaches (new icon above) and the old make-up. You should have some aspirin ready (directly usable by the icon). Try to have a normal morning. Go to the **Rose street** between 9^{am} and 10^{am}. Join *Jane* in the **Havana** and lend her some money. You will be in the **Café** at the opening time and can give the poster to *Ash*. 



Leave the **Café** and explore the **Right** side of the **Street** and the **Old factory** according to *Ash*'s infos.

Try to concentrate on earning money again, so make use of the remaining cards. Remember, you need \$1000 for the laptop ... so go for the **Casino**. But something



strange will happen at the **Busstop** before and around noon: the Great Knight  *Thomas* will come to your rescue!

Finally you get to work at the gambling hall. You will be able to earn quite a lot until you have to leave around 10^{pm}. Back in your district follow the main quest and try to enter the **Old Factory** at night – if you have the flash-light. End the day afterwards.

06 14 

Wednesday has come. You need manly help to proceed with your main task. Of course, you remember your hero T(h)omas first, so call him. Ooooh, you learned a nice lesson. After your usual preparations go to the **Court** and ask big *Rudo* about. He won't deny your request if you are honest with him.

You need to do something about your knowledge. Read a book at the **Library**. Check your progress. You will need rhetoric at 14 for the next step. Go to work in the **Café** afterwards. *Jane* will give you the money back. Maybe you still have the two cards in the café – they will be useful today.

You should be close to the \$1K now. If you're lucky you will be able to load your money card with \$1000 at the **ATM** in the **Store** – but please not later than 8^{pm}. Call the electronics store then. The laptop will be delivered to your desk at **Home** immediately.

A

About the laptop: Porn is the most important feature there, of course. Try to consume the first category. Believe it or not: Looking at all porn categories (one per day!) is now one of the most important activities to earn the next courage point.



Please be aware of a bug if you are using the laptop on this day: You should avoid using it after 9:20^{pm} to avoid problems with the upcoming Big Rudo event.

Alex will remember the meeting with *Rudo* around 10^{pm}. A gigantic experience and the next huge step to somewhere! Just remember *Ash*'s instructions and you will be occupied until the morning and return to the **Street** to the **right**, tired and hungry.

06 15

Thursday has to be survived. Get in shape and mood. Rethink your options. If you have the laptop enjoy the next porn section like every day from now on. If not try to get the laptop today and start this hard work as soon as possible.

The next step in your career leads to Owl. You have some time left to acquire rhetoric 14 or more at the **Library**. Try to find her at the **Jade Mall** in her **Owl Music** shop. She won't be there in the afternoon until 4^{pm}. Greez to **Bonnie**. So maybe refill your purse by working at the **Casino** in the meantime. After you've met Owl go home in time to enjoy the *Fagots* on the tick at 6^{pm}. They have their »**Rehearsal room**« in the **Street right** from your **home**.

After these impressions rush back to **Owl Music** and complain. Convince Owl to give you a useful address. Now it shouldn't be later than 8^{pm}. You'll need \$30 to go by bus to **Pearl Beach**. Do it if possible but check for optimal appearance before. Go there to *Falsetto's Studio* and receive the next task. Return as soon as possible to the *fagots* and offer the only reasonable guy the equipment. Hmm. Do you have another idea? Of course you have: the *barkeeper* at midnight. Farewell again, sound sleep.

No time? Asking the *fagots-guy* about the list is optional. – My *Alex* is extremely tired and hungry now but still flying from a **Casino WC** orgasm. If you have the time have a look at your laptop and www.work.bp: easy money and *writing experience* in the next days. And setup your mugbook page.

Go to the **Rock-bar** at midnight. Speak to the guy. 20 000 and “Don't bargain with a girl!” will do it. You have the \$10,000 in your pocket! Talk to this **Leo** again. And be nice. You earned your first real date in this city too! But now rush **Home**. Sleep clever, so as not to miss the breakfast.

06 16

This Friday seems to be your lucky day: a lot of money and a date. But first get in shape again. Remember to enjoy some new porn today, now or later. And your mailbox may contain some assignment from the new online job.



Don't miss **Barbara** in **her room** around 8:30^{am}. If you didn't catch the domestic task last week you should be lucky today. It will lead you to the **Laundry**. Choose wisely there after saving ... What a town. If you detect white traces somewhere (new icon!) invest some money for wet wipes from the **Store** or the **Pharmacy**. You'll survive.

On your way back or after going out have a look at the **Bench** in the **Park**. You may peek on a well known couple. What a town.

Do everything needed to be ready around 11^{am}. Make a pause to think about your options. You have quite some money and are in no hurry to force the main quest ... whatever, this *Alex* opens an account with \$8150 by talking to the **Cashier** at the **Patreon Bank**, moves \$800 onto the card and goes shopping afterwards, one bikini and the towel. She buys a new pass for the **Gym**, goes for some training and does some investigation there.



Surely, you noticed an unusual message about getting a new *Song theme* about Sports. There was already another one about the *Song theme Crime* and maybe about *Dreams* too. These experiences allow for interesting song texts in the future career of *Alex*.



Take your time to earn some money in the **Casino**. The date will start at 5^{pm}. Horny **Leo** won't waste time with a rocker chick in his shack. If you keep yourself aloof from him or caving in to his crude advances – finally another **Courage point** arrives!

06 17

It's weekend and Saturday again. Your wild ride ended after midnight. Try to get a clever sleep to get new porn and breakfast in the morning. Order the *most expensive perfume* in the webshop before doing make-up. With it, your charm is close to its

 maximum now. Help *Barbara* again in the **Kitchen** after 9^{am}. Do some other things like writing or sports until 11^{am}.

Morning porn gives you kind of a ... head start into the day. Only one additional heart is needed to get you ready for a full working day. If you're lucky, you will pick it up during the ride with the **Metro/Subway**. There is another chance in the **WC** of the **Casino**. Cards got scarce by now. *Penelope* will be behind your back too, hehe – if you make it to the **Sports Center** before 11^{am}.

But today it's time to observe *Amanda* in the **Café**. If you got that eyeful in the **Park Ash** will pull your chain in the café. Anyway, get into your work clothes now. Be aware that by clicking on *Amanda* the day will be nearly over afterwards ...

You've earned yourself a healthy sleep today. But maybe there are some things left to do. Remember, daily porn, daily writing, daily home sports, daily reading are there to benefit your cause for a while.

06 18

Sunday, the day of rest, usually. You may skip breakfast but don't forget the porn. Check your progress after doing your morning program: Charm 84 outside, rhetoric 14 or higher, courage 6, \$1200 or more in your pocket. Plan ahead to have three beers ready soon. It's all about money now but some steamy play with the guys on the **Court** or a selfie at the **Quarry** with your new bikini are a welcomed relief.



Go to the **Rose street** and eat at the **Havana** for the first time. It gives you an Gourmet Bonus to the mood. You may read some book too – next waypoint in Rhetoric is 19. But take the ride to the **Casino** soon and really work your ass off until 10^{pm}. You should reach the maximum hourly rate of \$61 there. Get the full 8-hour sleep. You created the blueprint for the upcoming week.

06 19|20|21|22

Life becomes ordinary. You should work like a clockwork for Friday. You'll need \$2800 or more, three beer, wet wipes, rhetoric 19 and in the end the porn achievement (watched every nine categories) this week. **Casino** will be the best workplace at maximum rate. Please check *Alex*' charm: if this rate drops – a fresh haircut or some rays at the **Quarry** or **Beauty parlor** will help most of the time.



You may change the rhythm on Tuesday and Thursday to go to Yoga together with *Valerie*. You need to be in **her room** between 6^{am} and 6:20^{am}(!). It will give you an relationship point every time.

06 23

After three weeks in **Jade City** *Alex* has to make some decisions. The next three days will cut deep into her life. Her career will start. She also learns who she is capable of loving, how far she would go for money and what innate desires she wants to live out. This guide will make of her a bisexual slut in no time but you are free to choose.



Alex needs some porn every day to get into the flow ... and today (or maybe yesterday) you will earn the Courage point and the Achievement for enduring all actual categories on your laptop. The most intense days of *Alex*' young life start now. Check the preconditions again. Be ready and fine around 10^{am}. Dinner at **home** at 8:35^{pm} is a marker you shouldn't miss today.



Go to the **Sports Center**. Drink a beer. Attend the yoga lesson with *Penny* and make the first fateful decision. Feeling good?



19

Leave for the **Patreon bank**. Withdraw enough money to have \$10,800 cash on you. Go to **Smartbucks** and tell *Kevin* to fight (next rhetoric goal 22-30). Work at the **Casino** to cover at least your expenses today, maybe for two hours.



Move over to **Palm Beach** and *Falsetto*. Give him the money. Attend your first lesson.

9

Go **home** by bus, move into your room and take this video on your bed. There should be enough time left before dinner to do sports or write an article. For aesthetic reasons only, make sure to wear *sleepwear* to dinner today (find the bug!).

10

\$700 Take the next step with Barbara in the webcam story after 9^{pm} and get the decisive Courage point to enter adulthood, to name it positive.

11

You earned a lot of money and the guts to go out at night. Take care and watch your step, for now at least! Go into the **Neighbourhood**, take a puff and move further to the **Busstop**. Investigate the crime, nope, the business. But don't go back! Move to **Rose street** and call a taxi to go **home** again.



The **Red Quarter** has been opened as you have noticed for sure. You'll find it near the **Old factory** – Street right > Old factory > Red Quarter. Take a peek into the **Sex shop**. Talk to your lovely future fellows outside... go straight back **home** and get some sleep ... but ...

06 24

... don't miss the breakfast. Alex is cool or depraved enough now to run around at home in underwear with sexy stockings. Check the wardrobe and make it happen. Enjoy the next surprise at the **Kitchen** by making the desired decision (find the bug again).

Prepare for the day. Don't help Barb in the **Kitchen** this time. Go out around 9:30^{am}. Go to the **Wasteland**. Jane should be there in some strange company. Talk to her. You'll jump back to the **Neighbourhood**. Drink a beer now and go to the **Court**. Play some basketball with the guys and do what Alex always wanted.

Alex is a little bit messy afterwards. How about testing Albert in the **Arctic Café**? Budgeting the wipes saves the environment too ... but don't forget to dress for work before and to clean Alex afterwards. Did you notice the \$100 or \$50? Now go to **Downtown**. Valerie is in the **Beauty parlor**. You may suggest a change in style to her. Margie needs help too in the **Clothing store**. Insist on the more open outfit.

Work a little bit in the **Casino**. Be back at **home** in time for dinner. Afterwards Barbara awaits you in her room for the next intense session. Alex is impressed by her skills and feels herself changing. She is bisexual by now.

Count the money and go to sleep for full 8 hours before the end of the day. Jane will call you during the night. Enjoy the next strange Girl-Girl-action. Earn Courage 15.

What a ride! I hope you enjoyed these intense days. Please save now at least. Next event is dependant on the weather, it needs to be raining. – And if you were able to get the Porn-Achievement on Thursday even more events may be packed inside the days after. Try it yourself!

06 25

Late Sunday morning it is. Beautify Alex and check the weather. Rain gives you the chance for another Courage point. Otherwise skip the next paragraph and come back later when it is raining between 9^{am} and 8^{pm}.

Go out in the rain and drink your last beer. Go left as far as possible. You'll reach the **Highway** and meet a nice Siberian *trucker*. Decide yourself for the money but check the other option too. You see, rhetoric 30 will make this business even better. Your life has a new goal ... and the next increase of Courage.

Some thoughts: Alex needs to attend a lot of quite expensive vocal lessons (\$250 incl. transport) now. Hard working in the Casino and blowing someone (Albert

with full hearts and the trucker in the rain) are the most efficient repeatable activities by now. Try to create a blueprint for such a profitable day. It won't be easy to get forward in vocals, rhetoric, money, strength and side stories in parallel.

Some suggestions: Get rid of your smoking habit gradually. Fill up your card at the ATM with \$800 again and buy the E-Cig at the webshop. Buy some liquids at the **Newsstand**. E-Smoking will give you a higher boost to the mood. Remember the gourmet bonus from eating at **Havana** too. Morn-Porn is still giving 5 hearts to Alex. Catch the sixth one with some luck. Or you enjoy Penny before 11^{am} to be able to work into the night. Don't forget to attend the lesson at *Falsetto* til 10^{pm} latest.

Let the Sunday flow by. Be at home before 11^{pm}. Don't forget to check for a writing task. Sleep soundly into your last unsullied day ...

Monday, hell yeah. Here is my idea of a normal Alex' day with – extras: Prepare as usual, check the weather, use rain to your advantage. (Or) try to reach the **Sports Centre** before 11^{am}. Enjoy Penny's technique. You have to buy a new pass eventually.



– Today you may force the Kevin-story forward: Go to **Smartbucks**, ask *Kevin* about his successes. Leave him and go to the **Sports Center**. Help *Ruby*. –

Go to work at the **Casino**. Keep your rate at \$61 until 6^{pm}, you know all the tricks. Learn something from *Falsetto@Pearl Beach*.

– Try to be back today in the **Neighbourhood** before 9^{pm}. (On any other day you may work further if being capable of.) Go to the **Cafè** and try to get changed ... follow the new girl *Paris* to the **Chief** after the scene and talk to her. –

Save the game. Now get ready to be misused ... go to the **ATM** and move as much cash as possible to the card!



There are several possibilities to get the ugly event now. One idea is to go to the **Busstop** and wait until 11^{pm}. Rain will block this crime, then waiting will “hopefully” help. The necessary shit will happen when you try to go **home**.

This event is avoidable by the squeamish and right now it isn't really necessary for other essential game events. On the other side it is a bold ending of the lucky and playful part of Alex' new life. You should also consider the cultural differences regarding these issues. In Russia, crimes without corpses may not be considered as serious.

6 Heaven and Hell

07 02

Alex will be released from the **Hospital** in a terrible state: hungry, tired, depressed (check the new red sign above). You should really care about the latter. But first refill your cash. Get some money back from your card at the **Patreon bank**.

Try to find the **Pharmacy** in the **Rose street**. Buy the antidepressants (maybe take one). Do yourself something good, puff a liquid, eat at **Havana**. Return to your **Neighbourhood** and listen to the capable police forces. Go into the **Arctic café** and dress into work clothes. Take note of the minipic on the **WC** button. Go there and help ... the prostitute *Paris* from the **Red district**. Courage plus some money!

Working will be difficult today. Go left, enjoy some stick at the **Court** or the sun at the **Quarry**. If it is raining remember the possible Courage and money source "Siberian trucker". You may become representable by the sun, ice-cream and an energy-drink again but don't invest too much in it yet. However, **go to the Cinema!**

Here is the hardcore proposal giving you two courage points and a new location: Get some sleep until 10^{pm}. Beautify Alex to the max again. Go out and to the **Park** at 11^{pm}. If you see some people, go through the **Park** and endure the next special treatment. If not, go to the **Cinema** again and retry. (There is some in-built randomness)

But that's not the end. Now go to the **Court** and from there back to the **Neighbourhood**. A slightly nicer event is starting. Try to enjoy one of the choices.

07 03

Wow, now you are hungry, tired, depressed and kind of pregnant. Run over to the **Pharmacy** again and buy "Plan B". Get rid of that idiot's tiny copy by the "pill afterwards" (in communism abortion was a method of prevention). Then take the next antidepressant. You have saved one or even two pills by this. But how could anyone survive this Hell on Earth in one piece?

Love is the answer. Be nice to yourself, eat, lick, puff. Do some sports too if possible and something about your writing. Go to **Downtown** and check on *Ruby* and *Kevin* at **Smartbucks** (after 4^{pm}). You may catch *Val* playing tennis in the afternoon (before 4^{pm}). But afterwards it is maybe the best option to sleep through today.

Depression/stress spoils most of the possible fun. There are only some activities left not being affected but that may change later on. You could finalize your writing skill with buying and reading two literature magazines from the **Newsstand**. This will give you an achievement if you have solved all online tasks too and will help you pursuing the main task.

07 04

Some early yoga with *Val* today? If being in **Downtown** make sure to surprise *Ruby* doing *Kevin* something good at **Smartbucks**. Don't overwork, take your vocal lesson and return for dinner. A nice evening with *Val* will need some alcohol ... so buy one, no, two bottles of wine on your way home if you can achieve them.

The first month in town is over. Just pretend that everything is OK. Now it is time to push the dreams forward instead being pushed down by all these fears. But *Alex* still needs a lot of money to achieve a sufficient singer's performance level.

Just remember all options for a successful morning. Working at the **Casino** will be the standard source of your income by now, rain allows for additional "trucking" (06-25) and maximum hearts for "glorious" extra money.

Speak to *Val* in her room. She will explain her idea. Talk to her again afterwards. A strange girlish event should start now and will end this day. A guide through the options isn't really necessary. Anyway, the three participants will learn a lot about each other. *Alex* gets *Ruby's* phone number and her lipstick on her mouth.

Alex awakes in **Val's room** with a now familiar feeling – headache. But you know how to help her with all these issues. Go on and earn money, rhetoric, agility, power, vocal quality and so on day by day – like you want. This guide will continue to illuminate the remaining events and quests, but no longer in a strict timeframe.

For most efficiency and least boredom it will be best to mix all the events below. **The main task is rather long** by version 0.4, so it should be pursued day by day but somehow mixed with the “*fishy side job*”, *Ruby and Barbara*.

Blooming relationship with Ruby

Ruby is interesting and interested. She works on Wednesdays and on weekends. Call her on **any other day** between 2^{pm} and 7^{pm}, then call her again on the next possible day. Surprise her and don't get discouraged on the first date. She will surprise you back when you pop into the **Neighbourhood** in the *afternoon* of the next day ... 

 There are some issues with the translation because there is no own word for “weekend” in Russian. To be crystal clear: *Ruby's* love should be available on Mon, Tue, Thu and Fri by now. BUT *Ruby's* surprise may happen on every day – which is clearly a bug.

 These two lovely events are repeatable (call her again) and will be extended. Now both girls almost look like a happy couple together but grim forebodings can hardly be suppressed in this dark town.

A fishy side job

 There is another job available: as a flyer girl at the outer **Rose Street**. Talk to the guy *Victor* on the left between 1^{pm} and 4^{pm}. Contrary to the comments, the job isn't that bad and has a decent pay when *Alex* is at her best.

If you prove your perseverance by “flyering” three days in a row, *Alex* gets a small but suspicious delivery task ... just do it. You get the money from *Victor* the day after. A mysterious *Boss* will call you short of two weeks later for another special mission – for a well-known citizen.

-- Do not be surprised, but after picking up the package for *Lucas Fry* in the **Wasteland** you will run around with it meaninglessly. The event will be continued soon, hopefully.

Becoming a Singer and Songwriter

You let *Alex* work on her dream now day by day, hopefully. When reaching Vocals 10 you'll notice an interesting guitarist in **Falsetto's Studio**. *Michael* will talk to you when reaching Vocals 13. Now the main quest really revs up.

The naughty girl you may see and meet at *Falsetto* will have her event later on (see *Niece Kink* below).

Michael's tasks are not difficult, but allow for a few variations. You should now be in the comfortable position to tackle one after the other without interruption.

A. Finding Jill

Michael feels guilty after leaving the talented daughter of the old bassist behind without a word. His bad conscience sends *Alex* ahead. Go straight around the corner and convince the new owner of *Jill's* house to give you some old stuff. *Jill's* diary is being readable in **your room** only.



Anyone having rhetoric 40 yet? Wow. – *Alex'* vocal skills are on a sufficient level now. **They cannot be improved in the actual version.** A normal player like me will go to the **library** now. Rhetoric 22 will be needed next. **You know, new cards are in the books you're reading.**

Take the natural way to learn about the *Director*: First ask your best friend *Val* and then the big “good” guy *Rudo* about this scumbag. Afterwards you have to wait until midnight to jump into the **left Street** and the **Old school**. There is currently no heroic feat to accomplish. Tell *Michael* about the mess the next day.



Afterwards the odd event **Niece Kink** (see below) is available.

B. Finding Kian



This setback has to be dealt with first. *Falsetto* will give some advise. Should be a piece of cake. Go over to the **Birch Motors**, chat a little bit and convince the lonely guy in the way you prefer.

The seduction scene looks different when having your village-wear on. Did I forgot to mention this for the laundry event? Sorry about that. ;-)

Kian's cabinet is available now. Attend the office show. Go back to the **Studio** afterwards. Bassist caught.

C. Finding Rick ... and Tanya

Mikey's description leaves no doubt: *Alex* knows who this *Rick* could be. Go to the **Old bus** between 9^{am} and 8^{pm}. Talk to *Rick/Roman* and try to convince him with compliments and alcohol. Drummer caught.



This triggers a big surprise. *Alex's* sister *Tanya* calls. You get a cute event and the new location **Dorm** near the **College** to explore. Family so close feels nice, but right now there isn't much to do. Greez to *Bonnie*.

Return to *Michael* with the good news about *Rick* and enter the next stage on the next day.

D. Finding inspiration

Your rock band is complete, for now, wow. The men will be fighting with their instruments for quite some time. *Alex* needs to fight with her voice and the words it should create. She needs themes from her life to sing about plus inspiration and skill to write the lyrics describing her experiences.



Themes and skill should be at their actual maximum, 3 and 10. 2 x 3 inspiration points are already available at *Falsetto's*. The other places to revisit are: *Owl* at the piano in her **Owl's music** / The *busker* in the **outer Rose Street** / Watching TV in the **Living room** / Painting in the hallway at **home** / Things in **Valerie's room** / Radio in the **Kitchen** / **Rector's** picture / Water in the **Quarry** / = 30

Use your phone and the “Note” function to create the names of the three songs and their entry. The contrast of some input fields is badly chosen, don't be mad.

E. Found a band



Following your return to *Michael* he tells you the good news: the rehearsals will begin, between 3^{pm} and 8^{pm}. Afterwards, *Alex* meets HER in the **Studio** ... what a happy shock.

Alex and *Rick* may have a pleasant *nightly* (>11^{pm}) talk at the **Old bus** afterwards. Besides, he will tell you about the magic headlight. Now you are able to **enter his bus** during the day. Sometimes *Alex* may stumble over a free beer ...



66 30

7



22

F. Finding your place

Rehearsals are the litmus test not only for the quality of the songs and the musicians but also for the group as a whole. Try to be punctual, it is getting serious at the Studio's **Rehearsal room** at 3^{pm}. After 5 sessions Alex gets a sacred task: to name the band.

After 6 of these sessions *Michael* will ask you to learn some basic guitar play to accompany him from time to time. He will give you one lesson if you're in the **Studio** between 1^{pm} and 2^{pm}. The next time he wants Alex to buy a guitar and to practice for herself, at home. Buy the guitar at **Owl Music**, if possible. You have to buy the four training courses at the **Newsstand**. Now you are able to play the guitar at home.

G. Finding a manager

The stuff sounds good and *Alex* is fitting in. Return to the **Studio** after using up all four guitar courses. The first concert has come within reach. *Owl* in her **Music Store** needs to be convinced to manage the group's business with the outside world. She feels that this project will be interesting and just asks for a second saleswoman for her **shop**. Do you know some attractive girl crazy for music and Rock'n Roll especially? Of course – *Ash*. You will find her on Wednesday, Saturday and Sunday from 0^{am} til 5^{am} in her **secret room**. Or on Monday in the **Arctic** till 2^{pm}. She will call you the next day from **downtown**. *Owl* seems to be very happy with her. Manager caught.

H. Finding a "Pyrobolist"

Return to the **Studio**. *Owl* immediately goes to work. *Michael* wants to show off and dreams about a pyro-show during the first concert – the next task arrived. A new location can now be reached by bus: The **Old mine**.



The **Forest Road** leads to the **Castle**. There are waiting some interesting characters inside. Talk to **Condor**. The task to get a discount is indescribably simple. Look at the scene in the **Council Hall**, too.



Return for your reward in the same location on the next day. You have reached the next stage of *Alex*' dream – so close to the first concert. Stay tuned.

Niece Kink

You met a slutty punk girl during your lessons at *Falsetto*. *Alex* felt some silly envy first but this gave way to female curiosity. *Michael* told her something about *Leila* being a niece of *Falsetto*. *Alex* didn't believe this shit for any minute.



After detecting *Jill*, you may pay *Falsetto* a surprise visit by taxi at his **Studio** after 11^{pm} to validate *Alex*' suspicions.

Best Friend's Mom

Alex' relationship with *Barbara* is getting more and more complicated. It looks like a mix of sexual exploitation, a lesbian seduction or trainer game and a risky flirt with real desire for each other but unforeseeable consequences.

The little regular helper task in the **Kitchen** on a weekends morning (see also 06-10) will come to an halt when *Barbara* decides to approach her sexy nurse *Alex*.



When talking to Barbara afterwards: she will beg for a new team webcam show. *Alex* needs to purchase an expensive dildo at the **Sex shop** before. You know the rest of the procedure ... Things seem to get serious.



The Last Card



There are **28** cards in the game for now. If you were able to catch them all – congratulations and respect. I missed one for quite a time. This Easter egg can only be grabbed between 6^{am} and 9^{am} at the **Quarry**. Really, I have no idea why.

Snippets

To make *Alex*' everyday life more interesting and lively, small extra events without an actual connection to the story or a follow-up are being added from time to time:

Metro / Subway

There are three small erotic scenes showing a coupling couple, open school uniforms and the usual pervert. ❤️ The latter can be embarrassed by *Alex* later on. Don't forget to clean up afterwards.

Quarry

This beach is a nice crossing point on weekends. You can meet *Jane* on Saturday between 12^{am} and 3^{pm}. *Barbara* could be there too on Sunday between 1^{pm} and 3^{pm}. An impressive exhibitionist couple may appear on weekends between 11^{am} and 6^{pm}. ❤️ More is to be expected.

During sunbathing some perv may randomly unload himself on *Alex*. According to her courage she may get turned on ❤️ or disgusted and frightened by this.

Rose street

Victor, the busker and *Jane* have been mentioned in this guide already. *Owl* will be in the **Library** every day between 1^{pm} and 3^{pm}, the reason isn't known yet. A masturbating student girl may appear randomly on every other time. ❤️

Other

- *Tanya* and *Bonnie* may sit together in front of the **College** from 9^{am} to 11^{am}
- *Ruby* and *Valerie* are playing tennis on the **Sports ground** between 2^{pm} and 4^{pm} on *Ruby*'s free days. There is a small dialogue with *Valerie* and a relationship point available 🗣️
- *Margie* runs around the **Sports ground** between 10^{am} and 12^{am} on days *Ruby* is working
- An unknown girl is refreshing herself in front of the **WC-mirror** in the **Arctic Café** from time to time
- **There is a nice placeholder** in the **Secret Room** for an upcoming event with *Ash* on Monday between 0^{am} and 5^{am}
- More small happenings can be derived from the NPC-schedules below

Other known unresolved bugs

- If *Alex*' bag is full you may get a russian message looking like “В сумке БОЛЬШЕ НЕТ МЕСТА” - move some items to the drawer in her room and retry
- BUT: the vibrator and the dildo will disappear when removed from the bag
- when using an old save it is possible to miss one of the card from the books

A. Important characters and their known standard schedule

Only standard events are listed, + after condition has been reached, - until condition is reached

Barbara	Mon-Fri	Sat	Sun
6:10 ^{am} – 6:40 ^{am}		Bathroom, closed	
6:40 ^{am} – 7:00 ^{am}		Bathroom, open	
7:00 ^{am} – 7:59 ^{am}		Kitchen, oven	
8:00 ^{am} – 8:24 ^{am}		Kitchen, table	
8:25 ^{am} – 8:44 ^{am}		Barbara's room	
8:45 ^{am} – 3:59 ^{pm}	Work, possibly		
8:45 ^{am} – 9:59 ^{am}		Kitchen, cleaning	
10:00 ^{am} – 3:59 ^{pm}		Work	
8:45 ^{am} – 12:59 ^{am}			?
1:00 ^{pm} – 2:59 ^{pm}			Quarry
3:00 ^{pm} – 3:59 ^{pm}			?
4:00 ^{pm} – 4:19 ^{pm}		Bathroom, closed	
4:20 ^{pm} – 4:30 ^{pm}		Bathroom, open	
4:31 ^{pm} – 4:59 ^{pm}		Kitchen, oven	
5:00 ^{pm} – 7:59 ^{pm}		Living room	
8:00 ^{pm} – 8:34 ^{pm}		Kitchen, oven	
8:35 ^{pm} – 8:59 ^{pm}		Kitchen, table	
9:00 ^{pm} – 0:59 ^{am}		Barbara's room, "working"	
1:00 ^{am} – 6:09 ^{am}		Barbara's room, sleeping	

Valerie	Tue Thu	Mon Wed Fri	Sat	Sun
6:00 ^{am} – 6:59 ^{am}		Val's room, Yoga		
6:00 ^{am} – 6:20 ^{am}	Val's room, Wardrobe			
6:21 ^{am} – 6:59 ^{am}	Transfer			
7:00 ^{am} – 10:59 ^{am}	Penelope			
7:00 ^{am} – 7:29 ^{am}		Bathroom, closed		
7:30 ^{am} – 7:49 ^{am}		Bathroom, open		
7:50 ^{am} – 7:59 ^{am}		Val's room, Wardrobe		
8:00 ^{am} – 8:24 ^{am}		Kitchen, table		
8:25 ^{am} – 8:44 ^{am}		Val's room, Wardrobe		
8:45 ^{am} – 8:59 ^{am}		Newsstand		
12:00 ^{am} – 1:59 ^{pm}			Beauty parlor	
2:00 ^{pm} – 3:59 ^{pm}	Tennis court			
5:45 ^{pm} – 5:59 ^{pm}	Newsstand			
6:00 ^{pm} – 6:09 ^{pm}		Val's room, Wardrobe		
6:10 ^{pm} – 6:59 ^{pm}		Val's room, Yoga		
7:00 ^{pm} – 7:44 ^{pm}		Bathroom, closed		
7:45 ^{pm} – 7:59 ^{pm}		Bathroom, open		
8:00 ^{pm} – 8:09 ^{pm}		Val's room, Wardrobe		
8:10 ^{pm} – 8:34 ^{pm}		Kitchen, fridge		
8:35 ^{pm} – 8:59 ^{pm}		Kitchen, table		
9:00 ^{pm} – 10:59 ^{pm}			Living room, Boyfriend	
9:00 ^{pm} – 10:59 ^{pm}	Val's room, Bed			
11:00 ^{pm} – 5:59 ^{am}		Val's room, sleeping		

Jane	Mon-Fri	Sat	Sun
11:00 ^{am} – 11:29 ^{pm}	Arctic café, working		
12:00 ^{am} – 2:59 ^{pm}		Beach	
+ first date			
9:00 ^{am} – 10:29 ^{am}	Havana, coffee		

Ruby	Mon Tue Thu Fri	Wed	Sat	Sun
7:00 ^{am} – 10:59 ^{pm}		Sports Center, working		
2 ^{pm} – 3:59 ^{pm}	Sports Ground, tennis			
+ second date				
1 ^{pm} – 6:59 ^{pm}	Possible date by phone			

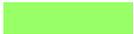
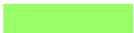
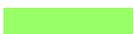
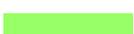
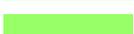
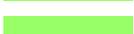
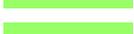
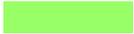
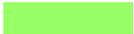
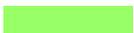
Ash	Mon	Tue Fri	Thu	Wed	Sat	Sun
+ key for secret room						
0 ^{am} – 4:59 ^{am}	Secret room				Secret room, with John	
- Finding a manager						
11:00 ^{am} – 1:59 ^{pm}	Arctic Café					
+ Ash is working						
7:00 ^{am} – 8:59 ^{pm}	Owl Music		Owl Music		Owl Music	

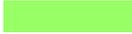
B. Mood

! Actions like smoking/eating/sleeping may influence the mood by leveling desire/hunger/tiredness plus their positive effects. A mood level below -5 blocks activities like working, doing sports and reading at the library.

Action	Mood +/-	Duration / per time unit / after time	Remarks
Smoking a cigarette	+2	250 min	
Smoking a fluid	+3	250 min	
Home breakfast/dinner	+2	<= 350 min	
Havana dish	+8	<= 350 min	
Pineapple	+2	<= 350 min	
Pizza	+5	<= 350 min	
Spring rolls	+5	<= 350 min	
Fried eggs	+5	<= 350 min	
Cookies	+2	<= 350 min	
Milk chocolate	+2	<= 350 min	
Cereal bar	+2	<= 350 min	
Coffee(s)	+1	300 min	Sleeptime +100 min
Mulled Wine	+2	300 min	+ Drunkenness
Ice cream	+2	300 min	Bar in the Arctic café
Swimming	+2	300 min	
Running / Home training	+2	300 min	
Yoga	+2	400 min	Agility +1
Basketball	+1	400 min	Agility +1
Gym	+3	400 min	various +1
Sleeping for 8 hours	+3	500 min	
Sunbath at the beach	+2	400 min	Solarium effect +2 or +1
Forest walk	+2	400 min	
Cinema	+3	400 min	
TV	+1	300 min	
Listened to Music	+1	200 min	
Hairdresser	+1	600 min	
Caressed a cat	+2	120 min	Neighbourhood
Bathing at Home	+3	300 min	
Sexual relief	+20	700 min	
Work in the café	-1	200 min / h	-5 max.
Work in the casino	-1	200 min / h	-5 max.
Work as flyer girl	-2	200 min / 3h	-5 max.
Hunger	-3	// 350 min – 699 min	
Hunger	-5	// > 700 min	
Sleep deficit	-5	// > 2199 min	
Smoking addiction	-3	// > 300 min	
Stress / Depression	-15	72 h 12 h	with antidepressant

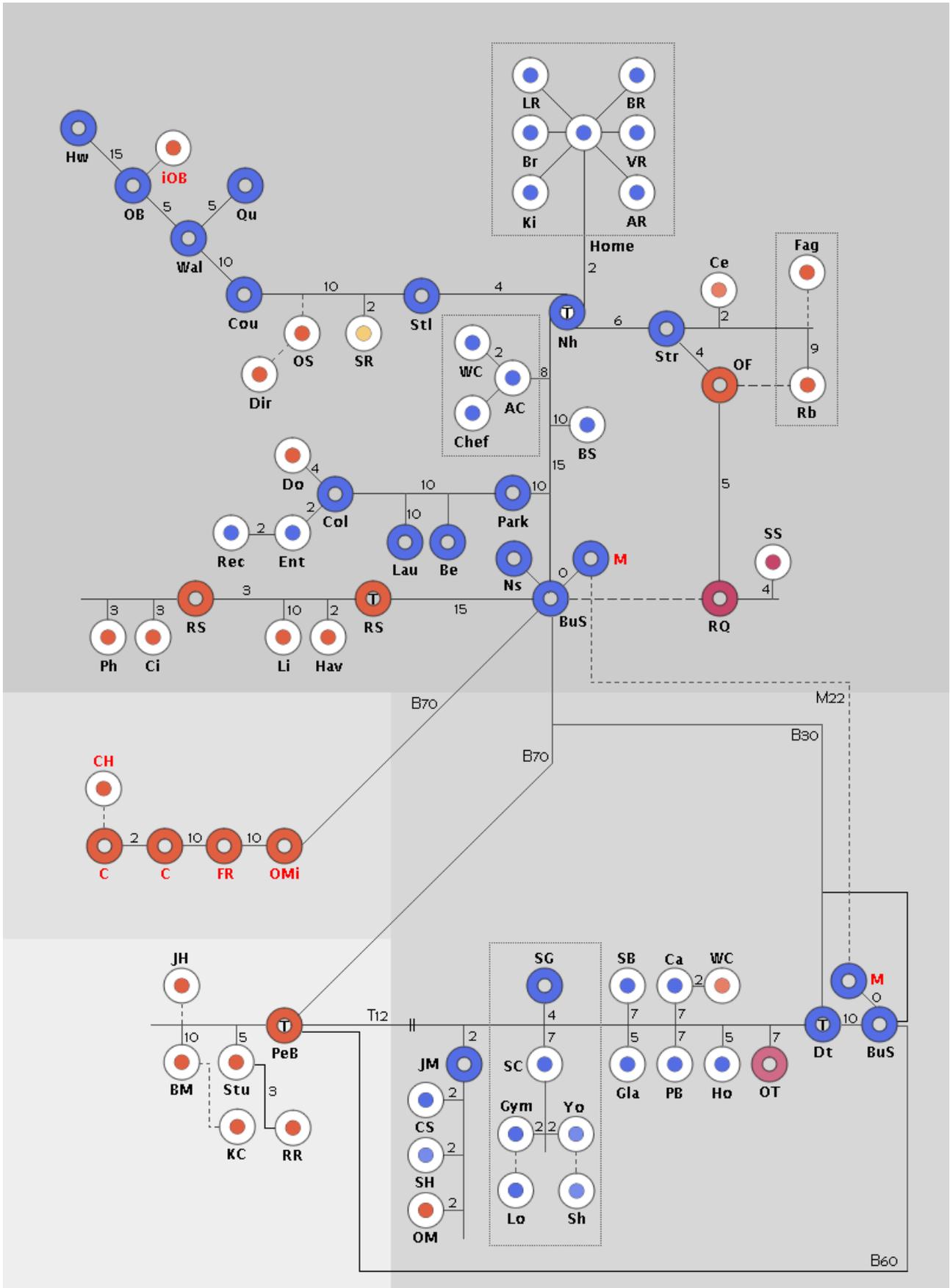
C. Items

Item	Where to get	Price	Effect	Relevance
Antidepressant	Ph	\$200	Duration of depression from 72h to 720min	
Apple	BS	\$15	- Drunkenness / - Hunger	
Aspirin	Ph / CP / ED	\$150	Duration of headache from 20h to 70min	
Beach Towel	MCL	\$200	Needed with Bikini	
Beer	BS / CP	\$50	+ Courage (temp.) / + Drunkenness	
Bikini, 1 & 2	MCL	\$170	+ Mood, Charm by Sunbath, Swimming	
Cereal Bar	H / CP / M	\$35	+ Mood / - Hunger	
Cigarettes	NS	\$20	+ Mood / - Smoking desire	
Coffee Machine	Web	\$700	Needs Coffee pack	
Coffee pack	BS	\$100	+ Mood / - Weariness	
Coffee, various	SB	\$45-55	+ Mood / - Weariness	
Cookies	BS	\$60	+ Mood / - Hunger	
Dildo, pink	Ss	\$1000	Quest / + Mood / - Arousal	
E-Cigarette	Web	\$800	+ Mood	
Eggs, 6	BS	\$40	+ Mood / - Hunger	
Emergency contraceptive	Ph	\$600		
Energy drink	BS / CP	\$50	- Weariness	
Flashlight	NS	\$130	Quest	
Guitar, Merlin	OM	\$1500	Quest	
Guitar courses 1-4	NS	\$100	Quest	
Honey	BS	\$150	+ Vocal	
Hotdog	NS	\$40	+ Mood / - Hunger	
Jade News #1 (Week 1)	NS	\$50	Info	
Jade News #2 (Week 2)	NS	\$50	Quest	
Jill's Notebook	JH	-	Quest	
Key to basement	WB	-	Quest	
Key to Ash's Hideout	Quest	-		
Key to the Last Stall	Quest	-	Side job	
Laptop	ES	\$1000	Quest	
Liquid for E-Cig	NS	\$20		
Makeup, 20 pt.	BS	\$120	+ Charm	
Literary magazine #1 & #2	NS	\$150	+ Writing	
Milk chocolate	H / M	\$60	+ Mood / - Hunger	
Mulled wine	SB	\$70	+ Mood / - Weariness / + Drunkenness	
Olive Oil	BS	\$50	Needed for Scrambled eggs	
Package for Mr. Fry	WL	-	Quest	
Perfume 1 - 4	NS / Web	\$100-800	+ Charm 5 -13	
Pineapple can	BS	\$35	+ Mood / - Hunger	
Pizza, frozen, 2 pt.	BS	\$30	+ Mood / - Hunger	
Pregnancy test	Ph	\$200		

Sneakers	MSH	\$200	Needed for Sports	
Sport Suit	MCL	\$300	Needed for Sports and Yoga	
Spring Rolls, 2 pt.	BS	\$75	+ Mood / - Hunger	
Umbrella	MCL	\$250	Protection	
Vibrator	ED	-	+ Mood / - Arousal	
Wet wipes, 10 pcs.	Ph / BS	\$60	+ Charm when being soiled	
Wine, Red	BS	\$210	Quest / + Drunkenness	
Yoga mat	MSH	\$100	Home sports	

BS – Breeze Store / CP – “Café-Purse” / ED – Eve's drawer / ES – Electronics store (Phone) / H – Hospital / JH – Jill's House / M – Sub-station / MCL – Mall, Clothing store / MSH – Mall, SportHero / NS – Newsstand / OM – Owl Music / Ph – Pharmacy / SB – Smartbucks / Ss – Sex shop / WB – Wastebin / WL – Wasteland / Web – Webshop (laptop)

D. Locations



LOCATIONS

-  Outside
-  Inside
- XX** New locations
-  Taxi destination
- Path/Place only temporarily available during special events

OPEN(ED)

-  From the beginning
-  During the Main Story
-  After getting Courage 11
-  During Val's side-story
-  During other side-stories
-  During Ruby's side-story
-  During Ash's side-story

The numbers are showing the time in minutes being necessary to reach the next waypoint by foot or “Bx” for Bus x minutes or “Mx” subway/metro x minutes, measured from the next main point on the straight line or around the corner. Time of 1min isn't shown. Cab/taxi takes always 12 min. ;-)

Legend table with opening hours in 24h-format

AC – Arctic Café	11 – 23	Do – College Dorm	9 – 20	LR – Living Room		RS – Rose Street 1&2	
AR – Alex' Room		Dt – Downtown		M – Metro/Sub	5 – 1	SB – SmartBucks	6 – 21
Be – Bench in the park		Ent – College entry		Nh – Neighbourhood		SC – Sports Center	7 – 23
BM – Birch Motors	9 – 21	Fag – RR Fagots	18 – 23	Ns – Newsstand	8 – 20	SG – Sports Ground	7 – 23
BR – Barbara's Room		FR – Forest Road		OB – Old Bus		Sh – Shower, Gym	
Br – Bathroom		Gla – Beauty parlour	9 – 22	OF – Old Factory		SH – SportHero	7 – 23
BS – Breeze Store	7 – 1	Gym		OMi – Old Mine		SR – Secret Room	
BuS – Bus stop		Hav – Café Havana	9 – 0	OM – Owl Music	7 – 21	SS – Sex Shop	24h
C – Castle		Ho – Hospital	24h	OS – Old School	0 – 6	Stl – Street, left	
Ca – The Casino	24h	Hw – Highway		OT – Old Town		Str – Street, right	
Ce – Cellar		iOB – inside Old Bus	6 – 23	PB – Patreon Bank	9 – 20	Stu – Studio, Falsetto	8 – 23
CH – Council Hall		JH – Jill's House	8 – 22	PeB – Pearl Beach		VR – Valerie's Room	
Chef – Lucas Fry (AC)		JM – Jade Mall		Ph – Pharmacy	24h	Wal – Wasteland	
Ci – Cinema	24h	KC – Kian's Cabinet		Qu – Quarry/Beach	(11-17)*	Yo – Yoga, Penelope	7 – 11
Co – College ground		Ki – Kitchen		RB – Rockbar	0 – 7		
Cou – Court		Lau – Laundry	8 – 21:30	Rec – College, Rector			
CS – Clothing Store	7 – 23	Li – Library	8 – 19	RQ – Red Quarter			
Dir – “Director”		Lo – Locker, Gym		RR – Rehearsal Room	15-20		

* usable hours, open 24h

E. "Hot scenes"

F. About the predecessor game

G. How to "hack" the game

H. Legend table

Icons on the left part of the side-column indicate needed items/traits, on the right part resulting changes in items/traits

	Courage added	 65	Specific amount of charm needed
	Selfie/Foto possible or made	 14	Specific amount of rhetoric needed
	Job or job like activity bearing money, repeatable	 8	Specific amount of courage needed
	Phone number received	 7	Specific amount of power needed
	Relationship point added for person shown	 8	Specific amount of arousal needed
	Important step in the Main quest (Rock-star)	 13	Specific amount of vocal quality needed
	Achievement gained		Or
	Timed automatic event		Low level of Drunkenness needed
	Having headaches		Make-up needed
	Being depressed/stressed		Rain needed
	Forced sexual act		Event or action adding / removing arousal
	Oral		Sex toy needed / gained
	Vaginal		(Two) bottles of wine needed
	Anal		(One) bottle of beer needed / gained
	Soiled by sperm		Same-sex interest needed / unveiled
	Imminent pregnancy		Money needed / gained
	Bug in the game, should be considered		EVENT may already happen HERE
	Fetish of Domineering		