

PART I

Day 1 & Intro

Car Chase ("*Ignore*" or "*Answer*" make little difference (roleplay choice))

Wake Up (Neither choice makes any difference)

Pool – Work on tan ("*Haha fair enough, Morning Tim*")

Agency – Medical Exam (First choice does not matter, "*Let him in*")

Home (Choices do not matter)

Day 1 After Infection (or day 2???)

Pool - Work on tan (Kate uni sex scene – "*Yeah how did it go*" to continue scene)

Pool - Meet Kate (agree to go shopping)

Home - Take a shower

Go shopping with Kate

Suburbs - Meis (dance with and get groped)

Day 2

Home - Flex & Stretch

Pool - Work on tan

Park - North Side Jogging ("*I'm fine*" & "*Accept Help*" will get your bodyguard very hands on)

Suburbs – Meis

Day 3

Corruption ("*Go for it*" and change costume)

Home - Flex & Stretch (bodyguard gets hands on again)

Home - Take a shower ("*Just go with the feeling*")

Pool - Work on tan

Pool - Meet Kate (watch pool side fucking with Kate touching you up)

Pool - Meet Kate (photos at her house, with kiss)

Home - Flex & Stretch

Day 4

Agency - Meet General (strip in his pool)

Home - Take a shower

SAVE

Pool - Work on tan ("*Teach Tim a lesson*", Next choice makes no difference to future choices). As this is a player choice re-load game to play both options.

Park - Run ("*Stop and Stretch*")

Home - Flex & Stretch

Suburbs - Meis (rescue Catwoman)

Agency - Meet General

Suburbs - Gents Club ("*What's the worse that can happen*" and see your underwear stripped away)

Day 5

Home - Flex & Stretch

Home - Shower

Park - Run

Pool – Jogging

Go to sleep

Day 6

Home – Flex & Stretch (Agility should be 10 now)

Park - Run

SAVE

Agency - Meet General

Interview – At this stage you will have an interview scene and following it three broad choices. These are:

1. Go on mission and fail (PART II) – This heads Nat down the ‘Corrupted Nat’ path
2. Go on a mission and succeed (PART III) – This heads Nat down the ‘Good Nat’ path (still a slut)
3. Not go on the mission after failing the interview (PART III) – This heads Nat down the ‘Bad (Psycho) Nat’ path

These choices majorly affect later game content and will block some options.

PART II CORRUPTED NAT (Go on a mission and fail)

Day 6

Interview ("Have some fun", "Finish what I started", "Regain control", "Clumsy Fall") and get captured

Capture Scene ("I need to see more")

Park – North Side Jogging

Home – Take a shower

After capture these events need re-working in my view

Home - Go to sleep (Catwoman appears)

Day 7

Park – Go for a run (Hobo)

Suburbs - Meet Catwoman (and her stalker)

Pool – Work on my tan

Pool – Swim

Home - Shower

Home – Go to sleep

Day 8

Woken up by Scout (One option only (Investigate Files))

City – Poison Ivy

Agency - Meet General ("Try and Fail")

The other general scene is better, but this one is worth viewing

Home – Meet Scout (One option only (Send him away))

City – Maeda's Club ("Do as she says")

Park – Go for a run

Home – Investigate files

Park – North Side Jogging

Home – Shower

Home – Flex and Stretch

Home – Go to sleep

Day 9

Park – Go for a run

Home – Investigate Files

Park – North Side Jogging

Home – Shower

Home – Flex & Stretch

Home – Go to sleep (Get message about docks)

Day 10

Pool – Work on my tan

Pool – Swim

Docks.....

PART IIA CORRUPTED BAD NAT

Docks ("Follow her orders", "Stay at the party")

Agency

City -Cat woman ("Cat Shoots")

Home – Investigate Files

Home – Flex and Stretch

City – Warehouse
Home – Maeda
Home Scout (*“Leave this life behind”*)

PART IIB CORRUPTED NAT – FIGHT OR FAIL?

Docks (*“Tail Annette”*)
City Cat Woman (*“Cat Trusts Me”, “Distract the monster myself”*)
Home – Investigate Files
Home – Flex and Stretch
City - Warehouse
Home (Scout finally gets past groping....)
SAVE

Day 12

City – Brass Facility (*“No, no I can resist you”*) – At present try both outcomes
Home – Investigate Files

PART III GOOD NAT (Go on a mission and succeed)

Day 6

Interview (*“Be aggressive”, “Meet scout in the Alley”*)
The Agency (*“Go for it”, “Shut up and dance” & “Take it to the pole”*)
Home – Take a shower
Home - Go to sleep (Catwoman appears)

Day 7

Home – Take a shower
Park – Go for a run (Hobo)
Suburbs – Meet Catwoman (and her stalker)
Home - Flex & Stretch
Go to sleep

Day 8

Woken up by Scout (*“Talk about the bank”*)
City – Poison Ivy
Agency – Meet General (*“Show him who is boss”*)
Home – Meet Scout (*“Invite him in for Coffee”*)

Day 9

Park – Go for a run
Home – Investigate Files
Park – North Side Jogging
Home – Flex and Stretch
Home - Shower
Home – Go to sleep

Day 10

Home – Investigate Files
Home – Go for a swim
Home – Flex and Stretch
Home – Shower

Home – Go to sleep (Mission Popup)

Note: As it stands with this path Days 9 & 10 are just grinds

Day 11

Park – Run

Park – Jogging

City – Docks (“Go to the helicopter”)

Day 12

City - Agency

Suburbs – Cat woman (“Cat Trusts Me”, “Distract the monster myself”)

Home – Investigate Files

Pool – Go for a swim

Suburbs – Warehouse

Home – Cut scene

Day 13

City – Brass Facility (“No, No, I can resist you”)

PART IV BAD NAT (Fail the interview)

Day 6

Interview (“Have some fun”, “Finish what I started”, “Fulfil your promise”)

Agency – Meet Scout

Suburbs – Maeda’s Club

Park – North Side Jogging

Home – Take a shower

Home – Go to sleep (Catwoman appears)

Day 7

Suburbs – Look for Catwoman (and her stalker)

Suburbs – Meet Catwoman (I’m ready) – *This mission spawns the next day*

Park – Go for a run (Hobo)

Pool – Swim

Home – Flex & Stretch

Home – Take a shower

Home – Go to sleep

Day 8

Woken up by Scout (One option only (Investigate Files))

City – Poison Ivy

Suburbs – Catwoman (“Watch & Wait”)

Home – Meet Scout (One option only (Send him away))

Day 9

Home – Investigate Files

Park – Go for a run

Home – Flex and Stretch

Home – Take a shower

Home – Go to sleep

Day 10

Home – Investigate Files

Pool – Go for a swim

Park – Run

Home – Flex and Stretch

Home – Shower

Home – Go to sleep (accept mission cut scene)

Day 11

Park – Go for a run

Park – Jogging

City – Docks (*“Cat woman waves goodbye”*)

Day 12

City – Agency

Home – Investigate Files

Park – Jogging

Suburbs – Warehouse (*“Kiss him to death”*)

Note: It is likely that this path will split if you capture the beast and take Cat Woman’s help on the boat