

Walkthrough for Love and Submission



By



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Walkthrough for Gameversion 0.08

Saves from earlier versions will not work.

Orientation

As of version 0.08 there are over all eight characters in the game for whom some form of path towards romance (or something to that note) exists. While you can see multiple girls at once, some of these paths intertwine and some don't. It is therefore critical to remember, that, should you desire to seduce only one of the women, whose path is interlinked with that of another, you need to entirely ignore the other, lest you walk their shared path. On the contrary one obviously needs to pay attention to both of them equally, should one wish to progress in this common relationship.

e.g. Suppose you wanted to romance the younger of the neighbors' daughters (Caitlyn), you needed to basically ignore the older (Mira), meaning, never choose an option tagged (LOVE) in a dialogue with her. Otherwise you are automatically romancing them both.

The content for those shared relationships is relatively little (though still worth checking out), while the bulk of storytelling is focused on the protagonist's family, friends and their shenanigans. There are a few existing paths with little to no specific content or consequences, because the game is still in the making. These will be mentioned but only hinted at.

Since the new and improved Questlog is pretty great at leading you through the main story this walkthrough is not going to mention most of the hints already given in game, but instead will focus on the more subtle things you need to watch out for, should you want to follow a certain path/unlock that one memory.

When you need to choose one specific option during dialogue it will be marked as follows. If a Choice is not mentioned it is irrelevant for this Path.

≡ - choose to "Compliment Amy"

When you need to look for an object or click on something outside of dialogue you will see something like this:

👁 - Collect the key on the armrest of the sofa in the Livingroom

When you are to just follow the story/Questlog until the next option becomes possible, the previous point will have this ➞ sign at the end

Got it? Let's Go!

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SOLO PATHS

AMY

LOVE

≡ - choose to "Compliment Amy" ~~~>

≡ - choose to "Compliment" upon waking up ~~~>

≡ - choose to "Tell her you find..." ~~~>

≡ - choose to "Knock"

👁 - look for something under the nightstand (tiny, pink) and klick it

≡ - "Confront her" ~~~>

👁 - Shortly after Lilly has brought your package from JJ you are released into a short freeroam. Make sure to go upstairs and grab Amy's notebook in the hallway on the first floor under the black cupboard.

≡ - "Put it in Amy's room" ~~~>

≡ - "Want this relationship" ~~~>

Once she is back home, make sure to follow the Questlog and check up on her every now and then. ~~~>

Important: before concluding the Content of version 0.08 by visiting the Barons, make sure, that you have done everything else and checked up on Amy for the third time.

SUBMISSION

≡ - Follow the Love-Path up to the third point, where you need to choose “She’s not your type”

👁 - Go to your room and make sure to activate the two pictures on the closet before checking your E-Mails.

≡ - Go to Amy’s room and choose to “Knock” ~~~>

👁 - look for something under the nightstand (tiny, pink) and klick it

≡ - “Confront her” ~~~>

≡ - Do NOT comfort Carol, should you find her drunk on the kitchen floor, instead “Tell her to go to bed” ~~~>

≡ - “Further research about Dad” ~~~>

≡ - During the first movienight with your family you should now have the opportunity to decide the film. Choose “Watch Games of Hunger”

≡ - “Push some buttons” ~~~>

👁 - Shortly after Lilly has brought your package from JJ you are released into a short freeroam. Make sure to pick up the strange looking key on the sofa’s backrest in the living room and go upstairs and grab Amy’s notebook in the hallway on the first floor under the black cupboard.

≡ - choose to “Take it with you” ~~~>

≡ - “Help Amy with proofreading”

👁 - In her room klick the cabinet under the mirror ~~~>

After this there is no more content or change in dialogue specific to this path as of version 0.08.

CAROL

LOVE

- ≡ - “Compliment Mom” (Whatever nickname you set at the beginning)
- ≡ - “Give her a real kiss”
- 👁 - On the desk in your room click on the cellphone to plug it in for charging ~~~>
- ≡ - When woken up by Amy choose to “Keep sleeping”
- 👁 - Grab your (now charged) cellphone from the desk ~~~>
- ≡ - “Show your disliking”
- ≡ - “Hide phone”
- ≡ - “She is not your type”
- 👁 - Klick on the bathroom-door to retrieve your phone and check the footage at your own leisure ~~~>
- ≡ - “Knock”
- 👁 - Klick on the laptop on Amy’s bed ~~~>
- ≡ - Once you find Carol drunk on the kitchen floor, “Comfort her” ~~~>
- 👁 - Shortly after Lilly has brought your package from JJ you are released into a short freeroam. Make sure to grab Amy’s notebook in the hallway on the first floor under the black cupboard.
- ≡ - “Put it in Amy’s room” ~~~>
- ≡ - While helping Carol tidying up upstairs, you find an old VHS-tape. You can ask her about it or not, it does not jet have any consequence (I didn’t) ~~~>

👁️ - Just to get it out of the way, deliver Elise's hat to the Baron's home right after coming home from the hospital and talking to JJ. ~~~>

👁️ - Now while Amy is in the hospital you need to do a few things in a certain order. After your second visit, where you kinda fucked up a foot massage, you need to go to JJ's store and help Lilly and then learn how to massage properly at home. On one morning after that (just do it directly after waking up) you need to go to the hospital the third time and go straight to JJ's store again from there. Now just activate the garbage can to get what you need, go home and wait for the next day.

👁️ - Do the basement-unlocking and enjoy. ~~~>

≡ - After the movienight with Lilly choose "Investigate" ~~~>

≡ - Some evening after your document delivery talk to Carol again

After this there is no more content or change in dialogue specific to this path as of version 0.08.

VOYEUR

Follow Carol's Love-path up to the third point. Choices for Amy don't influence this path. ~~~>

👁️ - After waking up grab your (now charged) cellphone from the desk ~~~>

≡ - "Encourage her dating" ~~~>

≡ - "Hide behind sofa" ~~~>

≡ - Talk to JJ and choose "Start your first lesson"

≡ - "Help her find someone..." ~~~>

≡ - When you visit the hospital the second time you overhear a conversation between Carol and Steve

After this there is no more content or change in dialogue specific to this path as of version 0.08.

TAG-TEAM

👁️ - Follow the Voyeur-path until its end. ~~~>

≡ - When you tell Carol about the movienight, choose “Encourage her to help Lilly”, then wait for the party.

After this there is no more content or change in dialogue specific to this path as of version 0.08.

CAITLYN

LOVE

≡ - When first getting the option to “Go running” on your second morning home, choose something else. ~~~>

≡ - At La Vequila choose “Not my taste” ~~~>

≡ - When first meeting her (Girl with white hair/???) choose “Tell her she is beautiful” ~~~>

≡ - When Mira drives you home “Thank her” ~~~>

≡ - When you return Elise’s hat “Do not follow her” ~~~>

≡ - During the movienight at the Baron’s house choose to “keep drinking” (I don’t know if the wine helps, so just get it as a precaution) ~~~>

The last piece of content for this path happens during your visit to the Baron’s house, before which you have been asked, if you

wanted to continue. Only choose “Yes, let me continue”, when you have done everything else.

After this there is no more content or change in dialogue specific to this path as of version 0.08.

MIRA

LOVE

≡ - When first getting the option, choose to “Go running” ~~~>

≡ - At La Vequila choose “She is hot” ~~~>

≡ - When first meeting Caitlyn (Girl with white hair/???) choose ANYTHING BUT “Tell her she is beautiful” ~~~>

👁 - In the freeroam after Lilly has brought your package from JJ get your running shoes from outside behind the pillar. ~~~>

≡ - “Meditate to run faster...” ~~~>

≡ - When you wake up in the hospital “Look to the left”

≡ - “Ask her out” ~~~>

≡ - When you return Elise’s hat “Follow her” ~~~>

≡ - During the movienight at the Baron’s house choose to “Stop” (I don’t know if the wine helps, so just get it as a precaution)

≡ - “Comfort her”

The last piece of content for this path happens during your visit to the Baron’s house, before which you have been asked, if you wanted to continue. Only choose “Yes, let me continue”, when you have done everything else.

After this there is no more content or change in dialogue specific to this path as of version 0.08.

SARA

LOVE

≡ - During your first visit appointment choose “Give a Compliment”

You will see the effect during your next visit.

After this there is no more content or change in dialogue specific to this path as of version 0.08.

BECKY

LOVE

≡ - “Reply and agree to meet her” after you get her e-mail →

👁 - You can get something that might become important (but does not yet have any effect) from a box on top of the bookshelves on the second floor. Take it before the first movienight or it's gone. After the movienight is also the last content changed by your choices regarding Becky.

After this there is no more content or change in dialogue specific to this path as of version 0.08. (I should really use an acronym for this)

SUBMISSION

≡ - “Get your Revenge” after you get her e-mail ~w>

≡ - At La Vequila “Make use of her guilt” ~w>

After the movienight is the last content changed by your choices regarding Becky.

A.t.t.i.n.m.c.o.c.i.d.s.t.t.p.a.o.v0.08 (That’s not exactly better)

LILLY

LOVE

≡ - After you first enter JJ’s store “Compliment Lilly” ~w>

Help Lilly in the storage room.

≡ - Talk to JJ and “Start your first lesson”

≡ - “Would date her...”

No more Content as of 0.08 (Works...)

TAG-TEAM

Follow the same route as described in section Carol – Tag-Team

No more Content as of 0.08

INTERTWINED PATHS

DALES

≡ - “Glad to be back home”

👁 - On the desk in your room klick on the cellphone to plug it in for charging ~w~>

≡ - choose to “Compliment” upon waking up ~w~>

👁 - After waking up grab your (now charged) cellphone from the desk ~w~>

≡ - “Show your disliking”

≡ - “Hide phone”

≡ - choose to “Tell her you find...” ~w~>

👁 - Klick on the bathroom-door to retrieve your phone and check the footage at your own leisure ~w~>

≡ - “Knock”

👁 - look for something under the nightstand (tiny, pink) and klick it

≡ - “Confront her”

≡ - Once you find Carol drunk on the kitchen floor, “Comfort her” ~w~>

≡ - “Feel the same, confess...”

The last piece of content for this path happens during and after the movienight with Lilly.

No more Content as of 0.08

SISTERS

≡ - When first getting the option, choose to “Go running” ~w>

≡ - At La Veqvila choose “She is hot” ~w>

≡ - When first meeting Caitlyn (Girl with white hair/???) choose to “Tell her she is beautifull” ~w>

👁 - In the freeroam after Lilly has brought your package from JJ get your running shoes from outside behind the pillar. ~w>

≡ - “Meditate to run faster...” ~w>

≡ - When you wake up in the hospital “Look to the left”

≡ - “Ask her out” ~w>

≡ - When you return Elise’s hat “Follow her” ~w>

The last piece of content for this path happens during your visit to the Baron’s house, before which you have been asked, if you wanted to continue. Only choose “Yes, let me continue”, when you have done everything else.

No more Content as of 0.08