

Noemi's Toscana Rebirth (NTR)

Walkthrough v0.9

Forward

Hi all, this is Spook2099 of **beWilder** here, bringing you the step by step of our game Noemi's Toscana Rebirth. Before we begin, I'd like to thank you for playing and thank you even more for backing us, we honestly couldn't develop the games of the **beWilderverse** without your support via Patreon. Stay awesome and **beWilder**!

All the information listed here is as accurate as we can make it. If you find a mistake, do let us know through a message at our [Patreon page](#) or our [Discord Server](#) and we'll do what we can to fix things.

Below, content is listed by version to give a quick overview of how each arc is being developed and some small non-spoiler info about the scene. Below that, each arc so far developed and accessible is listed including the same scene info above, how to get it and any prerequisite conditions that are needed to trigger it. Enjoy everyone, I'll see you on the path of your choice! Go get it now!

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Glossary of Terms

Before we get started, here are a few terms that will be used as shorthand during the doc to keep areas clean. Here we will explain the term and formatting, so you can see at a glance what is meant when they come up later. **Note:** If the requirements of a scene don't mention one of the following as prerequisite, you can assume it is unrelated and the starting value will do. The same is true for unlisted prerequisite scenes, as long as you have viewed the previous arc scenes.

Day Number – This refers to the minimum numbers of days past in game before this scene will play out. Some scenes need a given amount of time to have passed, sometimes along with other requirement, to be triggered. It will be presented as in game like so: MM DD, so 01/15 means this scene will only play on or after the 15th day of the 1st game month.

Time of Day – This denotes if the scene plays out in the morning/afternoon, before the gameplay work shift of the day, or in the evening / night after the gameplay segment. For easiness sake, in this doc we will pretend Afternoon covers all the time before the gameplay, and Evening denotes all the time after the gameplay. Each day, up to one scene per day segment can be triggered.

Debt Remaining – This number denotes the amount of money Noe has cleared off her debt via the tips earned in the gameplay sections as her. This number should always be decreasing as the game goes on, so the higher the number listed here the easier / sooner you can trigger the scene. **You have to be less than or equal to this number to see the scene!** This will start at \$100,000

Waitress Total Tips – For scenes in the story paths for the main trio of waitresses (Kriem, Frankie and Kelsey), this number denotes how much overall tips they have earned during the gameplay. This number should always be rising so the lower the number listed here the easier it is to unlock the scene. **You have to be greater than or equal to this number to see the scene!**

Nerve – The most important stat of the group as it comes up in everything. This is a measure of how much of the fiery, risk-taking, take no shit, “I do what I want” side of Noe has re-emerged from its long repression. It marks how willing in general she is to do things a shy, conservative girl would. (Main Stat for all arcs)

Romance – This marks how susceptible the usually pragmatic girl is to acts of romance and mushy feelings. She has a loving side that is locked away but some people can still pull her strings. She may do a lot for a man (or a woman) who can pull at her heart and she doesn't realize just how much just yet. (Secondary stat for Brad, Damon, Frankie arcs – Also affects Outcomes in the Cooking Job)

Open Mind – Noe is an above average intelligent girl, but she does have her prejudices. She's still got the old teaching of her severely protective Italian cop father in her mind and other than some fun in college she's not seen much of other ways of living your life. She's never thought about things swinging or smoking pot but she will come into contact with it soon so she'd better get used to it. (Secondary stat for Roy, New Experience Guy, Kriem arcs – Also effects Outcomes in the Entertain Job)

Competitive – Deep down, Noe is a fighter and she doesn't like to lose. She has a latent ruthless businesswoman side and she may go to extreme lengths to make things go in her favour. That is doubly true when Sal is the one on the other side. As a sexy woman she has weapons in her arsenal that can help her win and if she can be riled up enough she will use them, 100%. (Secondary stat for Sal, Brad's Best Friend, Kelsey arcs – Also effects Outcomes in the Promote Job)

Management Gameplay Explanation

Goals of the Gameplay

The point of the gameplay is to have Noemi 1) Reduce and ultimately clear her debt, 2) Become competitive against Sal's restaurant, 3) Show off the changes in the girls' and the restaurant as the game progresses, including personal and sexy showings.

We want to design a system that is both fun to play, captures the competitive feel of the feud between Noe and Sal, and most importantly, that is not an obtrusive barrier to the player... by that we mean we don't want to design a gameplay system that requires you to purposely lose so you get Sal to win / get corruption scenes or feel. We want the gameplay to drive the unlocking of the story naturally while adding to / showing off the changes to Noe's personality and self-corruption against Sal's efforts. We think we have exactly that in this system.

As opposed to the old Restaurant Runner (v0.1), this system includes Sal and his influence in the happenings that occur to Noemi and her business. The theme is not as much about earning your tips, though that is a big part of it, but in also the day to day battling between the restaurants. It is also more about Noe's running of the business and assigning important duties, over her simply acting like a waitress and leaving the business work to the offscreen times.

Key Variables

The key things to track, make use of and that effect the outcomes and goals of the gameplay are:

Debt (Noe) / Money (Others) – This is the money earned by the girls during the course of their use in the gameplay. For Noe, it's money off her debts, for the other girls it's money towards their own goals and story events. This is the ultimate goal of the gameplay, to earn as much of this as possible as it drives the main story scenes progression for Noe (along with other stats) and the side event lines for the girls.

Stress – Stress levels are tracked by each girl and the more they are used the more stressed they get. The more stressed they are, the more they are likely to slip up and cause problems for the restaurant or earn less money for themselves. The goal is to balance this stat for the best risk / reward for you. Stress also helps you to not become dependent on one girl over the others!

Little Toscana Reputation – The numerical description of how liked and well-known Noe's place is in the neighbourhood. The higher it is, the more customers you can get in per day, meaning more

money flows your way. It also means you are more of a threat to Sal, so he will meddle more in your affairs the higher it is. Rep can also be burned, if high enough, for high risk actions. For example, you can flirt more boldly and get higher tips from a customer, at the expense of becoming known as a 'not so family friendly' place to bystanders. Rep is earned by promoting the restaurant and running the restaurant well and is lost by Sal's successful meddling or by reducing it yourself for other stat boosts.

Little Toscana Restaurant Rep also can affect the unlocking of main story scenes.

Salvatore's Deli Reputation – This is the same stat as Little Toscana Rep but for Sal's place. This marks Sal's fame or notoriety in the community. The higher it is, the more people will pass Noe's up for his restaurant and cost you business... and worse, they will believe he's not the Monster we know he is. The goal is to lower it and make it easier for Noe fight back and earn money, but by doing so he'll have less to lose and do brasher things to discredit Noe... sexier things too. Sal's rep will naturally increase over time as he does his own PR work, so stay ahead!

Day by Day

Each day, Noe (or rather the player) must assign her team to tasks for the day. The goals are to restore / increase "Little Toscana's" reputation, earn money towards her own debts (advances the main story) or for the other girls (advancing their own side events), and reduce the reputation of "Salvatore's Deli" ... Noe wants to crush him, not just beat him.

Each day, Noe can give herself and all available girls a job for the day. Each job will have an effect on either income and/or one of the reputations of the restaurants, and also on the stress of the girl participating. The possible activities and their potentials are listed below.

Once all tasks are assigned, the game moves to an "Outcomes" scene, spliced together from potential outcomes from the activities. These outcomes are decided after all jobs for the day are assigned and confirmed. Outcomes can range from good to bad for each job, and largely depend on the stress level of the girl performing them at the time. Other variables such as Noe's Nerve stat and the restaurants reputations can also affect outcomes. The "Outcomes" scene is a few simple lines and an image for each of the girls' day, plus any attempts by Sal to cause trouble. The outcomes can simply be skipped like a normal VN scene.

An example of a Good Outcome is a low stressed waitress waiting a table, she is calmer and more pleasant, therefore earning a nice tip. An example of a Bad Outcome is a high stressed waitress waiting a table, she is strung out and easy to irritate, hence she earns a lower tip.

After the Outcomes are shown, a wrap up UI is shown to highlight changes and allow for early planning for the next day.

Activities

The activities and their outcomes available to Team Noe are as follow:

Wait Tables (max 2 girls, min 1 girl): The girl assigned to this job works the main floor and interacts with customers. She earns tip money for herself that day, but the job has long hours and involves moving all day so is stressful. *Outcomes:* Money+, Stress+

Entertain the Customers (max 1 girl – Not Available in v0.5): The girl uses her day to greet customers or entertain them in their own way by putting on a show. Kriem can drum and play live music, while Kelsey can dance, things like that. These can be hit and miss, depending on stress and an element of randomness, as well as any meddling from Sal. *Outcomes:* Base Tips +/-, Performer Stress+, Other Working Girls Stress-

Cook on the Line (max 1 girl): One girl can help Brad in the kitchen for the day, working as a line chef and helping him get the dishes made. This is a high stress job but by doing so you can serve more customers and make better food, so the tip money for the day's active waitresses are increased. *Outcomes:* Money+ for the active waitresses, Stress++

Promote the Restaurant (max 1 girl): One girl can take the reins of the restaurant's public face and help increase the reputation of the shop. They can post fliers around, use the social media accounts, meet with locals outside the shop... pretty much anything needed to get the word out. This can be a tiring job and highly depends on the stress levels going in if it is positively or negatively effective, but it can help with the reputation better than anything. *Outcomes:* Restaurant Rep ++/--, Stress++

Day Off (Not Applicable to Noe): The girl can be taken off the roster for the day and head home to do whatever they want. They can relieve their stress this way, and in a big way, but they do nothing else for the restaurant. Noe can not take a day off on her work days, she has her own days off in the Downtime System, and while at work she won't take time off. *Outcomes:* Stress --

Note: Exact formulae for stat changes are constantly being tweaked with playtesting, but use Noe's stats of Open Mindedness, Romance and Competitiveness as variables, encouraging them to be increased more. The other girls have them too, allowing them to be trainable and suit different tasks better. Theirs are not used in the story.

Sal's Influence

Sal will try meddling in Noe's business and if his efforts are successful, he can cost you time, money and rep, not to mention boost your stress. This is War after all!

Sal will place a trap in some of the tasks, how many depends on how much of a challenge you are to his reputation at that time. After the tasks are assigned for the day, Sal's trap(s) are set and may affect outcomes. An example of one of his meddlings might be planting a "customer" of Noe's in the restaurant and having them grope the waitresses to spark a public fight and lower "Little Toscana's" Reputation or cost the girl tips for that day.

The higher the Reputation of Noe's restaurant, the more challenge she is to Sal and the more he will attempt to meddle each week / day. The lower Sal's own reputation, the less he has to lose and the more desperate / bold he will be in his meddling, and his attempts will be more damaging if successful.

Proactive vs Reactive Tasks – The girls can do their tasks (except Day Off) either Proactively or Reactively. Think of these as Offensive or Defensive plays in the war with Sal. Proactive versions allow for bolder actions and possibly bigger rewards if successful. For example, a proactive waitress can flirt more and earn a higher tip, but it can also leave them open to Sal's meddling. Proactively seeking tips can also reduce your reputation for being an upstanding business. A reactive version

means the girl is on the lookout for things that might trip them up and can avoid Sal's schemes, but being alert all day is tiring and hence stress will be increased more than normal.

If you assign a waitress to a proactive task that Sal has disrupted, it will fall flat and backfire on you, causing a loss. It's a high risk, high reward strategy with the risk rising depending on how heated the fight between Noe's and Sal's is. In the "*Promote the Restaurant*" task, being proactive means attacking Sal back via negative PR, reducing his Rep if successful.

If you assign a waitress to a reactive task that Sal has disrupted, his attempts will fail as the girl will see it coming. She can counter it for no loss and do her job for the day too. It is risk free, but always comes with a higher stress level if nothing should happen.

Note: *The Attitude System is locked on start now from v0.5 and onward. They unlock after you gain the ability to manipulate your/Sal's Rep, after the Scene "Taste the Difference" (Main Story Arc - #8)*

Version Scenes

v0.1 – Let the Game Begin!

Version v0.1 is, as the number suggests, the initial release of the game. The scenes included here lay out the beginning of the **Main Story** Arc. Scenes Included are:

The First Day of the Rest of Her Life

Noe opens up her shop and begins another day as we the player are introduced to some of the main cast of character (or re-introduced if you played "*NTR Origins: Noe Way Out*").

Part of Arc: Main Story

Noe on Show

Noe takes the time in the morning to change into her work uniform... but something isn't right. She has no time to fix it before she has to deal with the first customer of the day.

Part of Arc: Main Story

Gettin' Clean or Gettin' Dirty?

Noe spends her night after closing cleaning up the restaurant. The time alone give her the space to thing about some things...

Part of Arc: Main Story

Noe of Thrones

Noe and Brad spend their Friday night on the couch trying to catch up with the latest TV blockbuster series: "Witch One". But when Brad falls asleep, Noe watches on without him and things get out of hand.

Part of Arc: Main Story

The Name's Sta... Kriem! The Name's Kriem!

Little Toscana receives an unusual guest and surprisingly she's looking for a job! Noe can plainly see the gothic punk of a girl is not a good fit for the restaurant but to her horror she seems to be the only one!

Part of Arc: Main Story

v0.2 – Things Can Only Get Better

Version v0.2 is brings Kriem into the story as part of the ‘Little Toscana’ team and added her to the gameplay section too. By the end it provides a quick look of the day off activities, which introduced the love interest Damon and the side character Asana. It is at this point the game will stop railroading you in to the intro scenes and switch over to a the unlock method of story advancement. This version furthers the **Main Story** Arc and opens the **Sal** Arc, **Damon** Arc, **Asana** Arc as well as the activities Yoga and Park Walking. Scenes Included are:

Kriem’s Training Day

Noe shows her new hire the ropes and is shocked by her lack of shame when it comes to getting changed. Noe can see she’s going to have a hard time dealing with the girl, but they begin a bond over their mutual opinion of Sal.

*Part of Arc: **Main Story***

Welcome to Salvatore’s

Noe finds a letter in her main addressed to Sal and has reason to go across to his restaurant to exchange his for the letter of hers she is sure he has. She also aims to avoid coming face to face with her old waitresses.

*Part of Arc: **Sal Arc***

Pay Day!

Noe gives Kriem her performance review during her test period and decides to keep her on the staff for the foreseeable future. To her surprise, Kriem is overjoyed at her small paycheck

*Part of Arc: **Main Story***

Yo-ga girl!

Noe uses her day off to go back to her old Yoga class, right above her restaurant. She spends some time renewing the acquaintance of the instructor Asana and trying out some stretchy poses

*Part of Arc: **Asana Arc***

Park It!

Noe spends her down time strolling through the local park in her neighbourhood. She things through some of her larger life plans until an accident brings her into contact with the young man Damon.

*Part of Arc: **Damon Arc***

v0.3 – Fight Back

Version v0.3 sees Noe make her first moves against Sal as she sees an opening to exploit, him being away for a short time. Of course, Sal is not happy to see any fight in her. This version furthers the **Main Story** Arc and opens the **Kriem** Arc as it wraps up some of the consequences from her own Origin Story. Another new arc opened up is the **Brad** Arc, also known as the True Love arc. In addition, the activities Yoga and Park Walking each get their first repeatable scenes, and so do the new activities Binge Watch TV and Poker.

Taste the Difference

Noe gathers the troops around to try out her new recipe, but the taste test doesn't go as expected. The team arrange their first strike against the competition.

*Part of Arc: **Main Story***

After Hours Couple

Staying late at the shop, Noe works on prepping the food for the next few days use, but a change of plans ends her to a night with Brad by her side as they cook together

*Part of Arc: **Brad Arc***

Streets Ahead

The team's plan for a street party goes ahead and Noe tries to win the crowd back to her side with some drinks, good food and gossip. But Sal is not without his defence when an old friend tries to ruin Noe's plan

*Part of Arc: **Main Story***

Street Party Aftermath

After a successful party, Sal returns to the neighbourhood with an uncontrollable anger. Noe and Sal argue again but this time Noe has some witnesses.

*Part of Arc: **Main Story***

Kitchen Pals

Kriem spends her break time with Brad in the kitchen while Noe takes care of the front of house. They continue on the game they created when the first met, but things take a more serious turn when Brad tries to push through some team bonding by telling her stories of the days before Kriem appeared.

*Part of Arc: **Kriem Story***

v0.4 – The Team Woes and Grows!

Version v0.4 sees Little Toscana doing better after the events of the last version, but things for Brad and Noe aren't going as well. Personnel arrangement cause trouble, making Noe consider a new higher when she thinks about Brad's health. It just so happens somebody comes looking for a job. Outside of the shop, things heat up too, as the happy couple get a little friskier, and we meet another love/hate interest, Beckett 'Beck' Leech too. The scenes included here continue the **Main Story** Arc up until Frankie arrives, as well as pushes the **Brad/True Love** Arc forward and opens up the **Beck** and **Roy** arcs on top. Scenes Included are:

Now Who Needs a Break?

Noe and Brad discuss their plans in the long and the short term, leading Noe to think they could use a second helping hand around the shop.

*Part of Arc: **Main Story***

Call Me 'Frankie'

A classy woman walks into the shop in a huff, and after a chat about a topic of mutual disgust, Sal, Noe is ambushed by another job applicant.

*Part of Arc: **Main Story***

Surprise, Date Night!

Closing up the shop for the night leads to a show on the sidewalk, before Noe is convinced to join Brad for a late night on the town.

*Part of Arc: **Brad Arc***

Nasty Neighbours

Noe tries to get Roy to leave so she can close up shop for the night but trouble with his 'neighbours' leads to him wanting to stay late with her.

*Part of Arc: **Roy Arc***

Playing a Hand

An evening of Poker and playing turns to a headed confrontation between Noe and Brad's best friend Beckett 'Beck' Leech over who's top in Brad's eyes and in the game at hand.

*Part of Arc: **Beck Arc***

v0.5 – A Touch of Mature Love

Version v0.5 is dubbed thus because Frankie makes her initial mark on the game, joining in with the gameplay, the main story and her own arc too. Still, it's Noe's game after all and now that Frankie is acclimated to the new life she faces, Noe can get back on with her headbutting with Sal in future... except for one serious event that might give her pause. With that weight off her mind she can also focus on other things, heart-pounding things, and only Brad can help her out right now. The scenes included here continue the **Main Story** Arc up until Team Noe receive Sal's latest message, as well as pushes the **Brad/True Love** Arc forward again to a special point, plus it opens up the **Frankie** Arc too. Scenes Included are:

Frankie's First Day

Frankie appears for her first day of work and her first change into uniform. She meets with Kriem too, but shockingly they don't hit it off. After this, Frankie is free to work as instructed.

*Part of Arc: **Main Story***

Can't Come Out to Play

While all of Team Noe work through the day around and about the shop, a messenger appears in a Deli Uniform and stirs up arguments and a little fear in the 'Little Toscana' staff.

*Part of Arc: **Main Story***

Do or Do Not, There is No 'Try'

Noe puts her plan into action and delivers on her promise from the last time she and Brad managed to fool around. But can Brad hold up his end?

*Part of Arc: **Brad Arc***

Someone's in the Kitchen with Frankie

Noe stays late to teach her new hire a thing or two, but Frankie seems easily distracted by anything and everything else, especially the bottle of Red Wine nearby. Time to get in some girl bonding?

*Part of Arc: **Frankie Arc***

v0.6 – And Then There Were ‘4’

Version v0.6 is named for the fact that by the end of the main story Kelsey comes to join the team. The story presses forward for one more big push, as Sal starts to really play dirty, and get Noe dirty and stir up trouble for both sides. The sexy starts to bleed into the main story too, and that’s perfect for Kelsey to get involved with too. The scenes include 3 new **Main Story** scenes to get to Kelsey coming onboard, the last major milestone before we start to take the main out of the focus for a while as we get more character arc scenes in and even more sexy on top too. Also included are some character arc scenes, one for the **Sal** Arc and one for the **Damon** Arc, plus some stepped up and more risqué gameplay CGs now that Noe can reach as high as Nerve level 4. Scenes Included are:

A Plan Comes Together

Noe calls the girls in early to explain her latest plan to attack Sal, only the girls are not so happy or energetic to hear her out. While waiting on them, Noe goes to check on the delivery of her stock which is late, walking into a Sal trap herself.

*Part of Arc: **Main Story***

A Plan Falls Apart

Sal’s Trap hits Noe hard, bringing her to tears as she is semi-publicly shamed as a whore. She doesn’t stay sad long, instead getting worked up as she sets about making a new, more extreme plan of attack then before. Meanwhile, she sets her girls to work, including getting revenge on Alice and Beth.

*Part of Arc: **Main Story***

Kelsey to the Rescue!

Noe is still buried in her office, trying to come up with some way she can out manoeuvre the much bigger Sal’s Deli, but she keeps coming up short. That is until a surprise visitor comes to see her, helping her solve her latest problem... but she has demands of her own.

*Part of Arc: **Main Story***

Community Connections

Noe arrives to the community council’s business owners’ meeting, bumping into Asana at the entrance. She is worried Sal is up to something and can either join the meeting or of looking for him in case he is up to one of his schemes.

*Part of Arc: **Sal Arc***

Strangers No More

A morning in the park leads Noe to watching a local team’s game of baseball, Damon’s team in fact. The shy guy impresses her with his pitching skill, but not his social ones. Maybe Noe can help him out?

*Part of Arc: **Damon Arc***

v0.7 – A Full House Rocks the Most!

Version v0.7 sees Kelsey take her place amongst the girls of Little Toscana, filling out the staff and adding the last girl to the gameplay at last. She also comes bearing scenes as she makes her mark on

the game and quick. Together with the other girls, Kelsey settles in, showing us her true colours (not just pink) as she plays with her peers. She also shows us what kind of service she is willing to give when challenged. While we're still on the subject of the waitresses, Frankie and Kriem both make a showing, Frankie taking her second step into her personal story and bringing up her strange family life from her Origin Story, while Kriem takes her attituded and lets it loose on Roy, after she finds out he's been talking out of school. Noe keeps it all wrangled and working in her favour, mostly, while at the same time she makes sure her nights on the couch with Brad are eventful, in both a lovers' kind of way, and also in a way cheating wives can get behind! Scenes Included are:

Everyone Loves Kelsey

Noe introduces her newest hire to the other girls, stopping a teenage brawl from braking out in the morning when Kelsey meets Kriem, then letting Frankie show the youngest girl how it's done steps away to put her new media tips into action. The older, purer woman is no match for the mind games of the Devil in pink.

Part of Arc: *Main Story*

Life Imitates Art

Together with Brad, Noe enjoys a whole new episode of the hit show *Witch One*, and with it all the fantasy and sex prime time TV has to offer. A lovely night on the couch turns from teasing to amorous and then to match the heat on screen, as Noe gets her naughty on, with or without Brad as her previous choices dictate.

Part of Arc: *Brad/True Love Arc*

Dining, Family Style

Frankie stays late, keeping Little Toscana open after hours for her date night with Eddy. Teaching him how to treat a lady, she takes the lead on a practice dinner date, only to distress Noe and Kriem alike with the unusualness of it all. However... It seems like some of her logic isn't lost on the establishment owner. Maybe she can use some of that same spirit elsewhere?

Part of Arc: *Frankie Arc*

'Wow' Factor

Kelsey has the whole shop floor to herself, just one customer to please on a slow day. While Noe's away the girl will play, and so she does what she can to brazenly solicit a big tip from him. Her competitiveness leads her to bet she can make him say 'Wow' and get a service he can't get from any other girl.

Part of Arc: *Kelsey Arc*

It's My House Now

Noe's attempts to butt into Roy's problems only make it worse when she pulls Kriem into his neighbour troubles. Sparking a whole new fight, the dining room isn't spared at sight as Kriem makes a bold declaration.

Part of Arc: *Roy Arc*

v0.8 – Beck in Business

As the name suggests, v0.8 is all about Beck and bringing him to the table, first the poker table, then beyond. It is the first version character focused and digging in on the arc content of a single

character. Picking off from the first scene where Noe and Beck butt heads, their early scenes covered in this version see the deeper feelings that sit unsettled under the surface come up, and the fierce competition kicks off between them as Noe let's her competitive side get the better of herself. Scenes Included are:

Pay to Play

Noe and Beck pay another hand of Poker, and this time Noe is on the losing end of the night overall. In order to keep playing, aiming for one last shot to rub Beck's face in it, Noe takes on a bet that's for more than just money. Caught between the two opposing forces in his life, Brad lets the two settling things, and unfortunately for Noe she's led into a trap that sees Beck earn a free car washing and humiliation punishment out of her.

*Part of Arc: **Beck Arc***

Wax On, Face Off!

Noe reports for duty on her day off, intent on putting the humiliation of washing Beck's car behind her. The two can't hold back their headbutting even that long, and Beck lets slip that he's long held feelings for Noe she's not reciprocated. Already burned on him, Noe refuses Beck's request to start things over, but she wants to put their bad blood behind them for Brad's sake. To settle that issue, she invites Beck over for some 1-vs-1 poker next time Brad's away, then she washes the car. Meanwhile, Beck starts thinking what life could be like if he can split Noe and Brad apart using his dick.

*Part of Arc: **Beck Arc***

A Risqué Deal

Noe's head to head, 1-vs-1 with Beck over the poker table takes place and again Noe finds herself pushed back. Being confronted with the possibility that she'll have to give up the grudge with him and end it with a big fat win for Beck, Noe is driven to seek any alternative to that worst possible outcome. When Beck proposes one last chance, one shot at best of 5 hands, to settle the score Noe has a choice to make: Let him laud the win over her for ever or submit to some strip poker.

*Part of Arc: **Beck Arc***

Ready Player 2

Beck comes to rub his winning over Noe, right in her own shop too. He taunts her and makes reference to their game of strip poker, causing Noe to try shut him up and a nousey Kelsey to join in on their conversation. Beck is quick to flirt with the younger girl, and she's quick to tease him back, until they end up fighting over the quality of Kelsey's car. Noe separates the two before a scene plays out, but in deciding who she sends away determines the future dynamic between the trio.

*Part of Arc: **Beck Arc***

Take it Outside

Noe is coaxed back into another battle with Beck, and she leaves work early to take on the challenge. On her way out she's ambushed by Kelsey, also on her way out for fun, and shown the deeper colours of her latest employee. Kelsey has advice for her, to lean in and push back on Beck until he can't handle it anymore. Noe brushes her off at first but later relies on that advice when Beck takes their competitive war to a new physical realm. They battle in a foot race, with a handjob at stake, and thanks to Kelsey's advice Noe is able to see Beck squirm for one and even pull back a point in their ongoing head-to-head.

*Part of Arc: **Beck Arc***

v0.9 – Beck, Again!

Release v0.9 picks up where the last left off, bringing Noe's feud with the dude to another level on top of where it was. They continue to butt heads over who is better, until they have no option (unless they were sensible about it) but to both go on the offence at once, at the same time, in the same bed. The version also includes some other arc advancements beyond Beck, with a Main Story scene to open up the Entertainment task at Little Toscana, and more Kriem as her Origin Story fallout starts to come home to Noe's doorstep. Scenes Included are:

That's Entertainment!

Noe calls her War Council together again before opening shop, this time with her roster of girls complete. Between Kriem, Frankie and Kelsey they come to some kind of consensus on their next step forward: To make use of the quiet hours of service to put on several shows, to entertain the crowd and bring in new people at new times. Kriem wants to hold rock shows, Frankie wants to be dramatic, and Kelsey wants Noe to be more American and use what the girls have on their side, their looks.

*Part of Arc: **Main Story***

Bigger Table, More Fun!

Kelsey lifts a rare finger to help Noe move a table out of the restaurant's storage for poker night now that a new player is thinking of joining. Far from being benevolent, Kelsey uses the change to stick her nose in Noe's business when nobody else is around, pressing her to keep butting heads with Beck until she's ready to let Kelsey play too.

*Part of Arc: **Beck Arc***

A Hand Down Under

Noe joins in on Poker Night again, only this time with a twist. She sits with Beck in his lap, right in front of Brad, in an attempt to spoil Beck's win for the night. Quickly they'll get wrapped up in their own battle again, with Beck pushing Noe with his and to her pussy to prove a point. Only a fair fight will settle who's the best down under.

*Part of Arc: **Beck Arc***

The Best Defense is a Good Offense

Beck and Noe spend an evening together at home, all while Brad is out working hard. They quickly take it to the bed in a battle of offenses and who can make the other cum first, all for that mythical "Skill" point in their rivalry. Who can win the 69 and the bragging rights?

*Part of Arc: **Beck Arc***

Milk Carton Kriem

A flustered man comes to Noe for help, hoping to put up a flier in her window. Surprise, surprise, the girl he's looking for is his missing daughter Starling, or Kriem, as Noe knows her. Pumping him for information on her rogue waitress, Noe learns a thing or two about the girl, not all of it she likes. In the end she can't help but get involved in the family matters.

*Part of Arc: **Kriem Arc***

Arc Paths

Main Story Arc

1) *The First Day of the Rest of Her Life*

Noe opens up her shop and begins another day as we the player are introduced to some of the main cast of character (or re-introduced if you played “*NTR Origins: Noe Way Out*”).

This scene will play out in the beginning of the game.

Noe automatically earns \$4 off her debt in this scene.

Prerequisite Scenes

None

Prerequisite Stats

None

2) *Noe on Show*

Noe takes the time in the morning to change into her work uniform... but something isn't right. She has no time to fix it before she has to deal with the first customer of the day.

This scene will kick in on the second day without needing unlocking

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/02

Time of Day: Afternoon

3) *Gettin' Clean or Gettin' Dirty?*

Noe takes the time in the morning to change into her work uniform... but something isn't right. She has no time to fix it before she has to deal with the first customer of the day.

In this scene, Noe has the choice to think about Brad or about the customer from the previous day. Selecting Brad will increase her Romantic stat by 1, while selecting the Customer will increase her Open Mind by 1

This scene will play automatically when you come to it.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/04

Time of Day: Evening

4) *Noe of Thrones*

Noe and Brad spend their Friday night on the couch trying to catch up with the latest TV blockbuster series: "Witch One". But when Brad falls asleep, Noe watches on without him and things get out of hand.

This scene will also play out automatically when you come to it.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/05

Time of Day: Evening

5) *The Name's Sta... Kriem! The Name's Kriem!*

Little Toscana receives an unusual guest and surprisingly she's looking for a job! Noe can plainly see the gothic punk of a girl is not a good fit for the restaurant but to her horror she seems to be the only one!

This scene will also play out automatically when you come to it.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/07

Time of Day: Afternoon

6) *Kriem's Training Day*

Noe shows her new hire the ropes and is shocked by her lack of shame when it comes to getting changed. Noe can see she's going to have a hard time dealing with the girl, but they begin a bond over their mutual opinion of Sal.

This scene will also play out automatically when you come to it.

After this scene, the Cooking daily job activity is unlocked in the Gameplay Restaurant Manager automatically.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/08

Time of Day: Afternoon

7) Pay Day!

Noe gives Kriem her performance review during her test period and decides to keep her on the staff for the foreseeable future. To her surprise, Kriem is overjoyed at her small paycheque

This scene will also play out automatically when you come to it.

After this scene, Kriem will be officially part of 'Team Noe' and a part of the game. Now that Noe can afford to be more flexible in her staffing and scheduling, the game will open up and stop railroading you with scenes. From this point on other character arcs will become available and further scenes unlockable based on time, stats and a combination of the two.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/12

Time of Day: Evening

8) Taste the Difference

Noe gathers the troops around to try out her new recipe, but the taste test doesn't go as expected. The team arrange their first strike against the competition.

After this scene, the Promo daily job activity is unlocked in the Gameplay Restaurant Manager sections automatically.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/16

Time of Day: Afternoon

Debt Remaining: \$99800

9) Streets Ahead

The team's plan for a street party goes ahead and Noe tries to win the crowd back to her side with some drinks, good food and gossip. But Sal is not without his defence when an old friend tries to ruin Noe's plan

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/21

Time of Day: Afternoon

Debt Remaining: \$100,000 (This is because once you set the previous scene in motion, we don't want you being forced to wait on this one if you increase your debt in the interim. We will leave this out in future events below where this applies.)

10) Street Party Aftermath

After a successful party, Sal returns to the neighbourhood with an uncontrollable anger. Noe and Sal argue again but this time Noe has some witnesses.

Little Toscana automatically gains 5 Points during this scene while Salvatore's Deli loses 5 Points thanks to their owners' actions before the public.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/25

Time of Day: Afternoon

11) Now Who Needs a Break?

Noe and Brad discuss their plans in the long and the short term, leading Noe to think they could use a second helping hand around the shop.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/02

Time of Day: Afternoon

Debt Remaining: \$99700

12) Call Me 'Frankie'

A classy woman walks into the shop in a huff, and after a chat about a topic of mutual disgust, Sal, Noe is ambushed by another job applicant.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/06

Time of Day: Afternoon

Debt Remaining: \$99600

13) Frankie's First Day

Frankie appears for her first day of work and her first change into uniform. She meets with Kriem too, but shockingly they don't hit it off. After this, Frankie is free to work as instructed.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/07

Time of Day: Afternoon

14) Can't Come Out to Play

While all of Team Noe work through the day around and about the shop, a messenger appears in a Deli Uniform and stirs up arguments and a little fear in the 'Little Toscana' staff.

In this scene Noe automatically gains +1 Nerve.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/14

Time of Day: Afternoon

Debt Remaining: \$99400

15) A Plan Comes Together

Noe calls the girls in early to explain her latest plan to attack Sal, only the girls are not so happy or energetic to hear her out. While waiting on them, Noe goes to check on the delivery of her stock which is late, walking into a Sal trap herself.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/21

Time of Day: Afternoon

Debt Remaining: \$99250

16) A Plan Falls Apart

Sal's Trap hits Noe hard, bringing her to tears as she is semi-publicly shamed as a whore. She doesn't stay sad long, instead getting worked up as she sets about making a new, more extreme plan of attack then before. Meanwhile, she sets her girls to work, including getting revenge on Alice and Beth.

Noe automatically gains +1 Nerve from this scene, given the strengthening of her resolve during it. Little Toscana also loses 10 Points of Rep thanks to the paper report on her.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/25

Time of Day: Afternoon

Debt Remaining: \$99250

17) Kelsey to the Rescue!

Noe is still buried in her office, trying to come up with some way she can out manoeuvre the much bigger Sal's Deli, but she keeps coming up short. That is until a surprise visitor comes to see her, helping her solve her latest problem... but she has demands of her own.

Little Toscana gains 10 Reputation Points during this scene thanks to a boost from Kelsey.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/28

Time of Day: Afternoon

Debt Remaining: \$99250

18) Everybody Loves Kelsey!

Noe introduces her newest hire to the other girls, stopping a teenage brawl from breaking out in the morning when Kelsey meets Kriem, then letting Frankie show the youngest girl how it's done steps away to put her new media tips into action. The older, purer woman is no match for the mind games of the Devil in pink.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/29

Time of Day: Afternoon

Debt Remaining: \$99250

19) That's Entertainment!

Noe calls her War Council together again before opening shop, this time with her roster of girls complete. Between Kriem, Frankie and Kelsey they come to some kind of consensus on their next step forward: To make use of the quiet hours of service to put on several shows, to entertain the crowd and bring in new people at new times. Kriem wants to hold rock shows, Frankie wants to be dramatic, and Kelsey wants Noe to be more American and use what the girls have on their side, their looks.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 03/04

Time of Day: Afternoon

Debt Remaining: \$99000

(End of Current Arc Content)

Asana Arc

1) Yo-ga Girl!

Noe uses her day off to go back to her old Yoga class, right above her restaurant. She spends some time renewing the acquaintance of the instructor Asana and trying out some stretchy poses.

This scene plays out once you've selected the Yoga activity for the first time. *As it also functions as a Yoga Day Off Activity and relieves her Stress by 60 points.*

Prerequisite Scenes

Pay Day! (**Main Story** Arc - #7)

Prerequisite Stats

Day Number: 01/13

Time of Day: Afternoon

(End of Current Arc Content)

Beck Arc

1) Playing a Hand

An evening of Poker and playing turns to a headed confrontation between Noe and Brad's best friend Beckett 'Beck' Leech over who's top in Brad's eyes and in the game at hand.

In this scene, Noe has the choice to Go 'Double or Nothing' or Play it Safe. Selecting to bet it all will give Noe +1 to Competitive Stat, while Playing it Safe means she keeps her \$50 and it comes off her debt. This scene also acts as a Poker Day Off Activity, in that way it reduces her stress for the week, 25 point if she chooses Go 'Double or Nothing', 35 points if she chooses Play it Safe.

Prerequisite Scenes

Pay Day! (**Main Story** Arc - #7)

Prerequisite Stats

Day Number: 01/13

Time of Day: Afternoon

2) Pay to Play

Noe and Beck play another hand of Poker, and this time Noe is on the losing end of the night overall. In order to keep playing, aiming for one last shot to rub Beck's face in it, Noe takes on a bet that's for more than just money and is led into a trap that sees Beck earn a free car washing and humiliation punishment out of her.

This scene also acts as a Poker Day Off Activity, in that way it reduces her stress for the week by 35 points.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/27

Time of Day: Afternoon

Competitive: 1

Debt Remaining: \$99700

3) Wax On, Face Off

Noe reports for car wash duty on her day off. Beck lets slip that he's long held feelings for Noe she's not reciprocated. Noe refuses Beck's request to start things over, but she wants to put their bad blood behind them for Brad's sake. To settle that issue, she invites Beck over for some 1-vs-1 while, Beck starts thinking what life could be like if her can split Noe and Brad apart using his dick.

This scene also acts as a Car Wash Day Off Activity, in that way it reduces her stress for the week by 35 points and earns her \$100 off her debts. It also unlocks the Car Wash activity for later use.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/08

Time of Day: Afternoon

Competitive: 1

Debt Remaining: \$99350

4) A Risqué Deal

Noe's 1-vs-1 with Beck over the poker table takes place and again Noe finds herself pushed back. Being confronted with the possibility that she'll have to give up the grudge with him and end it with a big fat win for Beck, Noe is driven to seek any alternative to that worst possible outcome. Noe has a choice to make: Let him laud the win over her for ever or submit to some strip poker.

*In this scene, Noe has the choice to Reject His Offer and Fold or Strip Poker It Is. **Selecting to Fold will End the Beck Path at this Point. It is only for people who don't want Noe to engage with Beck during their game.** A ramp back onto the path may be added later. Selecting Strip Poker will continue on the Beck Path, add +1 Competitive and +1 Nerve to her, as well as earn Noe \$200 off her debt.*

This scene also acts as a Poker Day Off Activity, in that way it reduces her stress for the week by 35 points.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/18

Time of Day: Afternoon

Competitive: 3

Debt Remaining: \$99000

5) Ready Player 2

Beck comes to the restaurant to rub his winning over Noe. He taunts her and makes reference to their game of strip poker, causing Noe to try shut him up and a nosey Kelsey to join in on their conversation. They are quick to flirt until they end up fighting over the quality of Kelsey's car. Noe separates the two before a scene plays out, but in deciding who she sends away determines the future dynamic between the trio.

In this scene, Noe has the choice to Send Kelsey Away or Tell Beck to Leave. For now, this choice has no effect on the game, but will become an important consideration in the later pathing for this arc. It is recommended to pay close attention and choose the character you prefer to see more of.

Prerequisite Scenes

Everyone Loves Kelsey (**Main Story** Arc - #18)

Prerequisite Stats

Day Number: 02/30

Time of Day: Afternoon

Competitive: 3

Debt Remaining: \$98600

6) Take it Outside

Noe is coaxed back into another battle with Beck, and she leaves work early to take on the challenge. On her way out she's ambushed by Kelsey who has advice for her, to lean in and push back on Beck. Beck takes their competitive war to a new physical realm. They battle in a foot race, with a handjob at stake, and thanks to Kelsey's advice Noe is able to see Beck squirm for one and even pull back a point in their ongoing head-to-head.

In this scene Noe automatically gains +1 Competitive.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 03/06

Time of Day: Evening

Competitive: 5

Debt Remaining: \$98250

7) Bigger Table, More Fun!

Kelsey lifts a rare finger to help Noe move a table out of the restaurant's storage for poker night now that a new player is thinking of joining. Far from being benevolent, Kelsey uses the change to stick her nose in Noe's business when nobody else is around, pressing her to keep butting heads with Beck until she's ready to let Kelsey play too.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 03/08

Time of Day: Evening

Competitive: 5

Debt Remaining: \$97900

8) A Hand Down Under

Noe joins in on Poker Night again, only this time with a twist. She sits with Beck in his lap, right in front of Brad, in an attempt to spoil Beck's win for the night. Quickly they'll get wrapped up in their own battle again, with Beck pushing Noe with his and to her pussy to prove a point. Only a fair fight will settle who's the best down under.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 03/16

Time of Day: Evening

Competitive: 6

Debt Remaining: \$97600

9) The Best Defense is a Good Offense

Beck and Noe spend an evening together at home, all while Brad is out working hard. They quickly take it to the bed in a battle of offenses and who can make the other cum first, all for that mythical "Skill" point in their rivalry. Who can win the 69 and the bragging rights?

In this scene Noe automatically gains +1 Nerve, +1 Competitive and reduces her stress by 40 Points.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 03/23

Time of Day: Evening

Competitive: 7

Debt Remaining: \$97200

(End of Current Arc Content)

Brad Arc

1) After Hours Couple

Staying late at the shop, Noe works on prepping the food for the next few days use, but a change of plans ends her to a night with Brad by her side as they cook together.

Prerequisite Scenes

Pay Day! (**Main Story** Arc - #7)

Prerequisite Stats

Day Number: 01/14

Time of Day: Evening

Romance: 1

2) Surprise, Date Night!

Closing up the shop for the night leads to a show on the sidewalk, before Noe is convinced to join Brad for a late night on the town.

Noe automatically gains +1 Nerve from this scene, given the boldness of her actions and thoughts during it.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/28

Time of Day: Evening

Romance: 2

Debt Remaining: \$99750

3) Do or Do Not, There is No 'Try'

Noe puts her plan into action and delivers on her promise from the last time she and Brad managed to fool around. But can Brad hold up his end?

In this scene, Noe has the choice to 'Fuck Him for Love' or 'Give Up on Brad'. This choice is to continue along with Brad's/True Love arc. **Choosing him will NOT exclude you from other character paths.** It also gives Noe +1 Romance and 40 points of Stress Reduction. Choosing to 'Give Up' on Brad will allow you to make different, less loving choices along the path later. It also gives Noe +1 Nerve and 20 points of Stress Reduction

Prerequisite Scenes

Frankie's First Day (**Main Story** Arc - #13)

Prerequisite Stats

Day Number: 02/11

Time of Day: Evening

Romance: 3

Debt Remaining: \$99600

4) Life Imitates Art

Together with Brad, Noe enjoys a whole new episode of the hit show Witch One, and with it all the fantasy and sex prime time TV has to offer. A lovely night on the couch turns from teasing to amorous and then to match the heat on screen, as Noe gets her naughty on, with or without Brad as her previous choices dictate.

In this scene, Noe has the choice to 'Play with Brad' or 'Play Alone'. While the choice splits the path, it is reliant on the previous scene's choice, making this scene play out in both a Romantic and also a ntr style. Playing with Brad reduced Noe's Stress by 25 Points, Playing Alone reduced her Stress by 40 Points.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/24

Time of Day: Evening

Romance: 4

Debt Remaining: \$99300

(End of Current Arc Content)

Damon Arc

1) Park it!

Noe spends her down time strolling through the local park in her neighbourhood. She things through some of her larger life plans until an accident brings her into contact with the young man Damon.

This scene plays out when you select the Park activity for the first time. *As it also functions as a Park Walk Day Off Activity, it relieves Noe's Stress by 60 points.*

Prerequisite Scenes

Pay Day! (**Main Story** Arc - #7)

Prerequisite Stats

Day Number: 01/13

Time of Day: Afternoon

2) Strangers No More

A morning in the park leads Noe to watching a local team's game of baseball, Damon's team in fact. The shy guy impresses her with his pitching skill, but not his social ones. Maybe Noe can help him out?

This scene plays out when you select the Park activity on the Day Off Menu. *As it also functions as a Park Walk Day Off Activity, it relieves Noe's Stress by 60 points.*

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/27

Time of Day: Afternoon

Debt Remaining: \$99750

(End of Current Arc Content)

Frankie Arc

1) Someone's in the Kitchen with Frankie

Noe stays late to teach her new hire a thing or two, but Frankie seems easily distracted by anything and everything else, especially the bottle of Red Wine nearby. Time to get in some girl bonding?

Prerequisite Scenes

Frankie's First Day (**Main Story** Arc - #13)

Prerequisite Stats

Day Number: 02/08

Time of Day: Evening

Waitress Total Tips: \$100

2) Dining, Family Style

Frankie stays late, keeping Little Toscana open after hours for her date night with Eddy. Teaching him how to treat a lady, she takes the lead on a practice dinner date, only to distress Noe and Kriem alike with the unusualness of it all. However... It seems like some of her logic isn't lost on the establishment owner. Maybe she can use some of that same spirit elsewhere?

Prerequisite Scenes

Strangers No More (**Damon** Arc - #2)

Prerequisite Stats

Day Number: 02/22

Time of Day: Evening

Waitress Total Tips: \$200

(End of Current Arc Content)

Kelsey Arc

1) 'Wow' Factor

Kelsey has the whole shop floor to herself, just one customer to please on a slow day. While Noe's away the girl will play, and so she does what she can to brazenly solicit a big tip from him. Her competitiveness leads her to bet she can make him say 'Wow' and get a service he can't get from any other girl.

Prerequisite Scenes

Everyone Loves Kelsey (**Main Story** Arc - #18)

Prerequisite Stats

Day Number: 02/29

Time of Day: Afternoon

Waitress Total Tips: \$100

(End of Current Arc Content)

Kriem Arc

1) Kitchen Pals

Kriem spends her break time with Brad in the kitchen while Noe takes care of the front of house. They continue on the game they created when they first met, but things take a more serious turn when Brad tries to push through some team bonding by telling her stories of the days before Kriem appeared.

Prerequisite Scenes

Pay Day! (**Main Story** Arc - #7)

Prerequisite Stats

Day Number: 01/14

Time of Day: Afternoon

Waitress Total Tips: \$100

2) Milk Carton Kriem

A flustered man comes to Noe for help, hoping to put up a flier in her window. Surprise, surprise, the girl he's looking for is his missing daughter Starling, or Kriem, as Noe knows her. Pumping him for information on her rogue waitress, Noe learns a thing or two about the girl, not all of it she likes. In the end she can't help but get involved in the family matters.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 01/21

Time of Day: Afternoon

Waitress Total Tips: \$200

(End of Current Arc Content)

Roy Arc

1) Nasty Neighbours

Noe tries to get Roy to leave so she can close up shop for the night but trouble with his 'neighbours' leads to him wanting to stay late with her.

Prerequisite Scenes

Kriem's Training Day (**Main Story** Arc - #6)

Prerequisite Stats

Day Number: 01/30

Time of Day: Evening

Debt Remaining: \$99,800

Open Mind: 1

2) It's My House Now

Noe's attempts to butt into Roy's problems only make it worse when she pulls Kriem into his neighbour troubles. Sparking a whole new fight, the dining room isn't spared at sight as Kriem makes a bold declaration.

Little Toscana automatically loses 5 Rep Points in this scene thanks to Kriem's nudity.

Prerequisite Scenes

None

Prerequisite Stats

Day Number: 02/16

Time of Day: Afternoon

Debt Remaining: \$99,500

Open Mind: 2

(End of Current Arc Content)

Sal Arc

1) Welcome to Salvatore's

Noe finds a letter in her main addressed to Sal and has reason to go across to his restaurant to exchange his for the letter of hers she is sure he has. She also aims to avoid coming face to face with her old waitresses.

Noe has a choice here, to open Sal's letter or not to. Choosing to open the letter illegally will give Noe +N nerve. Opening the letter also opens Noe's options in the following scene, to allow her to Spy on Sal thanks to hints in the letter.

Prerequisite Scenes

Kriem's Training Day (**Main Story** Arc - #6)

Prerequisite Stats

Day Number: 01/10

Time of Day: Afternoon

Debt Remaining: \$99,850

2) Community Connections

Noe arrives to the community council's business owners' meeting, bumping into Asana at the entrance. She is worried Sal is up to something and can either join the meeting or of looking for him in case he is up to one of his schemes.

Noe has a choice here, to Join the Main Meeting or Investigate Sal's Scheme. By going to the meeting, she talks more with Asana and Clair, getting to know them better. By investigating Sal, she will find him seducing Heather the organizer from the letter, as well as attempting to lead her into helping his business. Noe can only follow Sal if she opened the letter in the previous scene. Either choice may have later ramifications, including shedding more light on Sal's schemes.

Prerequisite Scenes

Yo-ga Girl! (**Asana** Arc - #1)

Prerequisite Stats

Day Number: 01/28

Time of Day: Afternoon

Debt Remaining: \$99,600

(End of Current Content)

Day Off Activities

Yoga

Noe can use her precious down time trying to clear her mind, sooth her soul and work out her body all at once! She does love to multi-task, even when she's off work. Yoga can be used to elevate the stress built up over the work week and it is a good way to meet up with Asana if that's something you want.

Yoga is available on all days off. It reduces Noe's stress by 60 on the day she chooses this. Private Sessions (Solo Training) Open Mind Stat by 1 per session. They are intense and only burn a little more than half the amount of stress.

Asana can usually be found at her Yoga Studio, leading her class.

Repeatable Scenes

Scene 1

Noe uses her time off to go back to Yoga class. She does a few stretches and gets an exercise high as well as sees Asana, noting that she is rather flirty, more than she remembers from months ago. Maybe she is lonely or looking for a boyfriend within her class.

Outcomes: -60 Stress for Noe

Scene 2

Asana helps Noe rub work out all that built up stress by massaging her leg, while the pervert from the class watches on and stays behind to see it. Asana talks about her special class she teaches, but tells Noe it's couples only, before (possibly joking) invites her to a 3 some.

Outcomes: -60 Stress for Noe

Prerequisite Stats

Open Mind: 2

Training Scenes

Open Mind Training Solo Scene 1

After booking a private session alone with Asana, Noe is put through her paces. The pair chat to get through it while Asana give her a motivational speech about life and being open to new things.

Outcomes: +1 Open Mind Stat for Noe, -35 Stress for Noe

Kelsey Competitive Training Scene 1

Noe invites Kelsey along to Asana's to share in a session of Yoga, and some team bonding, with a fellow enjoyer of exercise. It seems Kelsey takes any kind of activity seriously, planning to win the session as if it were a game.

Outcomes: +1 Competitive Stat for Kelsey, -35 Stress to Noe

(End of Current Arc Content)

The Park

Noe spends time wandering the local park and people watching as all sorts of folks come and go. Getting some fresh air and some time to think to herself can help keep Noe calm.

The Park is available on all days off. It reduces Noe's stress by 60 on the day she chooses.

Damon can usually be found training in the park.

Repeatable Scenes

Scene 1

Noe takes the day off and enjoys the park. She sees Damon practicing baseball and remembers the hit to the head she got from him. She decides not to bother him since he's busy and his cute nervousness is fun to watch but she'd rather not lead him on today.

Outcomes: -60 Stress for Noe

Training Scenes

Kriem Open Mind Training Scene 1

Noe invites Kriem to spend the late morning and afternoon relaxing in the park with her. Together the two take it easy, and Noe gently probes her most guarded friend for some bonding, letting her know she's there if needed. She's not, yet, but the two get a little closer.

Outcomes: +1 Open Mind Stat for Kriem, -35 Stress to Noe

(End of Current Arc Content)

Binge-Watch TV

One of Noe's favourite activities is to curl up on the couch with somebody and share some drama, comedy or anything else. For the most part she watches alone and views shows she shouldn't be watching without Brad, naughty naughty! Usually all fine upstanding shows... but Noe's subscription does come with a few adult channels too.

Watching TV is available on all days off. TV reduces Noe's stress by 45. Renting Rom-Com's by the score and Binge Watching all day can increase Noe's Romance Stat by 1. All the fantasizing leaves her unfulfilled and hence burns less stress.

Repeatable Scenes

Scene 1

Noe spends the day on the couch watching episodes of 'Witch One'. She tells herself not to feel bad about not watching with Brad but she's not too upset by it. She spends the whole time talking to the screen, particularly at the good-looking men of the cast. She ends it by saying "just one more... just one... maybe two?"

Outcomes: -60 Stress for Noe

Training Scenes

Romantic Training Solo Scene 1

Noe spends her day lounging around her apartment watching Romantic movies she can't watch with Brad. She doesn't even get dressed for the day, instead fantasizing about her life as a movie.

Outcomes: +1 Romance Stat for Noe, -35 Stress for Noe

Frankie Open Mind Training Scene 1

Noe and Frankie spend the day together at Noe's apartment, enjoying their shared interests of Witch One and drinking wine. Noe is eager to hear Frankie's thoughts on the raunchy show, only to learn that Frankie has some secrets in her sexual history.

Outcomes: +1 Open Mind Stat for Frankie, -35 Stress to Noe

(End of Current Arc Content)

Poker Night

Brad likes to have the guys around on weekends as they drink, swap stories and basically just be lads for a while. Noe can't stay out of their apartment all weekend though and sometimes she watches from a far... or if the mood strikes her, plays a few hands. She *could* earn some extra cash to pay off the debt, right?

Poker is only available on Saturdays. Noe will win money which she puts towards her debts by playing. Noe can play one-on-one against Beck which will inherently increase her Competitive stat through their conflict.

Repeatable Scenes

Scene 1

Brad has his buddies around for Poker night and they are still at it when Noe comes home from being out. She comes over and look at Brads cards over his shoulder, whispering in his ear some advice. The other men comment on her ass as she leaves, and Brad takes it as a compliment but asks them to stop.

Outcomes: -35 Stress for Noe, -\$40 from Noe's debt (Brad's winnings)

Scene 2

Noe takes over as host of Poker Night when Brad has to step out for family matters. She and Beck spend the night going at it, and she lauds her victory over him when she beats him in the key hands, going so far as to tell him to worship her feet.

Outcomes: -35 Stress for Noe, -\$60 from Noe's debt (Noe's winnings)

Prerequisite Stats

Competitive: 2

Training Scenes

Competitive Training Solo Scene 1

Noe faces off against Beck again during the weekly poker night. She has some losses, but she gets wrapped up in the competitive spirit of the game as she tries to best Beck.

Outcomes: +1 Competitive Stat for Noe, -35 Stress to Noe

Kriem Competitive Training Scene 1

Noe uses Kriem as an easy practice match in cards, spending time with her and getting to know her. The idea of being toyed with only riles up Kriem, but Noe is deft enough to channel that anger into helpful competitiveness for them both.

Outcomes: +1 Competitive Stat for Kriem, -35 Stress to Noe

(End of Current Arc Content)

Visit Friends

After striking up new bonds with people like her new waitresses, or renewing older ones such as with Asana, Noe can use her time off to visit with them and enjoy a little out of the office fun together.

Repeatable Scenes

Currently there are no regular repeatable scenes for Noe to enjoy during Relax Mode.

Training Scenes

Frankie Romance Training Scene 1

Noe keeps up her end of the deal with Frankie, coming to her home to help teach her special cooking techniques as well as putting her to the test under the stress of a working kitchen.

Outcomes: +1 Romance Stat for Frankie, -35 Stress to Noe

(End of Current Arc Content)

Car Wash

Noe's time off can be put to use is washing cars like Beck's for a fist full of cash. She's already done it once, the money stays the same, but the humiliation tapers off over time, right?

Washing Cars is only available on Wednesdays. It reduces Noe's stress by 35 Points. Kelsey is known to be willing to help out because playing in the wet is fun, but she doesn't do much washing, instead can be warmed up to the idea of passion for more than her own interests as well as team work.

Beck can occasionally be found at this activity.

Repeatable Scenes

Scene 1

Noe uses her time off to go back to Yoga class. She does a few stretches and gets an exercise high as well as sees Asana, noting that she is rather flirty, more than she remembers from months ago. Maybe she is lonely or looking for a boyfriend within her class.

Outcomes: -35 Stress for Noe, -\$100 to Debt

Training Scenes

Kelsey Romance Training Scene 1

Kelsey joins Noe in washing Beck's car, mostly just to practice her dance moves and mess with Beck's head, but Noe learns that Kelsey has her back in her own special way. Enough at least to get wet and wash with her. Together they align a little closer and Kelsey opens up to Noe's potential.

Outcomes: +1 Romance Stat for Kelsey, -35 Stress to Noe

(End of Current Arc Content)

Work Outcomes

The following are the potential outcomes and their conditions / stat changes that can be accomplished during the gameplay segments of Noemi's Toscana Rebirth. Please remember that all variables are subject to change between versions as playtesting requires!

Noemi - Waitressing

Noe works the tables and tries to earn herself some money to pay off her debts.

Good Outcome #1

Noe serves her customers with a smile and a wink, making some good tips as she does. She can earn **between \$12 and \$20** before multipliers and becomes **between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 70

Good Outcome #2

Noe chats with a customer who gives her a compliment and a nice tip. It's enough to cheer her up some. She can earn **between \$15 and \$22** before multipliers and becomes **between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 60

Good Outcome #3

Noe serves her drawing attention to the heat of the day and her open collar, using her natural charm to earn a little extra love and tips from customers in a way Sal can't. She can earn **between \$40 and \$50** before multipliers and becomes **between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 70

Nerve: 4

Bad Outcome #1

Noe collects her tip money for the day, or lack thereof, and is not happy about it. She gets stiffed of a tip more than once and spends most of what she makes on a sweet pick-me-up on her way home. She can earn **between \$5 and \$10** before multipliers and becomes **between 15 and 22 more stressed**.

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Noe sees a chance to scoop up a big tip, vengeance as the customer grabs at her ass in the process. She can earn **between \$50 and \$60** before multipliers and becomes **between 15 and 20 more stressed**. Little Toscana Rep also takes a hit **between 6 and 10 points**.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

A handsy customer causes a wardrobe malfunction, and Noe finds herself tipping over her fallen skirt. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed**. **Little Toscana Rep also takes a hit between 10 and 13 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Noe catches a Sal plant in the act of trying to trap her, and she snags a tip without even serving a customer. She can earn **between \$10 and \$20** before multipliers and becomes **between 5 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

A long day of Noe keeping her distance leads to her having an awkward day, but she doesn't fall for any traps! She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 20 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Noemi - Cooking

Noe works in the kitchen so she can prep food and make sure her restaurant is putting out quality and on time. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

For every point of *Romance* Noe has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 on failure (2.5%).

Good Outcome #1

Noe works with Brad as a sous chef and expeditor. They work side by side really well and produce some fine food. **Noe's Stress is increased by 18 to 25 points.**

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Noe tries working in the kitchen, but Brad's coffee sipping grates on her especially after she told him many times to stop. The tension means they don't communicate effectively, delaying and confusing orders at times. The added effort means only slightly better tips for the girls working but becomes **between 22 and 30 more Stressed** by the pressure.

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Noe works her ass off to near collapse, creating a lot of delicious meals until she can't anymore. Tips are heightened, **doubling the cooking bonus again**, but the delays cause by her stepping off the line cause **a hit to Little Toscana's reputation by between 6 and 10 point**. **Noe's Stress is also increased by 20 to 25 points.**

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Noe's attempts to satisfy a planted customer's complaints lead her to a nearly faint in the kitchen, causing a fuss and some poor service. The fact Noe comes off the line means **Tips receive No Bonus** and she becomes **between 25 and 33 more stressed**. **Little Toscana Rep also takes a hit between 8 and 13 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Noe's keen eye catches a fake complaint from amongst the crowd of customers, which leads her to a public comparison of her food over Sal's. Her is better. Riding high on the day, the **Cooking Bonus is Doubled**, but Noe only becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Noe tries to make absolutely everything that leaves her kitchen perfect, the food come out wonderfully but the service is slow causing mixed responses among the clients. The mixed day causes the **Cooking Bonus to be cut in half** and Noe becomes **between 20 and 28 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Noemi - Promote

Noe does her very best to present Little Toscana as the homey and local alternative to the big chain restaurant of Salvatore's Deli, via any method and medium she can.

If Noe has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Noe has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20).

Proactive Success Outcome #1

Noe takes to the radio airwaves early in the morning. Her brief guest spot and shout out bring locals by looking to try the food. It hits Sal where it hurts too, losing **between 3 and 7 Rep Points from Salvatore's Deli**. Noe becomes **between 12 and 20 points more stressed too**.

Prerequisite Stats

Stress: <= 75

Proactive Failure Outcome #1

Noe takes to the radio again, but the early hour brings people looking to pick a fight. She gets wrapped up in allegations she's attacking Sal, which cause people to defend him. The rallying behind him **gives Salvatore's Deli between 3 and 6 Rep Points** and causes **Noe between 18 and 24 more Stress**.

Prerequisite Stats

Stress: => 60

Reactive Success Outcome #1

Noe spends the afternoon spreading the word about her shop and pictures of her food around the internet and all the food blogs. The recognition brings in new customers and **a boost of between 3 and 6 Rep Points to Little Toscana**. The work is taxing on the mind though and she becomes **between 15 and 21 more Stressed**.

Prerequisite Stats

Stress: <= 75

Reactive Success Outcome #2

Noe takes some interestingly cropped pictures and draft suggestively worded social media posts. The recognition brings in new customers and **a boost of between 4 and 7 Rep Points to Little Toscana**. The work is taxing on the mind though and she becomes **between 16 and 22 more Stressed**.

Prerequisite Stats

Stress: <= 65

Nerve: 4

Reactive Failure Outcome #1

Noe is in crisis mode as she finds attempts at sabotaging her name online. She spends the day battling down flaming reviews, but the damage is done, causing **a loss of between 3 and 6 Rep Points to Little Toscana**. She is overwhelmed and Stressed out by **between 18 and 24 points**.

Prerequisite Stats

Stress: => 60

(End of Current Content)

Noemi - Entertain

Noe uses her position as a business owner and her standing in the community to play the hostess with some prestige. Sitting, eating and spending time with customers makes for an easier restaurant to run. How well Noe can control the floor, increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

For every 2 Points Noe has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Noe has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.

Good Outcome #1

Noe breaks out her smile and gets a little touchy as she plays hostess and keeps the shop floor running smoothly and customers feeling at home in her little slice of Italy. **Noe's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Noe gets a little flirty and friendly with her customers, up until one takes it the wrong way and looks to order a piece of her. Keeping her cool through it without making a scene is all she can manage, so the night's efforts are weaker, and she becomes **between 16 and 22 more Stressed** by the pressure. Still, **Stress in other working girls is reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Noe makes a bold move in sitting down with a lone male customer while he eats, putting the flirt on high gear in hopes of making a new long-time customer. The light scandal causes **a hit to Little Toscana's reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced**

by 4 to 7 (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Noe's Stress is also increased by 16 to 22 points.**

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Noe's attempt to make a 1-on-1 connection in the likes of Sal backfires as her target blows up on her, starting a tirade and making a scene (at Sal's prompting). Otherwise Noe's night goes well enough, but that one hit is enough to scuttle the effort of the night. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Noe finds her old couple regulars John and Sue back to visit, and she's quick to intercept them, sitting down and reminding them of all times, plus slipping in a few rumours about what Sal is no doubt saying about the lovely Sue behind her back. The attack works wonders, **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Noe only becomes **between 14 and 20 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Noe is cautious tonight, holding back in case Sal is up to something again, this time hostessing and sending subtle flirtations from a distance. Her efforts are effect in raising the customers spirits and tips, but not by as much as the hands-on approach would. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Noe herself becomes **between 15 and 21 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kriem - Waitressing

Kriem works the tables reluctantly but earns some cash for her new 'on her own' lifestyle.

Good Outcome #1

Kriem delivers the food as needed but she makes sure to direct any and all follow ups to Noe. She gets smaller tips overall for her attitude, but she hits more tables than Noe ever did. **She can earn between \$15 And \$22** before multipliers and **becomes between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 70

Good Outcome #2

Kriem ends up chatting with a customer who shares her conspiracy ideas. Apparently there's a monster loose in New York City? (Agents of Heels reference!). **She can earn between \$12 And \$20** before multipliers and **becomes between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 60

Good Outcome #3

Kriem gets caught up in another conversation with a regular of hers, this time about rock and roll, and in the heat of the moment she bares her whole leg to him and says the words 'no condoms' a little too loudly. **She can earn between \$40 And \$50** before multipliers and **becomes between 12 and 18 more stressed**.

Prerequisite Stats

Stress: <= 70

Nerve: 4

Bad Outcome #1

After a customer snaps his fingers to get her attention one too many times, Kriem has some sharp words and treats for him. Her day is tiring to be sure. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed**.

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Kriem finds moving about all day a little too hot for her. She shows a little flesh as she works to cool off, bringing higher tips from some and complaints from others. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 21 more stressed**. It also **costs Little Toscana between 6 and 10 Rep Points** in the process.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

A joker of a customer throws his water at Kriem, making her snap as was his job. She lets loose her rage by kicking her customer's chair over. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed**. Little Toscana Rep also takes a hit **between 10 and 13 points**.

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Kriem stops a rowdy planted customer by literally twisting his ear. Her standing up for her other clients wins their respect... or their fear. One or the other. She can earn **between \$10 and \$20** before multipliers and becomes **between 5 and 15 more stressed**. Salvatore's Deli Rep also takes a hit **between 2 and 5 points**.

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kriem does her best to hold it together after a day of constant irritations. Splashing water on her face helps just about. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 20 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kriem - Cooking

Kriem works the kitchen, but despite being a tireless worker who keeps to herself, when paired up with Brad she gets talkative and lax. However, she can still get the job done and good food coming out in her own way. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

For every point of *Romance* Kriem has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. With a 0 stat start, her bonus is 0. This bonus is not attainable in v0.8 as Romance Stat Increases are not yet possible for Kriem.

Good Outcome #1

Kriem sits on the counter and along with Brad she plays their lyrical game (this time it's 'Turning Japanese' by the Vapors). She doesn't cook but she keeps Brad in good spirits and working hard. She gets the best out of him and increases the tips of the girls working via good food they sent out, **but her stress increased by between 18 and 25.**

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Kriem is too stressed out to follow along with even simple directions, being her she doesn't take kindly to orders on the best of days. Having multiple orders to take on at once, she snaps and tosses her cooking against the wall with a scream. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Kriem sees an opportunity to help in her own way. She switches out a dessert for one she has with Pot baked in. The increased 'Munchies' orders bring in some big cash, doubling the cooking multiplier, but reports of sick customers **decreases Little Toscana's Rep by between 6 and 10 points.** Kriem also becomes **stressed out to the tune of between 20 and 25 points** as she's now got less of her own stash to draw on.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Noe finds out about Kriem's little 'Brownie Switches' after a customer throws up in the restaurant's dining room. Word gets out about it thanks to help from Sal, and Kriem gets an earful from her boss. Due to the customers getting sick and refunds being made, the **Tips for today are not Multiplied** and Kriem becomes **between 25 and 35 more stressed. Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Crisis is averted in the kitchen when Kriem does stop Brad from falling for distractions set up by Sal. She does so more intimately than either thought. On the day, the **Cooking Bonus is Doubled** but Kriem only becomes **between 10 and 15 more stressed. Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kriem finds herself on guard in the kitchen, but her attempts to make sure nobody distracts Brad make it so that's she and her swinging ass are the biggest threat to Brad's concentration. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kriem - Promote

Kriem is the frontline foot soldier in the war with Sal. She takes on jobs that Noe never needs to know about and in the process, she takes some wild swings. When Noe does direct her to help out with Little Toscana's name, Kriem's art skills and tirelessness are the restaurant's best assets on the ground.

If Kriem has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Kriem has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a starting stat on 1, Kriem is half way to the first bonus in the beginning, and is trainable in this stat.

Proactive Success Outcome #1

Kriem pays a visit to her good friend Clair Voyant's tattoo shop that's a few blocks away, picking up a package from the dumpster there without any warning. Dumping suspicious medical waste in Sal's alleyway gets rumours going, **losing between 3 and 5 Rep Points for Salvatore's Deli**. Kriem becomes **between 15 and 20 points more stressed** after a day of handling a toxic hazard.

Prerequisite Stats

Stress: <= 75

Proactive Failure Outcome #1

Kriem's attempts to use Clair's waste on Sal again backfires when she drops the package and covers herself in used tattoo ink and blood. The sight of her muddling about outside his place raises suspicions and **gives Salvatore's Deli between 3 and 5 Rep Points** as they see him as a victim of her harassment. The potentially toxic chemicals causes **Kriem between 18 and 24 more Stress** as she worries too late about the effects.

Prerequisite Stats

Stress: => 60

Reactive Success Outcome #1

Tasked with designing and passing out fliers, Kriem spends the day carpet bombing the neighbourhood with her work. The fliers are eye-catching (for many reasons) and gives **a boost of between 3 and 5 Rep Points to Little Toscana**. Walking around town all day she becomes **between 15 and 21 more Stressed**.

Prerequisite Stats

Stress: <= 75

Reactive Success Outcome #2

Kriem uses her knowledge of the stoner subculture and her own experiences to pull in muchie seeking burnouts and their money for Little Toscana. Her selective targeting gets them **a boost of between 4 and 7 Rep Points to Little Toscana**. Walking around town all day she becomes **between 16 and 22 more Stressed**.

Prerequisite Stats

Stress: <= 65

Nerve: 4

Reactive Failure Outcome #1

Kriem is sent about town with her fliers again but a run in with her least favourite cop Officer Charles Malloy means a public shouting match. Seeing the local hooligan associated with the restaurant fight verbally with a cop causes **a loss of between 3 and 5 Rep Points to Little Toscana**. She is overwhelmed and Stressed out by **between 18 and 25 points**.

Prerequisite Stats

Stress: => 60

(End of Current Content)

Kriem - Entertain

Kriem has music close to her heart and talent in her hands for playing it. She puts on a rock show any time she gets a chance, drawing in a crowd, hyping up people and making a mood that helps the servers serve. How well Kriem can keep the crowd amped up increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

For every 2 Points Kriem has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Kriem has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress. Kriem starts with 5 points in this stat, which is an automatic +\$2 and +1 Stress relief to all attempts at Entertain right from the start.

Good Outcome #1

Kriem's love of the band 'The Police' makes for a passionate performance, if tiring as she puts all her heart into it. **Kriem's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Kriem's pick of punk songs is a tone-deaf misstep tonight, as singing a song about cutting eyeballs puts people off their dinner tonight, even if the playing was good. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Kriem plays a parody song based on "Nothing but Mammals" with new suggestive lyrics about their food. The offense caused forces **a hit to Little Toscana's reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Kriem's Stress is also increased by 16 to 22 points.**

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Kriem doesn't even make it through a song before a Sal plant takes to pelting her with his food, an act that she doesn't let go without charging him. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Sal's planted customer tries but fails to disrupt Kriem's concert. He got too close hand she got her hand on him. Lucky the crowd like a bit of fight in their entertainment. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Kriem only becomes **between 14 and 20 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kriem puts her show on but while her heart plays its music, her mind is on the crowd and keeping an eye out for problems and disruptions. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Kriem herself becomes **between 15 and 21 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kriem - Day Off

Kriem take the day to herself and enjoys her favourite hobbies.

Day Off #1

Kriem spends the day out where she can spend some time alone and smoke a few joints throughout the day. She spends plenty of time in her head thinking of her brother and her situation. **She burns off between 25 and 35 points of stress**.

Prerequisite Stats

None

Day Off #2

Kriem tries to do some actual bonding and chatting with one of her hook-up fuckbuddies, discussing her interest in designing tattoos. It doesn't go well, so instead they just fuck that night. **She burns off between 30 and 40 points of stress**.

Prerequisite Stats

Nerve: 4

(End of Current Content)

Frankie - Waitressing

Frankie takes up her old career from her college days once more, earning tips to cover the cost of her new divorcee lifestyle.

Good Outcome #1

Frankie's natural love of food and courtesies makes her a well-informed and inspiring waitress, making customers happy to stay and dine. **She can earn between \$12 And \$20** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

Stress: ≤ 70

Good Outcome #2

Frankie waits on a young couple out on a date, unable to stop the gentleman staring at her chest she offers up some advice that helps make the night a good one, and a nice tip hers. **She can earn between \$15 And \$22** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

Stress: ≤ 60

Good Outcome #3

A young customer shows off to Frankie, and that little part of her inside that responds to masculinity can't help but feel his muscles. **She can earn between \$40 And \$50** before multipliers and **becomes between 10 and 18 more stressed.**

Prerequisite Stats

Stress: ≤ 70

Nerve: 4

Bad Outcome #1

A customer takes out his disapproval of the portion sizes by leaving Frankie a scathing note instead of a tip. It hurts to read it and really sets a slump in her day's work. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed.**

Prerequisite Stats

Stress: ≥ 50

Proactive Success Outcome #1

Frankie makes the mistake of losing herself in her motherhood ways, hand feeding a young man in front of everyone. It's weird for the others, but he loved it. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 20 more stressed.** It also **costs Little Toscana between 6 and 10 Rep Points** in the process.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

An unexpected comment involving Frankie and a young man who would like to enjoy her leaves his lunch in his lap when she drops it. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed**. **Little Toscana Rep** also takes a hit **between 10 and 13 points**.

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

A customer thinks it's fun to make lewd gestures, until a stern mothering sets him quiet in front of the rest of the customers. She even gets in a jab against Sal too. She can earn **between \$10 and \$20** before multipliers and becomes **between 5 and 15 more stressed**. **Salvatore's Deli Rep** also takes a hit **between 2 and 5 points**.

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

It takes a generous helping of Red Wine to keep Frankie standing after a day of tiring watching and waiting. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 20 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Frankie - Cooking

Frankie may be an amateur cook compared to the trained and experienced Noe and Brad, but she's far from a newbie. 20 years of effort, plus her passion for tastes and satisfying flavours means she's a natural in the kitchen. With her around, Noe can be assured some good stuff coming out to her customers.

For every point of *Romance* Frankie has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. This bonus begins with 5 points on her start, meaning 0.5 (50%) bonus from the start, and can be trained further.

Good Outcome #1

Frankie does a good job, though nothing special happens she is consistent and helpful in the prep work. Their work is demanding, but it increases the tips of the girls working via good food they sent out, **but her stress increased by between 18 and 25**.

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Working the kitchen is hectic, and today Frankie can't keep up. Spilling sauce all over the plate and the countertop, she calls on Brad to help her out. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Frankie takes a lead in the kitchen with a new menu item of her own. It's a hit with many, but some irked 'traditionalists' complain about the lack of 'Real Italian Caesar' dressing, which **decreases Little Toscana's Rep by between 6 and 10 points**. She also becomes **stressed out to the tune of between 20 and 25 points** as she awaits critical feedback.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Frankie tries to show some initiative in the kitchen but in the heat of the moment she uses heavy spirits instead of light wine for dressing. Due to the customers getting sick and refunds being made, the **Tips for today are not Multiplied** and Frankie becomes **between 25 and 35 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Thanks to an eagle eye from Frankie, a vandal sent by Sal is caught before he can clog the toilets, then publicly shamed to the delight of customers. On the day, the **Cooking Bonus is Doubled** but she only becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

The heat is too much for Frankie in the kitchen, especially after spending the day on high alert she breaks a sweat. Leaning on her superior doesn't help Brad's concentration any either, as well as physically slowing him down. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed.**

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Frankie - Promote

Frankie may not be the most boastful or showy, but she is smart, charming and in the know when it comes to many things. She is a big help in showing up the younger girls who do Sal's bidding, and she has a way of adding respectability to Little Toscana around the community in away her fellow waitresses can't.

If Frankie has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Frankie has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a 0 stat start, she has no bonus. Training for Frankie in this stat is unavailable as of v0.8.

Proactive Success Outcome #1

Frankie makes a public display of turning over low quality produce to Beth and the Deli, giving the girl a talking down in front of customers, making her look stupid and **losing between 3 and 5 Rep Points for Salvatore's Deli**. Frankie becomes **between 15 and 20 points more stressed** after raising her voice.

Prerequisite Stats

Stress: <= 75

Proactive Failure Outcome #1

Frankie's attempts to return some produce and give a good lecture to the Sal's Deli staff turn fowl when Alice snaps some sneaky pics of her and **gives Salvatore's Deli between 3 and 5 Rep Points** with a nice local headline. The humiliation causes her **between 18 and 24 more Stress**.

Prerequisite Stats

Stress: => 60

Reactive Success Outcome #1

Frankie sets up a stall in the park and uses the foot traffic to steer a few faces towards the restaurant. Her mini tastes gives **a boost of between 3 and 5 Rep Points to Little Toscana**. After smiling and chatting all day she becomes **between 15 and 20 more Stressed**.

Prerequisite Stats

Stress: <= 75

Reactive Success Outcome #2

Frankie represents the restaurant on a local radio spot and thanks to some suggested phrases by the host she gets a lot of listeners' attention. Her honeyed voice gets Little Toscana a **boost of between 4 and 7 Rep Points to Little Toscana**. The embarrassment causes Frankie **between 16 and 22 more Stress**.

Prerequisite Stats

Stress: <= 65

Nerve: 4

Reactive Failure Outcome #1

Frankie spends the day out pushing samples to the locals at 'Ben Frank' park, but this one doesn't go so well. Thanks to some rowdy college boys starting a food fight her efforts are wasted and the commotion causes a **loss of between 3 and 5 Rep Points to Little Toscana**. She is overwhelmed and Stressed out by **between 18 and 24 points**.

Prerequisite Stats

Stress: => 60

(End of Current Content)

Frankie - Entertain

Frankie is usually not one to stand out or be a performer, but if Noe is in need she's sure to help her with a little dinner theatre of her own. How well Frankie can keep the crowd cheerful, chatting and in a good mood increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

For every 2 Points Frankie has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Frankie has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.

Good Outcome #1

Frankie hosts a little get together to warm up the tables and provide some chatter material, also buying time for the kitchen to perform too. **Frankie's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), and **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus).

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Frankie attempts to hold another one of her little dramatic readings, only to be cut short and have her feelings hurt by a round heckler. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Given the chance, Frankie surprisingly takes off on a string of jokes about her ex-husband, which kills with the ladies of the crowd. However the “man bashing” means **a hit to Little Toscana’s reputation by between 10 and 15 point** with the men watching, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Frankie’s Stress is also increased by 16 to 22 points.**

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Frankie’s 1 woman show turns into an unexpected Open Mic night when a Sal plant pushes her out of her own show and causes a stir. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus). **Tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Frankie spots a Sal heckler before he can make his move, and as a stern Mom she has no trouble in shaming him in front of the crowd. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Frankie only becomes **between 14 and 20 more stressed**. **Salvatore’s Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Frankie performs her show as asked, but this time out it’s short and simple before anything can go down or disruptions can happen. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Frankie herself becomes **between 15 and 21 more stressed.**

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Frankie - Day Off

Frankie takes the day to run her home for a change, spend time with her son and chase up her hobbies.

Day Off #1

Sitting at home curled up with a good book, Frankie escapes into fantasy of living in a different time while reading up on art and culture. **She burns off between 25 and 35 points of stress.**

Prerequisite Stats

None

Day Off #2

Something niggles at Frankie as the stress builds up, and so she spends the day baking cookies to take her mind of things, as well as her clothes off too. **She burns off between 30 and 40 points of stress.**

Prerequisite Stats

Nerve: 4

(End of Current Content)

Kelsey - Waitressing

Kelsey works the tables 'smart, not hard', taking delight in being the centre of attention and making one-on-one friends.

Good Outcome #1

Kelsey makes a few well-placed hints and selling herself as much as the food. Her suggestions and her company are a good money maker. **She can earn between \$12 And \$20** before multipliers and **becomes between 12 and 28 more stressed.**

Prerequisite Stats

Stress: ≤ 70

Good Outcome #2

Kelsey gets a little hands on, being a little forward to make sure her customers enjoy their stay. It helps to make them feel welcome to have her attentions, and that leads to more tips. **She can earn between \$15 And \$22** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

Stress: ≤ 60

Good Outcome #3

Kelsey goes even further than usual with one of her best regulars. She even drops the pretence of flirting, letting him enjoy her in his lap as she orders a large meal for him and a large tip for her. **She can earn between \$40 And \$50** before multipliers and **becomes between 12 and 19 more stressed.**

Prerequisite Stats

Stress: ≤ 70

Nerve: 4

Bad Outcome #1

Realising her efforts have gone to waste when her customer's wife joins him, Kelsey backs off, leaving the table to others deal with since her usual methods won't play and hard work is needed here. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed.**

Prerequisite Stats

Stress: $\Rightarrow 60$

Proactive Success Outcome #1

Putting her dance moves to work, Kelsey takes orders in an unconventional way, and the customers she doesn't alienate make sure to leave a little something extra after seeing her ass work that skirt. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 21 more stressed.** It also costs Little Toscana **between 6 and 10 Rep Points** in the process.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Kelsey's need to be in the spotlight sparks a fight between customers, but little does she know the aggressor is being paid to stir up trouble by Sal. Kelsey just gives him an easy opening. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 24 more stressed**. **Little Toscana Rep also takes a hit between 10 and 13 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

Another fight is attempted inside Little Toscana, only Kelsey is happy to let this one go on. Her happiness to allow one man get hurt just for her makes the aggressor think twice about really causing an unrestrained brawl for a few bucks. She can earn **between \$10 and \$20** before multipliers and becomes **between 5 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kelsey keeps it cool today, keeping her distance and making sure to play it smart in case foul play is afoot. Her unusually distant service make for smaller tips than normal. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 20 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kelsey - Cooking

Kelsey can be hit or miss, especially if she can make a supervisor like Brad do as wants. It's undoubtedly helpful to have her on her good days as she can keep spirits alive and creativity up like nobody else can. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

For every point of *Romance* Kelsey has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. With a 1 Stat Start, this bonus is 0.1 (10%) to start, and is trainable.

Good Outcome #1

Using her cheerleading skills and all too happy to goof off since she's not dealing with customers, Kelsey chants and plays around in the kitchen. She encourages Brad to keep moving and increases the tips of the girls working via their high productivity, **but her stress increased by between 18 and 25.**

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Not feeling like the work is worth it today, Kelsey makes the most of the situation and relaxes with her own spa day. Brad overcompensates for her, enough to improve his normal service, but his dashing around only annoys her. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Kelsey invents a new menu item, the 'Kelsey Burger', which is all based on suggestive ingredients. They are popular enough to consume the kitchen for the day, bringing in more tips but annoying customers who want other items and thereby **decreases Little Toscana's Rep by between 6 and 10 points.** Kelsey also becomes **stressed out to the tune of between 20 and 25 points** as she's roped into helping meet demand.

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

Kelsey's pride is the restaurant's downfall, at least today. She spends more time taking pictures of her basic cooking skills for her pages than customers or even staff like. Due to the customers getting impatient, the **Tips for today are not Multiplied** and Kelsey becomes **between 25 and 35 more stressed.** **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

For once, Kelsey's vindictive nature comes in handy when a planted customer stokes her anger. A snap of them sent to her fan club finds he's on an errand for Sal. The morale boost that comes with the foiling of an enemy makes the **Cooking Bonus Double.** Kelsey only becomes **between 10 and 15 more stressed,** made happy by helping. **Salvatore's Deli Rep also takes a hit between 2 and 5 points.**

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kelsey spends the day watching over “the herd” from the kitchen, and also making spy references to *Agents of Heels*. She oversees the customers and makes sure there’s no funny business, but her persistence observing means she’s not planning on helping Brad cook like she is supposed to. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kelsey - Promote

Kelsey has spent all her teenage years building a digital following, for both fame and fortune. She makes for a powerful asset in cyberspace in getting the restaurant back to its original good name and beyond... although her army needs a lot of feeding in special ways. 15,000 followers can’t be wrong!

If Kelsey has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana’s Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Kelsey has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore’s Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a 5 stat start, she has +1 LT/-1 SD, is half way to a +2 for LT on start and can be trained to make it stronger.

Proactive Success Outcome #1

Kelsey snaps a pic of both her and Alice in their work uniforms, sending it around cyberspace to spark a “Who’s hotter” debate. She wins and **Sal’s Deli loses between 3 and 5 Rep Points**. Kelsey becomes **between 15 and 20 points more stressed** after a day of carefully curating her fans and steering them where she needs them across the internet.

Prerequisite Stats

Stress: <= 75

Proactive Failure Outcome #1

Kelsey’s attempts at sully Sal’s girls backfires thanks to Beth’s knack for being likable. In the end she ends up fighting with her own fans for the day and handing Sal’s youngest girl a day of fawning. **That gives Salvatore’s Deli between 2 and 5 Rep Points**. The annoyance of losing out causes **Kelsey between 18 and 24 more Stress**.

Prerequisite Stats

Stress: => 60

Reactive Success Outcome #1

Kelsey spends her time with customers again, but without waiting on them she has the time to pull them into her media games. Taking special pics with the customers gives **a boost of between 3 and 5 Rep Points to Little Toscana** but all that smiling and teasing comes with **between 15 and 20 more Stress**.

Prerequisite Stats

Stress: <= 75

Reactive Success Outcome #2

Kelsey sets up shop outside the restaurant with her pet kitty and some suggestive “pussy” signs. Being the talk of the neighbourhood gives **a boost of between 4 and 7 Rep Points to Little Toscana** but dealing with the angry folk among them causes her with **between 16 and 22 more Stress**.

Prerequisite Stats

Stress: <= 65

Nerve: 4

Reactive Failure Outcome #1

Still taking shots with customers instead of working the tables, Kelsey of course pisses off those she’s turned her attentions away from. Her initiative to help boost the shop’s name backfires as word on the street gets around of her attitude and bad service, causing **a loss of between 3 and 5 Rep Points to Little Toscana**. She also takes a **Stress hit of between 18 and 24 points** thanks to having her plans interrupted.

Prerequisite Stats

Stress: => 60

(End of Current Content)

Kelsey - Entertain

Kelsey likes to dance, she likes to cheer, and she loves attention. She’s thrilled to be allowed to out to trot the boards, and to spice things up she’s bringing nice outfits to enjoy as she does, including her Dragons Cheer Uniform. How well Kelsey can feel out the crowd and rouse them up increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

For every 2 Points Kelsey has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range’s. For every 4 Points Kelsey has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range

earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.

Good Outcome #1

Kelsey prances around the customers in her Cheer uniform and isn't shy about telling people to pay up for her to be allowed to keep the show going. **Kelsey's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: <= 70

Bad Outcome #1

Kelsey's show gets sidetracked when she spies one gent who isn't interested in looking at her, and so she naturally presses on him like the narcissistic bully she is, to the detriment of her dance. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: => 60

Proactive Success Outcome #1

Kelsey jumps on Old Roy to help sell her pitch that loyal gets you special treatment here at Little Toscana. The blatant nature of her pandering forces **a hit to Little Toscana's reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Kriem's Stress is also increased by 16 to 22 points.**

Prerequisite Stats

Proactive (Red Sword) Attitude and No Trap Set

Proactive Failure Outcome #1

A disruptive customer tries to steal the show from Kelsey as he pushes up on her, so true to her nature she cancels the show rather than share the spotlight or touch the guy. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

Non-Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Success Outcome #1

An attempt by a fan to join in on Kelsey's dance gets him ridden hard in return, but not in a good way. The sight of Kelsey playing horsy is a real crowd pleaser. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and

Open Mind bonus), plus Kelsey only becomes **between 14 and 20 more stressed**. Salvatore's Deli Rep also takes a hit **between 2 and 5 points**.

Prerequisite Stats

Reactive (Green Shield) Attitude and a Sal Trap Set

Reactive Neutral Outcome #1

Kelsey does her thing once again, putting her body on display for the fun and the fandom, only this time she keeps it simple and her hands off the fans in case of trouble she spies. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Kelsey herself becomes **between 15 and 21 more stressed**.

Prerequisite Stats

Reactive (Green Shield) Attitude and no Trap

(End of Current Content)

Kelsey - Day Off

Kelsey spends every day let to her in pursuit of her Broadway dream, and seeing her "Best Bestie of All Time" again.

Day Off #1

Kelsey dons her dancer's body suit and takes to her practice hall. Ballet training is on the menu for her today, and also a day of watching herself move in the mirror. **She burns off between 25 and 35 points of stress**.

Prerequisite Stats

None

Day Off #2

Kelsey gets herself ready for a night of partying her tiny butt off, using her laptop to video chat with her favourite person in the world, Agents of Heels' Kate! **She burns off between 30 and 40 points of stress**.

Prerequisite Stats

Nerve: 4

(End of Current Content)

Gameplay Tips and Strategies

Here's a few tips and tricks we've picked up in testing and balancing that we thought you might make use of if you're having a tricky time. As the game is built up, we'll add more and alter some. So here we go:

General Play Style Tips

- Cooking is highly dependent on the Romance Stat, as the tender love and care given by the cook vastly effects the quality of output. For each Romance point the cook has you gain a +0.1 to the multiplier, pushing up the base 1 to as high as 3 at max. Proactively doing this task will double the bonus too, giving you as high as a x6 to tips!
- Getting Noe to 4+ Nerve is a goal you should keep in mind, as the sooner you get there the better gameplay wise. Getting to 4 Neve opens the Lv2 tier outcomes (still being filled in) which allow higher tip earnings, slightly better Little Toscana Rep gain and importantly, better Stress relief on the waitresses Day Off ability.
- Remember to watch out for Traps once the Street Party Aftermath (**Main Story** arc - #10). If in doubt, use the Reactive (Green Shield) work attitude to defend against it, that's what it's there for. Also, if in doubt, you can always use the Promote job since that can never be trapped.
- Depending on Little Toscana's Reputation value, you earn a multiplier on all tips as you are getting in more customers and are perceived as a better-quality service. The multipliers are as follows (and are subject to change between versions as needed):
 - 0 Rep = x0.25 earning.
 - 1-14 Rep = x0.75 earnings.
 - 15-29 Rep = x1 earnings.
 - 30-44 Rep = x1.25 earning.
 - 45-59 Rep = x1.5 earnings.
 - 60-79 Rep = x1.75 earnings.
 - 80-100 Rep = x2 earnings.

However, as long as Sal is serving customers, there are only so many who will make it to Little Toscana. While Sal's Rep is above these levels, you max multiplier will be capped as such:

- Sal's Rep > 80, Max multiplier = x1.25
- Sal's Rep > 50, Max multiplier = x1.5
- Sal's Rep > 20, Max multiplier = x1.75
- Sal's Rep <= 20, Max multiplier = x2

This multiplier stacks with the cooking bonus, plus the proactive bonus tasks. For example, if Little Toscana has 80 Rep, a Proactive cook with a 5 Romance stat and successful outcomes, that \$20 tip turns to \$120 as the multiplier becomes x6 (x2 for Rep times x3 for Cook Bonus (1.5 doubled Proactively)).

- You unlock the Promote task once you do get the Main Story arc scene "Taste the Difference" (**Main Story** Arc - #8). With this you can crank up earnings to a new high, as well as make promoting your shop even more worth it. It's recommended to aim for this early!

Since Promoting is highly dependant on Competitiveness, having a girl with higher Competitive stat means better bonuses to the outcome. For every 4 point in the stat starting at 2 points, an additional point of Little Toscana Rep gain is added to outcomes. The same is

true for Sal's Deli Rep you take from him except that bonus takes effect starting on 4 points. The effects are as follows, which bonus you get depends on if you attack Sal or Promote yourself:

- 0 Points, +0 Bonus to either, +0 LT/-0 SD Total
 - 2 Points, +1 Bonus to LT Rep, +1 LT/-0 SD Total
 - 4 Points, -1 Bonus to SD Rep, +1 LT/-1 SD Total
 - 6 Points, +1 Bonus to LT Rep, +2 LT/-1 SD Total
 - 8 Points, -1 Bonus to SD Rep, +2 LT/-2 SD Total
 - 10 Points, +1 Bonus to LT Rep, +3 LT/-2 SD Total
 - 12 Points, -1 Bonus to SD Rep, +3 LT/-3 SD Total
 - 14 Points, +1 Bonus to LT Rep, +4 LT/-3 SD Total
 - 16 Points, -1 Bonus to SD Rep, +4 LT/-4 SD Total
 - 18 Points, +1 Bonus to LT Rep, +5 LT/-4 SD Total
 - 20 Points, -1 Bonus to SD Rep, +5 LT/-5 SD Total
- You unlock the Entertain task once you do get the Main Story arc scene "That's Entertainment!" (**Main Story** Arc - #19). With this job you can increase base tips, which means significantly higher potential earnings, but it also allows you to shave some points off the stress gained for other girls working that day. With a high enough Open Mind bonus, it can even absorb more stress gained that day from other girls than it adds to the performer.

Since Entertaining relies on Open Mindedness to listen and adapt to the crowd, having a girl with higher Open Mind stat means better bonuses to the outcome. For every 4 point in the stat, an additional point of Stress Relief for all other working girls is added to outcomes. For every 2 points of Open Mind, an extra \$1 is added to outcomes as well. The effects are as follows, and both effects are gained each time:

- 0 Points, +0 Bonus to either, + \$0/-0 Stress Gained Total
- 2 Points, +\$1 Bonus to Tips, + \$1/-0 Stress Gained Total
- 4 Points, +\$1 to Tips, -1 Bonus to Stress Gain, +\$2/-1 Stress Gained Total
- 6 Points, +\$1 Bonus to Tips, +\$3/-1 Stress Gained Total
- 8 Points, +\$1 Bonus to Tips, -1 Bonus to Stress Gain, +\$4/-2 Stress Gained Total
- 10 Points, +\$1 Bonus to Tips, +\$5/-2 Stress Gained Total
- 12 Points, +\$1 Bonus to Tips, -1 Bonus to Stress Gain, +\$6/-3 Stress Gained Total
- 14 Points, +\$1 Bonus to Tips, +\$7/-3 Stress Gained Total
- 16 Points, +\$1 Bonus to Tips, -1 Bonus to Stress Gain, +\$8/-4 Stress Gained Total
- 18 Points, +\$1 Bonus to Tips, +\$9/-4 Stress Gained Total
- 20 Points, +\$1 Bonus to Tips, -1 Bonus to Stress Gain, +\$10/-5 Stress Gained Total

Noemi Play Style Tips

- Right now, the majority of the content to be enjoyed in the game are related to Noe's debt, including unlocking Frankie and Kelsey, so the early game objective should be reducing Noe's debts. The best way to do this is to work her as a Waitress every day or at least as often as you can. If you do, you'll chip pieces off her debts steadily, then when Frankie arrives you can do even better (see her strategy below). Noe is capable, and even trainable in all her stats (which will naturally grow during scenes as well as when you train them), but watch out for her stress getting too high or she'll be less effective.
- Noe can now earn 4 or more points in her unique Nerve stat through choices and main story scenes. By getting to 4 points, she is more open to making use of her natural assets, her looks and charm (as well as letting her girls' use theirs) to get a leg up on Sal's. Once you get to this stage, you unlock the second slate of the Gameplay CGs, which are more risqué and also earn more tips when waitressing (about x2 as much in the base tip before multipliers) and more Rep for Little Toscana when Promoting. This is a great way to speed up your earnings. **Note:** In this version, only the Waitress task (neutral attitude) and Promo task (reactive attitude) and the waitresses' Day Off task has these stage 2 outcomes. More will come with more versions.
- **It is highly recommended that you use the first few weeks of Noe's days off to upgrade her skills** and meeting people, **especially upgrading her Competitive Stat on Saturdays when you can** (as it is only trainable on Saturdays right now). This will open up a wider range of weeks for her to be able to get Beck Scenes (later other character arc scenes), rather than push the window closer to the end. It is recommended to wait to train the other waitresses up as you wish only after getting a solid base of stats for Noe (around 4-5 in Romance/Competitive and 2 in Open Mind).
- Noe earns half Stress in the first week of the game as she is alone, and it would be unfair to stack up that number while you can't reduce it until Kriem comes along. Don't be surprised that it jumps after the first week and use that time to get in as much in tips as you can before she lulls until the Day Off activities are unlocked!
- If you need a boost of cash, Noe can earn \$40-\$60 on her Saturday days off by playing poker. This income will be altered in balancing in future versions but for now it's easy money. It does however come with somewhat reduced stress relief for the day, so be careful not to leave Noe too stressed for the half-week to come, which will reduce potential income. Once Noe has progressed to the scene Wax On, Face Off (**Beck** Arc - #3), she will have unlocked the Car Washing day off activity on Wednesdays, which can net her \$100 on her day off as well. This is an excellent way to reduce her debts, especially if your stress is already low going into the day off.

Kriem Play Style Tips

- As of this version (v0.8), Kriem only has two scenes in her story, requiring \$200 total earned by her to see. The smart move is to have her earn tips alongside Noe in the beginning, and once you've reached that level of tips, keep her stress down. It's pointless to send her to the Kitchen right, so keep her out of the way and then use her in Promotion as often as you can once it's unlocked. After unlocking the Entertain job, she can become very useful thanks to her high starting Open Mind stat (which is trainable to be higher too). She will help boost tips high when used with a passionate Cook and help keep other girls stress down that much more than others, and those margins add up over time.

- By having Kriem earn tips alongside Noe in the early game, it is possible to have all her scenes (Right now just 2) open and enjoyed before Frankie even joins the team (just about). Achieving this is allow you to free up Kriem from waitressing for the rest of the game as it is now, unless you wish to run up her tip totals for later.
- Once you unlock the Promote task, Kriem makes a good foot soldier to get your rep bonus up while Noe churns in cash as a Waitress. Higher Rep for you and lower Rep for Sal means better tips, and more Rep you can burn in Cooking Proactively more often. As Kriem's stress can be reduced at will with a Day Off, she is good for making sure the risk in Promoting backfiring and hurting your rep is avoidable early on. She can recover quicker too and so can pull it off more often. The best plan is to increase Little Toscana's Rep by 20 or so points, then reduce Sal's by 20, then repeat like that to get the most out of the building Rep tip multiplier.
- To bolster the above point, Kriem starts out 1 training upgrade away from getting the first bonuses to the Promote task, being 1 point higher than both Noe's and Frankie's starting scores. Only Kelsey (who comes later, close to Month 3's start) can beat her opening total and so Kriem makes a cheap but effective way to start adding a few extra points until you either train up Noe, or use her as a secondary/alt girl herself to Kelsey when she arrives.
- **As of right now, it's pointless to use Kriem in cooking unless you are doing it Proactively and even then, it ineffective compared to other girls.** Her starting stats include a 0 in Romance so her bonus is also 0, making her multiplier a flat 1, or 2 in Proactive mode. It is recommended to only use her in this way for now if you really need to boost tips, otherwise you are only going to drive up her stress for no gain. In coming versions you'll be able to increase this and make her more effective, but for now she's better used elsewhere.

Frankie Play Style Tips

- Frankie is your best way of racking up money in the early game, once you unlock her. Using her as a cook as often as possible will give you 50% earned cash right off the bat, and that's before either Rep or Proactive bonuses. Even more, cooking effects all tips so you can get two girls earning big each day with her in the kitchen. She can also be trained in Romance on Noe's day off, which means she can earn an extra 10% to that bonus every time you take that option, up to 20 points in the stat (200% bonus). She can really get you some spectacular tips if you use her right and manage her stress.
- Once Noe has earned a few points in Romance (if you are pushing the **Brad** Arc for example), she can be switched out to Cook instead and Frankie can earn tips so you can see her scenes. Together using her as a waitress, a trained Noe as a cook, and an entertainer if you can, you can more easily earn cash for her in big bursts, or spread out using Frankie as the secondary waitress to pick up tips here and there and make progress on her arc between Noe's stories.
- Remember to keep Frankie's stress down to make the most of the Cooking bonus, but even as a failed attempt she can earn about as much as low *Romance* Noe and even more than Kriem or Kelsey at her starting point. As Noe's tips (see above) say, the early game should focus on her days off being spent to skill her up, but if you think you can spare a day then investing in Frankie's Romance stat is a wise move. Any Romance stat increase will ad 10% to tips earned by that cook, but concentrating that bonus in Frankie means all other girls can rack up cash much faster. With only a few days spent with her, she can get you as much as 80% or more every time you use her, which is almost double before you even add in multipliers or bonuses.

- If needed, Frankie can step in and Promote on days Kriem is taking off, but she is the least effective at it and untrainable in *Competitive* currently (v0.8). As of now she's not much different to the others, but she's better spent doing other things in the early game.

Kelsey Play Style Tips

- Kelsey is naturally the most competitive of the girls, and as so starts with a full 5 point in her *Competitive* stat, already giving you bonuses to every successful Promote and a single step away from more. Unless you have trained Noe (which you will have to follow the **Beck** arc) or Kriem a lot, she'll be the best suited to Promotion the moment she joins the team. Use her as your new promotion specialist when not earning tips. If Kriem has been trained up to be a near match, you can alternate them while keeping stress low to make sure you keep your Rep flowing your way until the Entertain task is unlocked when you should put Kriem to use there (see Kriem Tips above).
- Kelsey can earn \$100, opening up her scene (currently her only one) within a single day or two, as long as you have your system in place (having Noe with 4+ Nerve helps a lot) and characters built up some. Frankie working as a cook can be extremely helpful in this regard. Once you have gained her scene, you can run up her tip total if you'd like (for pacing of her scenes in future versions it is recommended to not do this), or have her act as your promotions girl as needed.
- Kelsey can be used to increase tips for other girls as a cook, however she isn't very useful in that regard to start. Her starting stat is limited to 1, making her much less effective than Frankie's base ability even before training, or even a partially developed Noe, making her third best (she is slightly better than Kriem). It is possible to train her Romance once you've unlocked the Car Wash day off activity (**Beck** Arc #3) and after a few training sessions she is good enough to fill in as your secondary cook (if you are not training Noe in Romance), or even as an effective tertiary cook girl in times of need. Using Kelsey in this way is a good way to boost Noe and Frankie's tips simultaneously as they waitress with Kelsey's boost.
- It may sound odd, but Kelsey is the least Open Minded of the waitresses to begin with (the why will be told later). She is also currently untrainable in Open Mind, so that means her bonuses for Entertaining is 0 to all. However, it is still worth using her in this job if it is free and she is low stress, because the job itself can be quite impactful. If you are comfortable with your Rep levels, it might be advisable to have Kelsey entertain and push tips up a little when needed, or if you have a really high bonus coming to you via Cook/Proactive/High Rep because her gains will become pretty big.

Thank You

You made it this far huh? Well, since you're here we at **beWilder** want to sincerely thank you for the support us, for your fandom and the time you've spent with our creations. Without the support and dedication of the fans we would never get to really spread our wings (and our lovely ladies' legs) like we have here today. Make sure to join us as we keep the party going and as we come up with bigger, better and even more uncut things!

If you enjoyed Noemi's Toscana Rebirth enough to make it this far, you might also enjoy the other creations in the same extended universe, including our debut series that kicked it all off [Agents of Heels](#) as well as everything else we have to offer.

Be awesome and **beWilder**!