

Walkthrough

From Summertime Saga Wiki

Summertime Saga content benefits from easy-to-follow walkthroughs. The tutorial is a quick and compulsory introduction to the gameplay on the first day; it features the backstory of the main character and the protagonists of the game. The primary narrative arc continues over the following weeks and is detailed in parts. Most of the characters' routes open the day after the tutorial, but a few require preliminary completions.



- Please progress one route at a time unless it requires that you cross over with another one. Focusing on one girl until completion will bypass the majority of blocking issues.
- The stories are presented here in the recommended order.

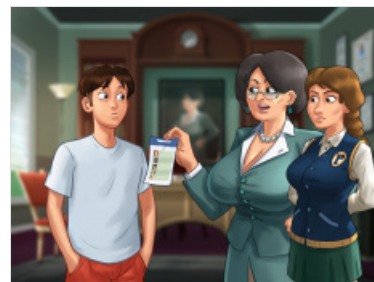
The game gets new stories in stages according to the votes of the community, the next update is dedicated to the second part of the main story.

Main story

Tutorial

Main article: Tutorial

Being left alone after his father's suspicious death, the main character was welcomed at Debbie and Jenny's home. But the first day back to school is here. Far from mourning his fate, our hero is ready for a life full of adventures.



Main story: Part 1

Main article: Main story: Part 1

Threatening shadows hover over home and claim for an outstanding debt. As the blows are falling, new allies join forces. But trust must be deserved and demands some *in-kind* contribution; much to Maria and Josephine's fulfillment.

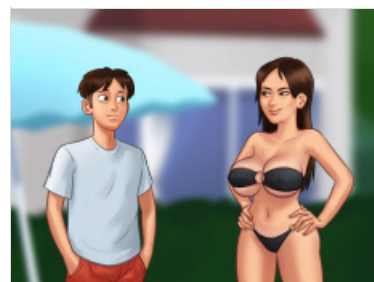


Characters' routes

Jenny's route

Main article: Jenny's route

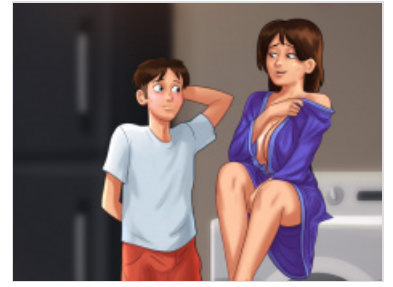
If Jenny has always regarded the main character as a loser, she's suddenly interested in his aptitude in front of the camera. A great motivation to further the relationship between the housemates. The question is how far will she go to entice subscribers?



Debbie's route

Main article: Debbie's route

Having a housekeeper always lightly dressed is bound to give the main character some naughty ideas! But Debbie doesn't mind. Actually, with a touch of stimulation, she could well take the matter into her own hands.



Diane's route

Main article: Diane's route

Diane doesn't do things halfway. So when she sets her mind on developing a milk business, it's on her faithful gardener that she's looking at. Because there are not only vegetables that are *long* and *hard*.



Mrs. Johnson and June's route

Main article: Mrs. Johnson and June's route

Choices have to be made in life. Should the main character focus on the gorgeous neighbor? Share Mrs. Johnson with his best friend Erik? Or should he invite his schoolmate June instead? You will discover it by exploring all the branches inside this route.



Ms. Bissette's route

Main article: Ms. Bissette's route

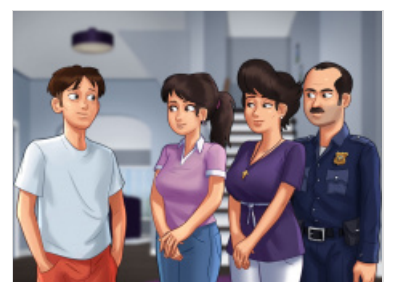
The main character doesn't hesitate long before signing up for the French tutoring classes. After all, Ms. Bissette is someone who puts her body and soul into the education of students. Well, mostly her body.



Mia and Helen's route

Main article: Mia and Helen's route

It's not all roses in Mia's well-ordered life; mother doesn't let her breathe and father has given up hope. To make things worse, now a nun is sticking her nose into the family's issue. The main character must decide which side he is, Mia's or Sister Angelica's.



Eve's route

Main article: Eve's route

Eve is the very definition of shyness. Yet underneath this hood is a jewel that is worth all the effort. The main character will have to assuage her sister Grace, and count on the complicity of her eccentric friend Odette.



Roxy's route

Main article: Roxxy's route

The main character volunteers to help Roxxy notwithstanding the usual disdain she displays for him. Step by step, they will get to know each other beyond appearances. Another challenge is to convince the rest of the clique!



Ms. Dewitt's route

Main article: Ms. Dewitt's route

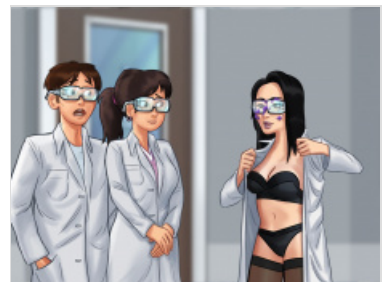
Ms. Dewitt's annual talent show is starting off on the wrong foot! It must be said that the principal is doing everything in her power to have it cancelled. So the classmates are called to get the music teacher out of trouble.



Ms. Okita's route

Main article: Ms. Okita's route

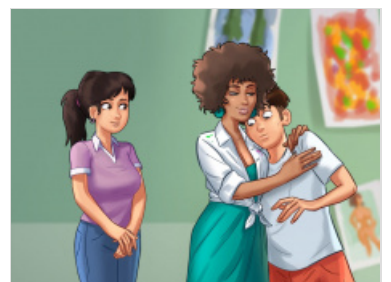
Ms. Okita has inventions, plenty of inventions, and the main character is the perfect guinea pig. As the experiments don't go as planned, various side effects are aroused in both the student and the professor.



Ms. Ross' route

Main article: Ms. Ross' route

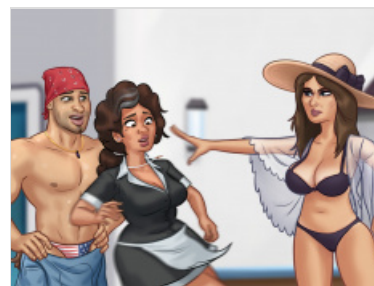
For Ms. Ross, artistic vision must not be restricted, especially by clothing. Her hedonism is not to the liking of Mrs. Smith. The main character is the last chance to change the principal's mind, inspiration has yet to be found.



Consuela's route

Main article: Consuela's route

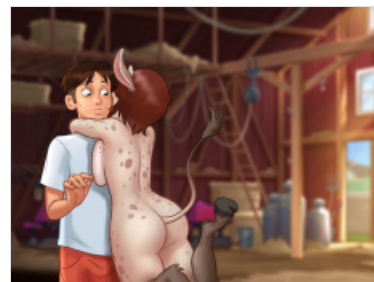
The maid may be used to the excesses of the Rump family, but the mayor's provocation is the last straw for Consuela. The main character's involvement only aggravates the situation. How could he make it up?



Daisy's route

Main article: Daisy's route

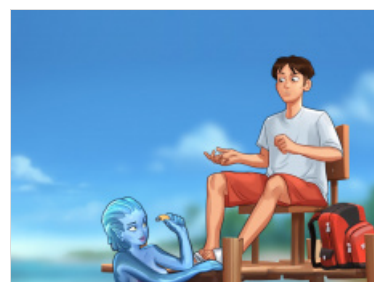
50% woman, 50% cow but 100% sweetheart, Daisy pops up without warning in the main character's life. He will undoubtedly be proficient in taking care of her.



Aqua's route

Main article: Aqua's route

Not all monsters are frightening, and some like Aqua are even very sexy... In order to catch her, the main character will have to engage in a scavenger hunt for Captain Terry. Procreation is a matter of merit!



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Tutorial

From Summertime Saga Wiki

Story

New Kid on the Block

1. You wake up at home, in the main character's bedroom. Meet Jenny in the hallway, then Debbie in the kitchen. Go out.
2. The map is now unlocked: open it and click on Erik's house to be teleported next to your best friend.
3. The next step is the school where the joyful Mia is, as usual, the first one to arrive. Roxxy and her boyfriend Dexter, then the principal, greet you each in their own way.
4. Reach Mrs. Smith's office up the stairs to the 3rd floor. Bad news, your grades are falling down!
5. Back in the hall, Annie opens your locker, the one with "Dead dad" written on it... The card, once taken, will appear in the red backpack which is your inventory.
6. Leave it and move to the left hallway then into the boys' locker room. Who better than Judith to celebrate your first-ever sexy scene? (The scene is now replayable in the cookie jar.)
7. Coach Bridget is waiting in the courtyard, hurry up.
8. Afterwards, comes Ms. Bissette's turn in the French classroom. You also bump into three other classmates Kevin, Ronda and Eve
9. A time of day later, you're back at the front yard with more locations accessible from the map.

Diane's Garden

10. Go to Diane's house and enter the garden. Diane has broken her shovel. Go to your home and take the shovel in the garage. Return to Diane's house and help her with the garden.

An Unpaid Debt

11. Back at home, go hear Debbie yelling onto the phone downstairs. She seems to have some money trouble, and it has something to do with your father!
12. Sleep in your bed.

Walkthrough

Main story | [Tutorial - Part 1](#)

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Main story: Part 1

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Contents

- - 1 Requirements
- - 2 Story
- - 3 Optional scenes
- 4 Pregnancies
 - - 4.1 Maria
 - - 4.2 Josephine
 - - 4.3 Tina

Requirements

- Dexterity up to 4
- Strength up to 5

Story



- The main story starts after the Tutorial, on the second day.
- Only its first part is currently available. Its development and conclusion will be brought in next versions.

The Bad Guys

Allow 2 days to pass.

1. A police officer is reassuring your landlady in the kitchen, and you get to know his partner, Yumi. The suspicions are growing thicker around your father's death and the debt he incurred.

Allow 2 days to pass.

2. The breakfast with your housemates is quickly ruined by two Russian-accented thugs at the front door. While Debbie's making a statement in the kitchen, Jenny gives her opinion in the hallway.

Allow 5 days to pass.

3. No sooner have you crossed the home threshold than the intimidation resumes. Debbie and Jenny aren't much more confident.

Veni, Vidi, Tony

This event is randomly triggered during the day after an 11-day delay. The chance of it occurring then increases each day.

4. It could have been just another day but Igor and Dimitri decided otherwise. Your rescue is due to Tony's intervention. You retreat back home and after recounting the incident to Debbie and Jenny, you find solace in your bed.

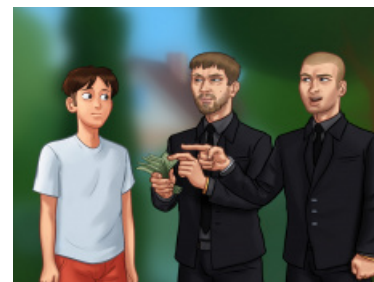
- Next day, the least you ought to do is thank Tony properly in his restaurant, Tony's Pizza. A deliveryman's position just opened up but a bike is indispensable: if you don't already own one, go to Consum-R at the mall. Achieved the pizza distribution to be hired.

From that point on, the mafia ambushes begin. As a consequence, it's recommended that you regularly transfer the earnings to the bank account.

The Scooter

Succeed 3 pizza deliveries and allow 3 days to pass.

- Meet the voluptuous redhead named Tina in the pizzeria. Tony convinces you to shift up a gear with a new vehicle. Saga Dealership has what you need, but the receptionist is uncooperative and the salesman despicable. Finally Josephine accepts if you fetch her precious cell phone in Mr. Sato's office. 4 points in dexterity let you improvise a diversion to get your hands on it. A kiss makes Josephine more receptive and she suggests the scooter for \$1,100. Trot the scooter out to Tony, this is a good start!



Racketeers only show up during the day

The Italian Job

Succeed 5 pizza deliveries and allow 4 days to pass.

- Next day, Maria introduces you to pizza making and demands 4 handmade dishes.
- Next day, Tony confides in you that making a child is not as easy as baking.

The Small Car

Succeed 4 pizza deliveries.

- Tony insists you buy new wheels. Head to the car retailer where Josephine is having a falling out with her colleague, Kim, who stole private pictures. Since you can't change his mind, find the mechanic in the garage. Jiang asks you to retrieve a tool bag at the pool in exchange for the service.

The steps 9 and 10 are optional if they have already been done.

- First buy a swimsuit in the department store at the mall. Try entering the swimming pool stalls until Cassie expels you. Come back in the evening. A brief midnight swim and the ban is lifted.
- Next day, return to the public pool and fail to drown yourself; you gain access to the medic room.
- Grab the bag inside the pool fourth stall. At Saga Dealership, Jiang delivers the goods; but can you stay true to your word and not look at Josephine's pics? That choice affects Mr. Sato's daughter's next reward. The small city car is yours for \$4,500. Take it to Tony's Pizza to proudly expose it. Here we go again for another round of deliveries, this time in a pink toy!

Don't Bring a Knife to a Gun Fight

Succeed 8 pizza deliveries and allow 5 days to pass.

- Tina's visiting the restaurant to keep up to date with the couple's adoption. There's a sack of flour waiting for your muscles, and 5 points in strength, in the storage room. The Russians arrive uninvited and are well-received by Tony, Maria... and her shotgun. The situation is out of control.

Fast & Furious (The Sports Car)

Succeed 7 pizza deliveries.

- Next day, go to the pizzeria. Deliveries pay off, so put that money into a better engine, Tony reminds you. Josephine, definitively never short of mischief at the dealership, forces you to swipe a vest in the office. The assistant invents a new game to pass the time together.
- Next day, as you enter Saga Dealership, you come across some new Russian faces, including a rather cute one. Buy the sports car with a ridiculous name but an astronomical price. A smile of pride lights up Tony's face when he admires your latest acquisition.

A Dish Best Served Hot

Succeed 10 pizza deliveries and allow 4 days to pass.

14. Tony tells you that a new order was made. Enter the apartment building, then go to the third floor, room 301. A scantily clad Tina drags you into a sex romp. What a stupefaction for Becca, her daughter!

Josie's Hardwork

15. Next day, in the morning, you have a phone call from Miss Sato. As soon as said, as soon as done; you're in the showroom looking for the unwise one. You can't help but notice the strange game between Mayor Rump and Kim, which continues into the garage. Report to Josephine in the office. Work gives way to pleasure, and you both end up naked on her father's desk.

What Happens in the Pizzeria Stays in the Pizzeria

16. In the afternoon, go to the Italian restaurant. The place's owner praises your efforts with the latest client.
17. Next day, in the morning, the pizza guy is willing to share information with a sine qua non condition: make his wife pregnant. Wait for Tony to put a little romance, then enter the storage room in the evening.

Save here for the branching.

18. With or without her husband's support, Maria devotes herself unreservedly for the good cause.

Have sex with Maria and make her pregnant.

The Hideout

Allow 1 week to pass.

19. Tony proclaims the good news by an early morning call: they will have a baby! Join them in the restaurant. With the address of the Russian hideout now in your possession, and the binoculars from the treehouse, you have the initiative. In the evening, you approach the dreaded place, the warehouse.

The main story ends here. The next episode will be available in version 0.20.5.

Optional scenes

Mise en Bouche

All it takes is becoming a true pizza maker for Maria to show that her kneading skills applies to various things.

Kiss the Chef

Visit Maria in the afternoon and discover that sex is also on the menu; a specialty that goes perfectly with pregnancy.

Sex in the Office

After a memorable coitus interruptus, Josie is willing to do it again in all the dealership's rooms.

Pregnancies

For more information about the pregnancy planning pills, see [Dating and pregnancy § Pregnancy](#).

Maria

Making Maria pregnant is a prerequisite in order to complete the main story.

Having sex with Maria provides the option of making her pregnant. One week later, receive a phone call from Tony and enter the restaurant for the announcement. A new message notifies she's in labor at the end of the fifth week; read it and meet them at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Maria.

Josephine

Having sex with Josephine provides the option of making her pregnant. One week later, receive a phone call from her and enter the car dealership for the announcement. A new message notifies she's in labor at the end of the fifth week; read it and meet her at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Josephine.

Tina

Having sex with Tina provides the option of making her pregnant. One week later, receive a phone call from her. A new message notifies she's in labor at the end of the fifth week; read it and meet her at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Tina.

Walkthrough

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Aqua's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Charisma up to 7
- Strength up to ?
- Forest unlocked:
 - in Ms. Okita's route (step 6)
 - in Mrs. Johnson and June's route (step 6) and help Anna in the park
- Summerville General Hospital unlocked:
 - in Mrs. Johnson and June's route (step 13)
 - in Diane's route (step 19)
 - or in any other route and wait until a character gives birth
- Church unlocked:
 - in Consuela's route (step 5)
 - in Mia and Helen's route (step 10)
 - in Ms. Ross' route (step 4)
- The golden key from the stolen loot:
 - in Mrs. Johnson and June's route (step 12)
 - in Mia and Helen's route (step 17)
- The fishing rod from the attic

Story

The Treasure Hunt

1. Go to the pier and question Captain Terry about his secret. He agrees to trade a special lure for a golden compass.
2. Roz is certainly the oldest resident. Go to the hospital and talk to the receptionist about ancestry. She will meet you on the second floor. Enter the hospital storage room (right door). Enjoy the next scene... or blame DarkCookie! Read the obituary records in your inventory. You are now looking for the boatsmith tombstone.

You get the achievement Oldies Goodies.

3. Use the broken wall in Diane's garden to enter the graveyard and examine the tombstone on the left side. Where could you find a bell? In the church, go up the stairs to the tower and look at the bell engravings.
4. Raven Hill has a tree with a hollow. Go over there and search inside. Open the old scroll to find another clue.
5. Wait for the evening and go to the forest. Approach the stone in its center: this is a puzzle minigame! Shuffle the tiles until they draw an half moon with three stripes in upper left. You obtain the treasure map.
6. Next day, go to the library, check the shelves for a book called *Derpy Answers*.
7. In the park, take a look at the fountain. Catch the old coin in the lower left corner. Now you have the treasure map, key and code.
8. If you don't have it already, take the shovel inside your garage. Go to the beach then on the small island, dig under the cross. The code to unlock the treasure is 1-5-1-3, or after deciphering, Octopus-Mermaid-Octopus-Anchor. The golden compass is yours!

- Return to the pier and exchange the compass for the golden lure with Terry.

Finding Aqua

- Stay on the pier and go fishing. Cast the golden lure on the hole in seafloor. Aqua appears and steals it; dive after her. Your opponent in the next fight is... an octopus, defeat it. The path to her lair is pinned on globe in the attic, from bottom point to top. So escape the underwater cave maze by going Up-Up-Left-Left-Up-Right-Up. You finally discover the lair entrance. Talk to the monster girl twice and volunteer for the mating.
- Return to the pier (use the map) and asks Captain Terry what he thinks about retiring: he wants his greatest enemy, Tigger, defeated. Go fishing and capture the ugly fish with the golden lure. After giving him the catch of the day, the captain is free! Back to the lair, Aqua is now ready to mate with you. Enjoy.
- On the left side of the lair is a strange creature. Aqua presents you SeaSucc. Bring back the mushroom from the forest. The seasucc rewards you with pleasure.

*You get the achievement **The Mermaid**.*

Some steps in Aqua's route



Tree hollow



Puzzle combination



Treasure code



Go ↑ ↑ ← ← ↑ → ↑ to escape maze

Walkthrough

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Consuela's route

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Contents

- 1 Requirements
- 2 Story
- 3 Pregnancy

Requirements

- Charisma up to 7
- Having bought the beachhouse for \$5,000
- \$1,000

Story

Mistress and Maid

1. Visit Mayor Rump's mansion in the afternoon, you need 7 points in charisma to bypass the bodyguard. Loud protests are arising from the kitchen downstairs where a servant is dealing with the inappropriate expectations of the not-so-great mayor of Summerville. Follow her out into the garden; going from bad to worse, she is insulted and jostled by the mistress of the place. The poor creature is called Consuela, as the alluring landscape gardener makes the translations. Might as well continue the visit inside the master bedroom; the underside of bed provides a welcome refuge, but you can't avoid the next encounter with Melonia Rump.
2. Next day, there is no question of leaving the maid to her sad fate, so come back in the morning and have a talk with Melonia about her. Ricky awaits you in the estate backyard in the afternoon to discuss the replacement.

This Is the Droid You're Looking For

3. Head for Pink store, in the shopping mall. Ivy promotes a robot designed to be the mayor's perfect new help. Thatbot costs, however, \$1,000.

Allow 2 days to pass.

4. Bring the package from Pink to the Rumps' residence. Consuela's dismissal gets you all the blame!

Get a Job

Meet Father Keeves at the church on the weekend if his introduction hasn't already been done.

Wait for the next weekday.

5. It's on the sidewalk of the shopping mall that you find the Latina, begging for a new job:
 - The search for a new employer takes you to the church where you mention Consuela to the priest. Go back to her. Unfortunately, the later meeting between the applicant and the clerics turned out to be a fiasco!
 - Accompany the woman to the school; but here again, she refuses the post when confronted with her own daughter's intransigence.
 - Last choice is the hospital. Third time's a charm... well, not really, since this job imposes a somewhat interview with the receptionist in the second floor storage room...

Thanks to your sacrifice, Consuela has now a new position. But her story doesn't end here!

Who's the Boss?

You must have bought the beachhouse.

Allow 1 week to pass.

6. Enter the beachhouse and sleep in the bed on the second floor.
7. Next day, you get an impromptu visit from Consuela and Martinez. To show her gratitude, she becomes your housekeeper.

Living Loving Maid

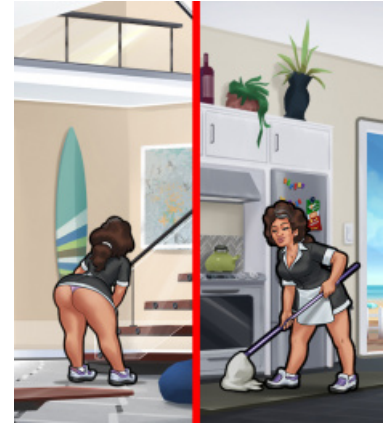
8. Next day, in the afternoon, Consuela is already at work, singing and waddling the bottom in the kitchen. Check on her.

Allow 1 week to pass.

9. As usual, the maid is in the kitchen in the afternoon. But her dedication to the house cleanup extends now to its occupant.

Allow 1 week to pass.

10. Your awakening in the beachhouse is interrupted by the exclamations of Martinez, who doesn't share the same consideration for you.
11. Next day, Consuela unveils an unobstructed view of her, enough to take away all your self-restraint. Options let you judge if she should or shouldn't be dressed for housework.



Consuela is at the beachhouse from Monday to Friday

Pregnancy

For more information about the pregnancy planning pills, see [Dating and pregnancy](#) § [Pregnancy](#).

Having sex with Consuela provides the option of making her pregnant. One week later, read the phone message and visit the beachhouse for the announcement. A new message notifies she has given birth at the end of the fifth week; read it and meet the Latina woman at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Consuela.

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Daisy's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story
- 3 Pregnancy

Requirements

- Proceed through Diane's route up to step 20
- Proceed through Roxxy's route up to step 20
- Finish Consuela's route
- \$270

Story

A Mysterious Statue

Clyde must have come back during Roxxy's route.

1. Find the 3 parts of the mysterious statue:
 1. Upon completion of Diane's barn, Richard hands over the bottom part of the statue to you.
 2. Query Clyde about his "dog" at the trailer park. Go to Cupid store at the mall and buy a Pink beaver plush. Go back and give him the plush. Clyde rewards you with the middle part of the statue.
 3. Buy the beachhouse and progress with Consuela enough for her to become your maid. Visit the place on any weekday morning or afternoon; Consuela gives you the head of the statue she has found while cleaning.

The 3 parts in your possession, go to the barn and talk to Diane. Then examine the statue in the garden. Ask Diane for a sample of her milk and pour it on the statue. It suddenly turns into a cow girl! Join the girls inside the barn.

Meet Daisy

Allow 3 days to pass.

2. Go to the barn. You can now talk to the newcomer called Daisy.

Veggie Pizza

Allow 2 days to pass.

3. Go to Diane's and take care of the garden. Diane is milking the cow girl in the barn. Daisy wants a pizza, so go to Tony's Pizza, buy a vegetarian pizza and bring it back to her.

The Sunflowers

Allow 2 days to pass.

4. Go to the barn. Daisy's flowers have died. To make her happy, buy sunflowers at Cupid. Return to the barn and hand

Statue parts



Legs found by Richard



Torso found by Clyde



Head found by Consuela

your gift to the cow girl: mission accomplished! Talk to her again to begin your first milking session.

You must have had sex with Diane at least once in the barn during Diane's route but she must not be pregnant.

5. Next day, go say hi to Daisy before a horny Diane expects some sexual favour from you. Both girls have a discussion together later.
6. Next day, meet Daisy who is eagerly wanting to have some fun with you. Agree.

You get the achievement More girl than cow.

Pregnancy

For more information about the pregnancy planning pills, see [Dating and pregnancy § Pregnancy](#).

Having sex with Daisy provides the option of making her pregnant. One week later, read the phone message and visit the barn for the announcement. A new message notifies she has given birth at the end of the fifth week; read it and meet the girls at the barn. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Daisy.

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Debbie's route

From Summertime Saga Wiki


Contents

- 1 Requirements
- 2 Story

Requirements

- Charisma up to 5
- \$150

Story

 In several steps, you need Debbie to be in the shower, the entrance or the kitchen. If the woman is not in the right location, you'll have to wait another morning.

Lawn & Order

1. Next day, go down to the entrance. Your landlady suggests the lawn could use some work. Try starting the mower in vain in the garage. Visit the mall and buy a gas tank at the general store called Consum-R. Pour gas inside the engine, get to work. Since your clothes are dirty, head down to the basement.

Allow 4 days to pass.

2. Next day, meet Debbie and Mrs. Johnson who are chatting outside home.

Fix the Pipe

3. Next day, in the entrance, Debbie prompts you that a pipe has broken. Rush inside the shower to find yourself face-to-face with a wet Jenny. Close the water valve in the basement and come back. At least, your housemate is now showing some gratitude. Buy a wrench from Consum-R and fix the pipe inside the shower.
4. Next day, peek Debbie while she's in the shower.

Allow 4 days to pass.

The Chores

5. Next day, in the morning, help Debbie with the vacuum in the entrance.
6. Next day, in the morning, help Debbie with the dishes in the kitchen.
7. Next day, in the afternoon, help Debbie with the laundry in the basement. The landlady requires the lotion which is in her dresser; grab it and go back in the basement. Give Debbie a last help to unlock a sexy massage with her.

A Panty Named Desire

8. Next day, enter Debbie's bedroom, open her dresser, take her underwear and use the bed. Congratulation, you're officially a pervert! In the evening, meet Debbie in the entrance, she invites you to watch TV together in the living room. Do it. It's now your turn to enjoy a massage.

Learn to Kiss

9. Next day, Debbie is waiting for you in the entrance. Accept to accompany her and get to the car in the garage. Once at the mall, go to the second floor then to the store called Cupid. Offer a necklace to Debbie. Join her in the dressing room

to end the shopping with a kiss. This night, you have a naughty dream.

10. Next day, weird sounds are coming from Debbie's bedroom. Of course, you have to take a look to make sure she's okay. In fact, she is doing very well by herself, as you and Jenny can see. This night, you have a wet dream.
11. Next day, try a direct approach and persuade Debbie to teach you how to kiss while she is in the kitchen. You need 5 in charisma to convince her.
12. Next day, enter into the shower while Debbie is having a wash.

Fix the Car

13. Next day, a mechanical break down troubles the landlady in the entrance. Head to the garage and find the car in poor shape. Report to her, then go back to the car. While you call the dealership, Josephine explains the warranty has expired. You can either pay \$8,000, use your charisma or friendship with her, to make the repairs free of charge. Wait 24 hours for the mechanic to finish and get Debbie's touch inside the car.



Convince Josephine with 5 in charisma

Debbie's Charity

17. Next day, don't hold back your desire anymore: enter Debbie's room, open her dresser and masturbate with her panties on the bed. Explain her you can't help it because you like her. She agrees to encourage you. This night, in your bed, Debbie gives you a hand, literally.

Man of the House

18. Next day, go outside. The bad guys are back for a final warning. Be a hero and protect Debbie. One bloody nose later, you are inside the shower and both naked...

Sleeping in Debbie's Bed

19. Next day, meet Debbie in the evening while she is in the hallway. Follow her inside her bedroom and sleep with her (among many others options).

Chit-Chat with Diane

20. Next day, wait for the evening and overhear Debbie confiding her feelings for you to Diane in the kitchen. Let's hope she follows Diane's advice!
21. Next day, you run into Debbie in the hallway during the evening. Join her in the living room where she shows you how excited she is. Debbie finally succumbs to temptation.
22. Next day, after getting to bed, you're awoken by outside noise. Take a look in the backyard to surprise two drunk and horny chicks in the pool. Bring the towel from the shower and "warm up" Debbie. Again, you find her in your bed for an enjoyable moment together.
23. Next day, meet the lady in the basement in the afternoon. Invite her in your bed. This evening, replay the previous scene.

Debbie's Ambush

24. Next day, a note has been left on your computer, read it. Collect the laundry basket in Debbie's bedroom and go to the basement. Have wild sex, the washing machine has seen worse!

You get the achievement End of the chores

Walkthrough

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■ This page was last edited on 21 June 2020, at 17:39.

Diane's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story
- 3 Pregnancy

Requirements

- Finish Debbie's route
- Strength up to 2
- A library subscription
- \$400

Story

Greenthumb

Allow 6 days to pass.

1. Diane is waiting your help in the garden: lifting the wheelbarrow requires 2 in strength.
- 2.

Milk Delivery to Tony's Pizza

This step is unlocked once the main character has visited Tony's Pizza.

2. Meet Diane in her garden. She gives you a delivery for the pizzeria. Follow Maria inside the storage room and enjoy the view. Then return to the garden and talk to Diane.

Allow 2 days to pass.

3. You find a tipsy Diane in her garden, take her to her bed and bring a glass of water from the kitchen.

Bugs infestation

4. Next day, pests have swarmed the crops: do a complete clearance. Diane is yelling in the bedroom, go upstairs. It's time to go shopping at Hillside Mall, enter Consum-R where Veronica is working and buy the Bug annihilator spray. Go back to Diane's and clean the garden one more time.
5. Next day, Diane is not in the garden, so enter her house from the front door, take a look in the kitchen. This woman really loves vegetables! Do some gardening.
6. Next day, Debbie wakes you up. Talk to Diane in the garden. Bring her the tool that is on the kitchen counter.



Buy the bug spray with a green cap

Milk Delivery to Daycare

Allow 3 days to pass.

7. Make a visit to Diane. Her business is growing fast. Pick up the milk cartons in the shed. Deliver it to Lucy at the daycare, next to Diane's house. Return to Diane and leave the money in her bedroom as she is sleeping.

Alcoholic Lotion Session

Allow 2 days to pass.

8. Find Diane in her garden. She looks exhausted. Wait for the evening and meet Debbie in your home entrance. She asks you to bring a pie to Diane. Come back, but Diane is not at her house. Try the shed!
9. Next day, go to the garden and invite Diane to rest while you work. First, go to the shed and use the milk pump on the storage jug. Now, Diane wants a drink (which is random). Head to the kitchen, read the recipe and make the cocktail, then bring it to her. Take care of the garden. Diane needs your hands to apply some sunscreen on her back... and her chest! As you reveal your arousal, you get a little reward from Diane.
10. Next day, join Diane who is talking with Veronica in her garden.

Allow 2 days to pass.

11. Do one last gardening session. Hurry to the shed where Diane is in pain! Enjoy the next scenes. From this moment you can revisit the shed in the evening for another sex scene with Diane.
12. Next day, wait for the evening and eavesdrop Debbie and Diane in the kitchen.

Milk Delivery to School

13. Next day, Diane has another delivery job for you. Get the milk cartons from the shed. Go to school where Annie demands you to go to Mrs. Smith's office. The principal is disciplining miscreants! Untie Ronda, finally deliver the milk at the cafeteria, and return talking to Diane. Don't forget to get your share from the tap!

Dinner at Home

14. Next day, Debbie has invited Diane for dinner; follow the landlady into her bedroom to share your opinion on her outfit. Go to the pier where you can buy sea trout from Captain Terry, or catch one if you've already found the fishing rod. Return to your kitchen. Enjoy the dinner.

The Barn

15. Next day, talk to Diane as she needs your help for a big project: build a barn! Go to Annie's house as you require Richard. To make the toys, pick up the hammer and the handsaw in the carpenter's house. After finishing your job, go back to Diane's and escort the lady to your home (use the front door). She now lives with you.

Breeding

Allow 1 week to pass.

16. Enter the kitchen: Diane is happy because the barn is ready. Go over there and get a tour of the barn. Richard gives you a part of a mysterious statue. Go to Consum-R and buy a milk jug. Follow Veronica's advice and speak with Jane at the library, then take The Breeder Guide from the bookshelf. Return both items to Diane.

Allow 2 days to pass.

17. Enter the living room in the evening. Diane is reading the book. Go to bed and masturbate, sleep.
18. Enter the kitchen, Diane has already left. Find her at the barn. She arranges for a checkup so head to the hospital, then up to the second floor. In the bathroom, the nurse gives you an optional, intimate testing. On your way back, talk to Diane in the home entrance.

Allow 2 days to pass.

19. Next day, Diane asks you to collect a package from Ivy in the Pink store at the mall. With the new outfit you delivered her, Diane is finally ready for the "breeding".

Have sex with Diane in the barn and cum inside her but don't make her pregnant nor have a baby.



Cocktails recipe



The guide is explicit

Threesome

You must have finished Debbie's route.

20. In the evening, try entering the landlady's bedroom before Diane stops you. A discussion begins between Debbie, Diane, you and... Jenny. Back in your own bedroom, Debbie invites you for a very special party in her bedroom. Go for it! Go into the kitchen the next morning.

You get the achievement Milky business.

Pregnancy

For more information about the pregnancy planning pills, see [Dating and pregnancy § Pregnancy](#).

Having sex with Diane provides the option of making her pregnant. One week later, read the phone message and visit the barn for the announcement. A new message notifies she's in labor at the end of the fifth week; read it and meet her at the hospital, then at home. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Diane.

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- This page was last edited on 21 June 2020, at 17:39.

Eve's route

From Summertime Saga Wiki

Contents

- - 1 Requirements
- - 2 Story
- - 3 Optional scenes
- - 4 Pregnancies
 - - 4.1 Eve
 - - 4.2 Grace
 - - 4.3 Odette

Requirements

- Charisma up to 10
- Dexterity up to 5
- Intelligence up to 5
- A working computer
- \$300

Story

Major spoilers are blurred out and appear only when hovered over.



- Eve can be either female or transgender depending on your decisions during step 11. To access this definitive choice, you must answer "Maybe." to Eve's question about the main character's interest in bisexuality, then confirm it later on a selection screen.
- The character's appearance will correspond to your preference.
- A new achievement will be validated at the end of Eve's route.

Introduction

1. Meet Eve in the park in the evening.

Allow 2 days to pass.

2. Enter the school cafeteria where a battle is raging between Eve and Annie.
3. Next day, Ms. Ross is cheering Eve in the school right hallway. Follow the blue-hair girl into the assembly hall and talk to her. In the evening, comply with Eve's invitation and go to Sugar Tats, the tattoo parlor. Get to know Grace - Eve's older sister, Odette - her friend, and Tuuku - the... gardener. The tour of the premises begins with the garage, then up the stairs, in Grace's apartment.

Allow 2 days to pass.

4. At school, Eve challenges you to skip classes. But when you get to the parlor, you notice something's wrong. Odette, still

asleep in the garage, is not much help to you. Continue your way through the apartment where a family quarrel erupted.

Dress Code

Allow 2 days to pass.

5. Spy on the girls in the school boys' locker room. Again you're at the rescue to raise Eve's spirits as she's hiding in the assembly hall. Unfortunately, consulting Mrs. Smith about the dress code doesn't do any good. Skip to the afternoon, then visit Coach Bridget in her office; the sport teacher is more concerned and 5 points in dexterity gives you the support from the only person who can stand up to the principal.
6. Next day, inform Eve of the good news in the French classroom. Once again the spell fell on her and she get soaked with beer. At the door of Grace's apartment, Eve calls for a diversion. Find the poor girl in the bathroom.

Big Trouble in Little Park

7. Next day, Eve is scheming something in the school locker room. Her revenge is all the more delightful and continues in the evening, in the park, with the help of Tuuku. Things take an unexpected turn and here they are arrested by the cops. As soon as you get out of custody, join Grace and Eve in the police station's parking lot.
8. Next day, go to school to find out that your classmate is absent. After a few words with her elder sister and Odette at the tattoo shop, proceed to the apartment.

Allow 2 days to pass.

9. The young delinquent is back in the French classroom and she gives you a date. A mechanical failure damps Eve's hopes, and her two guardians are still there when you arrive at Sugar Tats in the evening. Using the fire escape, you both climb up the rooftop.

Save here for Eve's gender choice.

10. From up there, the view is breathtaking. Soon, beers are not enough to warm Eve up and you follow her into the tent for a drawing session. One thing leading to another, you end up sharing your body heat together.

My Enemy's Enemy...

11. Next day, in the afternoon, meet Eve in the school right hallway. A cat fight begins between the girl and Roxxy, resulting in everyone being in detention. But their mutual detestation for the hall monitor quickly reconciles them.
12. Next day, in the morning, Eve is in her usual sit in French class. A new invitation is made.

Grace's Bike

Wait until Saturday or Sunday.

13. Talk to Odette in the tattoo parlor. The two sisters are in the garage, trying to repair Grace's bike. 5 points in intelligence provide sufficient knowledge to do it by yourself. A well-deserved moment of unwind allows everyone to reveal themselves a little more.
14. Next day, go check how the girls are recovering from the hangover. Eve has an idea to revitalize the parlor; accompany her to the mall, then to the library and the park, and come back to Sugar Tats. The advertising is a success! In her gladness, Grace would almost forgive Odette for throwing a party the following weekend!

The Party

Wait until Saturday evening.

15. The party is already well underway when you get to the building. As you reach the roof, you meet Grace, then Jane, Jenny, and Odette. When Eve finally comes forward, she's unrecognizable. A quick chat with Tuuku and Pilly in the alley precipitates the stop of the festivities.

Romantic Dinner (and More if Affinity)

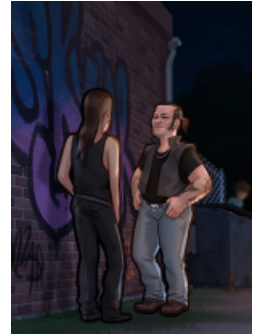
16. Next day, go back to Sugar Tats. Odette is having a hard time; a new plan is set in motion. Buy the candle at Consum-R and the box of chocolates at Cupid, both inside Hillside Mall. Tuuku, who is either on the roof or hanging around in the alley, will be in charge of the wine. There is no better lasagna than Tony's Pizza's, go there and buy some. The table is set in the apartment. The diner should give you and Eve enough time to let you finish what was started previously on the roof.

The New Eve

17. Next day, you meet Eve at school, where she makes a strong impression, then in her bedroom at night for a new two-way experience.
18. Next day, in the evening, a surprise awaits you in Eve's bedroom. This scene has to be replayed to unlock the second version.

You get the achievement Eve Tat-2.0.

You only get the achievement The full Ackbar if you chose the transgender option for Eve.



Tuuku is in the alley next to the parlor

Optional scenes

Easy Rider

19. Next day, Odette would like to sincerely thank you, in her own way... on the bike!

Shiatsu

Wait until Saturday or Sunday.

20. Odette doesn't forget Grace. The roommates are in a very private atmosphere when you join them in the apartment during the evening. But a body-to-body massage with such pretty girls cannot stay innocent for very long. This scene has to be replayed to unlock Odette's version.

Pregnancies

For more information about the pregnancy planning pills, see Dating and pregnancy § Pregnancy.

Eve

Eve's pregnancy is unavailable if Eve is transgender.

Having sex with Eve provides the option of making her pregnant. One week later, read the phone message and enter Grace's apartment for the announcement. Eve has a chance to appear in the bathroom in the evening by the fourth and fifth weeks of pregnancy. A new message notifies she's in labor at the end of the fifth week; read it and meet the sisters at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Eve.

Grace

Having sex with Grace provides the option of making her pregnant. One week later, read the phone message and enter the tattoo parlor for the announcement. With enough charisma, you change the artist's mind about keeping the baby. Grace has a chance to appear in the bathroom in the evening by the fourth and fifth weeks of pregnancy. A new message notifies she's in labor at the end of the fifth week; read it and meet her at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Grace.

Odette

Having sex with Odette provides the option of making her pregnant. One week later, read the phone message and enter the tattoo parlor for the announcement. Odette has a chance to appear in the bathroom in the morning by the fourth and fifth weeks of pregnancy. A new message notifies she's in labor at the end of the fifth week; read it and meet her at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Odette.

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- This page was last edited on 21 June 2020, at 17:42.

Jenny's route

From Summertime Saga Wiki

Contents

-
- 1 Requirements
- 2 Story
- 3 Optional scenes
- 4 Pregnancy

Requirements

- Intelligence around 5
- Strength up to 7
- A working computer
- \$1,700–\$2,060

Story



- In several steps, you need Jenny to be in the shower, the dining room or the backyard. If the girl is not in the right location, you have to wait another morning.
- The way you reply to your housemate changes how she treats you, from disdain to respect, and how much money she asks. There are four choices where you can face her ▲ or submit yourself ▼ . This does not add or remove any scenes.

Introduction

1. Peep Jenny under the shower in the morning.
2. Next day, wait for the afternoon and go down to the entrance to eavesdrop on the discussion about her financial issue.

Allow 2 days to pass.

3. Have breakfast in the morning with Jenny in the dining room.

Big Daddy

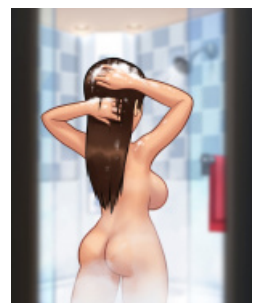
Allow 2 days to pass.

4. In the evening, go to the upstairs hallway. Jenny is talking in her room about a... big daddy? Confirmation: she is having a good time watching a porn movie. Buy her silence with money.

Hot Photos

Allow 3 days to pass.

5. In the morning, go to the dining room to share another breakfast with the girl. She is absorbed by a social media called *Sluttygram*. What wouldn't she do to please new followers? You're embarking on a new career as erotica photographer.



Check Jenny out in the shower for new scenes

Dear Diary

- Next day, in the morning, enter her room while she washes. In the search for the camera, you find her diary on the bed; read the naughty thoughts that are revealed inside it. Next step is the bedside table where you try to steal the panties. Jenny catches you! Refuse ▲ or consent ▼ to pay to see the photos.

Indecent Proposal

Allow 3 days to pass.

- Join up with your cotenant for breakfast. She is still glued to her phone screen. Deny ▲ or agree ▼ that Jenny is hot. Follow her in her room for a new deal, this time about her boobs.

Electro Clit

Allow 2 days to pass.

- Jenny rushes into your room in the early morning. Once in her bedroom, she requires a special toy to continue her business. Go to Hillside Mall, then to the sex shop called Pink. Fortunately for you, the librarian is not satisfied with the purchase and you get the Electro Clit back on the shop counter. Wait for the afternoon and give Jenny the toy. She lets you admire her forms in the simplest outfit.

Allow 2 days to pass.

- In the morning, Jenny and Debbie are in the kitchen talking about the girl's new job. Confront her ▲ or let her go ▼. Depending on your answer, continue respectively in the hallway or the dining room.

UltraVibe 2000

- Next day, Jenny is in the entrance, ready to go shopping. After negotiation, you accompany her to the mall where you encounter Grace. In the sex shop, take the blue-and-white ringed dildo.

Computer Snooping

- Next day, your curiosity leads you to spy at Jenny's journal again. Wait for her to be in the shower and sneak into her room. Looks like Jenny has become a camgirl! The journal discloses her interest for a sex toy. Check the laptop but you don't have enough time; delay until the evening and return. Type BADMONSTER as password to log in. Her emails indicate she has an account for both LiveCrush and Pink Channel. Next, open the CAMslut app and click on the Videos button. Privacy is outdated, so connect both computers (requires around 5 in intelligence). Well done! Now go onyour computer; you can enjoy her previous CAMslut videos via the remote access.



Jenny's diary gives many hints

Is It a Gift? (the Bad Monster)

Allow 3 days to pass.

- In the morning, check for new video on your computer. Time to get that famous Bad Monster: purchase the big and very green dildo at Pink. Give the present to the camgirl in the afternoon.
- Next day, a new video awaits you on CAMslut. The girl uses her expertise to make two toys disappear at once!

A Porn Star Is Born

Allow 2 days to pass.

- As usual in the morning, Jenny is eating breakfast in the dining room. She requisitions you for a favor and grants you a payment in kind. The redheaded guy at the back of the gym is Cedric, talk to him about Jenny. His refusal doesn't make it any easier for you, and you must now report to his crazy ex-girlfriend.

Allow 3 days to pass.

- Wait for the evening and get out of your bedroom. You surprise Jenny chatting completely naked, which leads you to

experiment the Bad Monster in another way!

16. Next morning, use the telescope to watch Mia. Jenny busts you and exposes your anatomy. You are hired for the next show! Wait for the afternoon and enter her bedroom where she insists you hide your face. Go to the mall where a replica of Pink Cyclone mask is available at Cosmic Cumics. Back in Jenny's bedroom, the girl gives you an appointment for the following day.

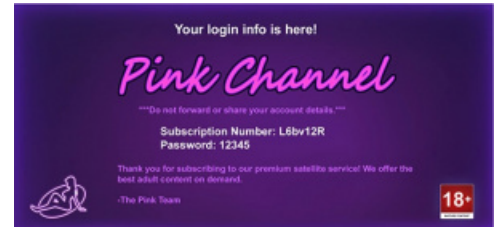
First Camshow: Manual Handling

17. Next day, in the afternoon, go back in Jenny's room. The girl takes charge of things for your first porn video.
18. Next day, in the morning, receive your earning from Jenny in the dining room; this also unlocks a camshow option in her bedroom.

Pink Channel

Allow 2 days to pass.

19. In the evening, catch Jenny masturbating in the living room. You are invited to the party dedicated to foot lovers! You can now use her login (L6bv12R) and password (12345) to watch Pink Channel on the TV in the evening whenever you want.



Pink Channel email with Jenny's login

Second Camshow: Mutual Pleasuring

20. Next day, Jenny wakes you up with all the delicacy that characterizes her. In the afternoon, come into her bedroom as agreed: no time to waste, "Princess Jenny" is ready for the shooting!
21. Next day, Jenny gives you your part during the breakfast.
22. Next day, ogle Mrs. Johnson... and Erik through the telescope. This view inspires Jenny, and she has a naughty idea.

Third Camshow: BdsM, Cheerleader, Raw Sex

23. Next day, in the dining room, Jenny informs you the next show is scheduled today. Say something ▲ or remain silent ▼. First, get her old cheerleader uniform from the attic: take the small key in the entrance, the stool in the garage, then open the trapdoor in the hallway, and bring Jenny the clothes. Both properly dressed and undressed, you're up for a new camshow. If you faced her (▲) in the previous choices and if you have at least 7 in strength, you can break the handcuffs for more raw sex.

Do not make Jenny pregnant in order to progress further in her route.

Exciting Movie

Wait for Saturday or Sunday morning.

24. In the entrance, you are asked to call Jenny for breakfast. Head to the backyard. But a creepy guy is observing you and the only lead you get on him is a ticket. The stalker, whose name is Mr. Bubbles, is at the theater counter in the mall. In the afternoon, use the free tickets you get for the trouble, to date Jenny at the cine, and witness her vengeance! Since the movie is terrible, she imagines another way to entertain herself, which involves your hand and her crotch. The girl carries on the affair in your bed that night.
25. Next day, find Jenny and Debbie in the dining room. You can enjoy new interactions with Jenny in the shower!

You get the achievement Prolific camshow.

Optional scenes

The Girlfriend Experience

Allow 3 days to pass.

Have a little talk with Jenny in the hallway, in the morning.

Next morning, get ready for another look in Jenny's diary. Her feelings for you are becoming conflicting. The perfect gift to seduce her is a necklace from Cupid store in the mall; buy and give any one of them to Jenny. The surprise results as expected, the ex-cheerleader being more convinced by cash. Tonight, accept her new experience, which begins on the

couch and ends in your bed!

Happy Meal

In the morning, eat breakfast with Jenny in the dining room. When you suggest her to fool around, she seizes the day to satisfy her sexual appetite.

In Bed with Jenny

Invite yourself directly into her bed at late night, and Jenny will be easily convinced to go further.

Watersport

Wait for Saturday or Sunday morning.

As Jenny is relaxing by the pool, offer her to fool around with you in the water; what follows is a blend of sexual intercourse and drowning.

Pregnancy

For more information about the pregnancy planning pills, see [Dating and pregnancy § Pregnancy](#).

Having sex with Jenny provides the option of making her pregnant. One week later, read the phone message and enter her bedroom for the announcement. By the third week, attend the discussion between Debbie and Jenny in the kitchen; two more weeks and you find Jenny in the bathroom. A new message notifies she's in labor at the end of the fifth week; read it and meet the women at the hospital. It takes another three weeks until the baby is sent to daycare and you can resume normal activities with Jenny.

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Mia and Helen's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Proceed through Ms. Bissette's route up to step 2
- Charisma up to 7
- Strength up to 2
- A library subscription
- \$1,670

Story

Guess Who's Coming to Study Tonight

You must have completed the first tutoring lesson with the French teacher.

1. Wait for the evening and study with Mia at her house. When she asks if you also like her, the good answer is "Yes" of course.
2. Next day, meet Mia's parents, Helen and Harold, at their home during afternoon. Come back in the evening; her mother busts you in the stairs and orders you to stay away from the daughter.

DOH-nuts

3. Next day, in science classroom, Mia tells you how to get her father's good side. Go to the police station and question his coworkers, Earl and Yumi, about his favorite donuts (it's random). Buy the donuts box at Glazie's, the donut shop. Return to the station and offer him the donuts.

You get the achievement Donut craving.



Harold's favorite donut is random

The Tattoo

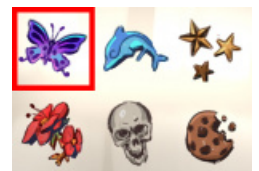
4. Next day, talk to Mia in science classroom. Then sneak into her bedroom in the evening. She wants you to draw a tattoo.
5. Next day, go to the art classroom, click on the easel. Choose the purple butterfly. Another evening, another visit to Mia; show her your drawing.

Wait until Saturday morning.

6. Meet Mia at Sugar Tats. Encourage her and contribute to the tattoo price.

Wait until Monday morning.

7. At school, Mia invites you at home in order to show her tattoo. But you get caught by her mother in an embarrassing situation this night!



Purple is Mia's color

Mia's Rescue & Aftermath

8. You receive an urgent text message from Mia. Read it on your phone. Then run to her house, head to the second floor, and open the left door with the key you will find on the statue in Helen's room. Liberate the captive before her parents arrive and quarrel.

Allow 4 days to pass.

9. Harold can be found in the afternoon outside Mia's house with his belongings under his arm. This is not good news. Enter inside the house and talk to Mia in the entrance. Then go upstairs and have another talk with Helen this time.

Helen's Penance

Wait for Saturday or Sunday morning.

10. Go to mass at the church. With the upper door, enter the reserved bedroom and take the priest's chasuble. Go back downstairs; in the confessional, convince Helen to change (requires 3 in charisma). Put the habit back in its place and, in doing so, meet Sister Angelica. This afternoon, report your progress to Mia at her house, and get a kiss for your effort.

Harold is Missing

Allow 3 days to pass.

11. You receive another message from Mia, read it. In the afternoon, find both the girl and her mother who are worried about Harold. First investigate his colleagues at the police station and take a look at the photo frame on his desk. All clues lead to Raven Hill. Speak to Mia's father over there, then reassure the two women.

Convince Helen

Allow 3 days to pass.

12. Sister Angelica gives you a visit to remind you of the agreement you've reached together. More information is provided at the church during the evening: the clergy woman is looking for a lost sheep and Helen is a natural choice. Next afternoon, persuade Helen to participate to the ritual (requires 5 in charisma). Wait for the evening and introduce Mia's mother to the sister at church. The ancient sacrament begins now.

Harold's Sunglasses

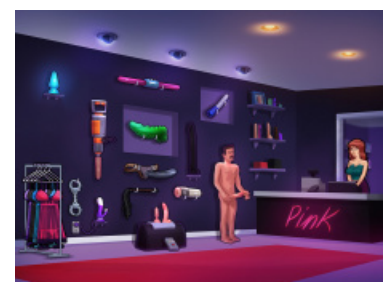
13. Next day, Mia is waiting for you at school. Your new mission is to deliver the sunglasses to her father. The policeman asks you to go to the basement where a catfight is raging between Yumi and Crystal. Harold's backup is needed.

The Red Corset

14. Next day, in the afternoon, you surprise Helen in her bedroom while she is indulging herself. Do her a favor and bring her the ruby corset that is on sale at Pink.

Ancient Sacrament: the Whip

15. Next day, Sister Angelica is back at your door. She professes that a whip is necessary for the ritual, an item also available in the sex shop. Wait for the evening and give the tool to the religious. Sister Angelica does not have a light hand when it comes to expiate the sins!



Pink sells all you need for Helen

Stolen Goods

Learn more about the bag during Mrs. Johnson and June's route

16. Next day, in the afternoon, be sure to visit Helen to inquire about her condition after the whipping. Mia is planning a family dinner as she explains to you. Harold is too busy, so you have to talk to him and retrieve the thief's bag for him, it's behind a tree in the park, grab the golden key in the meantime (requires 5 in charisma).

Ancient Sacrament: the Strap-on

18. No two without three – Sister Angelica is again in your entrance the next morning! Have a last talk with Harold before buying the strap-on at Pink. Back to the church, the sister and the sinner are exposing their nudity to God... and to your

eyes: should you proceed by yourself or let the religious impregnate Helen with holy seed? The route's ending depends on this choice.

Save here for the branching.

Branch 1 – Make Helen Your Sex Slave

19. Have sex with Helen.
20. Next day, go see Harold at the police station; he made his decision and he's leaving his wife. Mia and her mother confirm your doubts. You can now enhance Helen's purification at afternoon in her place and at night in church.

You get the achievement Repentance.

Branch 2 – Take Mia's Virginity

19. Watch Sister Angelica use the dildo on Helen.
20. Next day, visit Mia's house to enjoy the picture of a reunited family. Wait until evening and join Mia in her bedroom; this night belongs to you! (Anal sex with the girl requires 7 in charisma)

You get the achievement Not a prude.

Walkthrough

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Mrs. Johnson and June's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Charisma up to 5
- Dexterity up to 5
- A working computer
- A library subscription
- \$1,350

Story

Erik's Trading Cards

1. In the afternoon, go to Erik's house basement where your best friend is searching his trading cards collection. The box is in the cabinet under the aquarium, in the back room. Bring it back to him in his bedroom. But he's still missing a card, so leave for Hillside Mall, then Cosmic Cumics. Buy *Cock Crown of Thorns* from the showcase and give it to him.

The Package

Wait until next week.

2. Make a deal with Erik in his house basement: he keeps the poker table and you order a new toy for him. Return to your bedroom and use the computer. Click on eGay then type Orcette in the search bar and purchase the item.

Wait until next Tuesday morning.

3. Pick up the package in your mailbox. Bring it to Erik in his bedroom during the evening; your friend cannot hide his joy at finally getting his hands on The Orcette.

Defend Erik

Allow 2 days to pass.

4. Next day, Debbie informs you on your wake-up that the neighbor is at the door. Have a discussion with Mrs. Johnson. Go see how your best friend is going in his bedroom: Dexter, the school bully, makes life difficult for him. Do your best at school to protect Erik (requires 4 in dexterity). Your courage doesn't prevent you to get a beatdown. On your way back home, Mrs. Johnson and Debbie are waiting for you in the entrance. Sleep in your bed.

Favors for Erik

Allow 3 days to pass and wait until Saturday or Sunday.

5. Visit Erik in his basement. He's having a drink while cleaning the place. This gives you an idea but first you need to convince him. The comic store has both the VR headset and the game *World of Orcette* on sale. Bring them back to Erik.

Yoga with Anna

6. Either in the morning or the evening, agree with Mrs. Johnson to replace her for the yoga lesson. Wait for the evening

and greet Anna in the Yoga room. Follow the instructions: Downward Dog, then Happy Baby and finally Plow Position. You can hardly hide your excitement when you touch the lady's shapes.

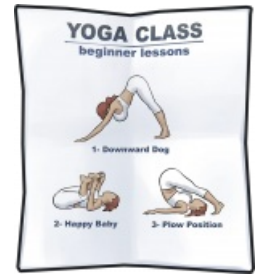
7. Next day, report to the Yoga teacher.

You get the achievement Yoga Apprentice.

Breastfeeding

Allow 2 days to pass.

8. Next day, enter Erik's house in the evening. Nobody's in his bedroom, so spy inside Mrs. Johnson's bedroom: she's a true replacement mother for Erik!



Instructions for Anna

Burglar in the Garden

Allow 2 days to pass.

You may need to sleep several times to trigger the telescope scene.

9. At night, noises are coming from outside. After having used the telescope, investigate Mrs. Johnson's backyard and catch the burglar (requires 5 in dexterity). What a surprise when you realize he's her ex-husband.

The Gentleman Thief

10. Head to the police station basement where Larry has something to confess. Have a discussion with Mrs. Johnson then disclose the message from Mr. Johnson to Erik. Tell Larry about the results. As proof of goodwill, he reveals that the stolen goods are stashed behind a tree in the park. Go get them and grab the golden key in the meantime (requires 5 in charisma).

Strip Poker

Allow 2 days to pass.

11. Make a visit to Erik's house in the evening. The tenant and the lady rally around the idea of a strip poker party (requires 5 in charisma). Still in the evening, invite Mrs. Johnson in the basement. Win the game by stripping the landlady. Follow her in the back room and receive some teasing on the couch.

12. Next day, go to Erik's house where she apologizes for the last night. Talk to Erik about Mrs. Johnson. Return to her to discuss about Erik. The first branching forces you to choose between two stories: sex education ends with Mrs. Johnson's threesome; finding a girlfriend lets you have solo sex with the landlady or June.

Save here for the first branching.

Branch 1 – Sex Education

13. Next day, enter Erik's bedroom in the evening before Mrs. Johnson calls you both and explains what she needs for the party.

- Go to the library, take a look at the shelf and grab the Yoga Kamasutra book.
- In the hospital, you find the storage room locked on the right side. So go talk to Roz about schedule at the reception and use the phone on the second floor to distract her. Back on the first floor, open the key box and put your hand on the storage access card. Visit the storage room and take the birth control pills inside the closet.

Report to Mrs. Johnson.

14. Next day, wait for the evening and enter Mrs. Johnson's bedroom; the landlady is already naked and ready. Yoga may well become your new hobby!

You get the achievement Sharing is caring.

Branch 2 – Get Erik a Girlfriend

13. Go back in Erik's bedroom and inquire with your best friend about his type of girlfriend. Meet June in the computer room on the second floor at school, and ask her about class. You are faced with a second choice: convince June to be Erik's girlfriend or keep the gamer girl for yourself.



When you see this popup, save!

Save here for the second branching.

Branch 2 Choice 1 – My Friend Erik

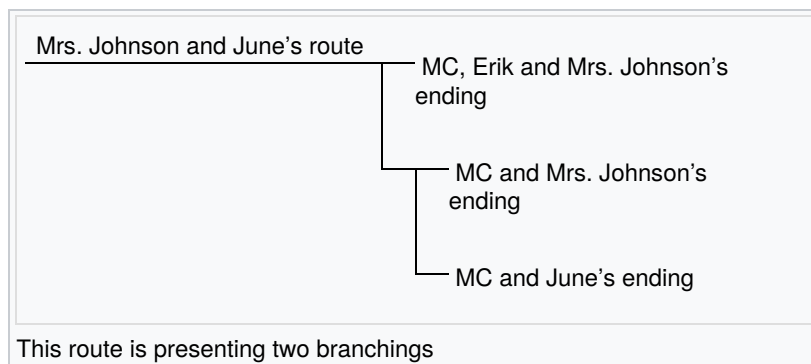
14. Find Erik and propose him to be June's new player.
15. Next day, visit Erik's house. The two geeks are already hanging out together. Tell your progress about Erik's girlfriend to Mrs. Johnson. This evening, head inside Mrs. Johnson's room and find the yoga teacher eagerly waiting for you, naked on her bed. This night shared together will teach you new positions!

You get the achievement Bros before hoes.

Branch 2 Choice 2 – I'll Play

14. Wait for the evening; sitting on your bed is June playing with her console. Offer your assistance to beat the final boss stage. Bork time! It's hot, you answer to her. This game inspired her a cosplay idea.
15. Next day, go to the comic store. Choose the orcette queen garments on the display stand. Give it to June in the computer room. Wait for the evening when she joins you in your bedroom. The reserved June become a green horny orcette. Be her chieftain!

You get the achievement Hoes before bros.



Walkthrough

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Ms. Bissette's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Strength up to 2
- A working computer
- A library subscription
- The master key from Mrs. Smith's office
- \$500

Story

French Dictionary

1. Enter the French classroom and talk to Ms. Bissette about the private tutoring, you receive mission to get a French dictionary. Go to library and talk to Jane, the librarian. Check the bookshelf and take the dictionary. Inform the librarian of the pages ripped off. Report to Ms. Bissette. The french teacher suggests you to borrow a classmate's dictionary. Talk to Judith in the left hallway to obtain her (you may need to comfort her in the girls' locker room first if not yet done). Go to the computer lab, try the printer and ask June for help. "Fixing" the printer requires 2 in strength. Return to French classroom to start the first lesson. Don't forget to give the dictionary back to Judith.

French Food

2. Next day, find Principal Smith yelling at Ms. Bissette in the classroom. Your next homework is about food. Visit the library and talk to Jane. She orders your book in exchange for help: 3 overdue books have to be returned from Erik, Martinez and Dexter.
 1. Talk to Erik: he has lost it in his bedroom. During the day, go to his house and check under the bed to find the first book.
 2. At school, go to the left hallway where Martinez makes fun of you. Follow her in the boys locker room. Open her backpack to pick the second book up while the Latinas are busy in the showers.
 3. In the afternoon, meet Dexter at the basketball court. He's not much of a talker either. So, head to the right hallway, open the beaten up locker and collect the third book (requires the master key). For sure Dexter has school difficulties!

Report to the librarian and get the book from her. Go home and do the school work on your computer.

3. Next day, enter the French classroom. After the class, the teacher introduces you to her special reward.

French Romance

4. Next day, you receive a new assignment from Ms. Bissette, writing a romantic poem in French. You know what to do: go to the library and talk to Jane. Wait for the afternoon and Mia appears at the library. Speak to her, then take the French romance book in the library back room. At home, use your computer to finish the homework.
5. Next day, head to the computer lab and use the printer. Hand your poem to Ms. Bissette in her classroom. She invites you to recite it with a partner for the class. How embarrassing for Roxxy! The French teacher gives you one last private lesson.

Save the Cheerleader, Save the Test

6. Next day, wait for the evening and go to Ms. Bisette's office on the third floor. She pleads for convincing Roxxy to attend the upcoming exam.
7. Next day, talk to Roxxy. She accepts on the condition that you retrieve her pom-poms. Make your way to Coach Bridget's office in the morning, open the locker and take them. Quickly hide inside the locker for an extra scene when you hear the coach coming back. After returning the pom-poms, you offer Roxxy Jenny's help for her routine. Go home, find Jenny in her bedroom and pay \$500 for the help. Go back and speak to Roxxy. Wait for the next afternoon. At home, go downstairs and welcome the cheerleader. Make sure the girls are "training" in Jenny's bedroom.
8. Next day, wait for the evening and deliver the good news to Ms. Bisette in her office.

French Quiz

9. Next day, enter the classroom and pass the French quiz test. Join Ms. Bisette upstairs in the evening; she proves to you the French make the best lovers!

You get the achievement Excellent français.



Walkthrough

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Ms. Dewitt's route

From Summertime Saga Wiki

Contents

- 1 Requirement
- 2 Story

Requirement

- The master key from Mrs. Smith's office

Story

Introduction

1. Meet Ms. Melody Dewitt and her "ladies" in the music classroom.

Get a Flute

2. Next day, the music teacher promises you to help you if you give a hand for the talent show. But first you need an instrument: take a look at the checkout sheet in the locker, then find Judith in the left hallway and question her about the flute. With the master key, open Judith's locker (the one with COW note on it). The flute is in such poor condition that Erik advises you to make a new one. Go to Raven Hill and take the stick on the floor. In your home garage, take the drill on the shelf by the left and use the workbench by the right. Report to Ms. Dewitt.



Take the wooden stick in Raven Hill

Find Volunteers

3. Next day, Ms. Dewitt expresses her concern about the talent show. You are of course roped in and have to find two other volunteers. Eve is your first choice, so tell her about the show. She agrees to pass an audition with the help of Erik's karaoke machine. Wait for the evening and meet your friends in Erik's basement. Win the minigame and... boobs!
4. Next day, wait for the afternoon and go test Kevin about the talent show at the cafeteria; he could be your guitarist if you find him the instrument. Convince Erik that Mr. Johnson's guitar can be replaced by a fake one. Moreover, you did make a flute! Get the wood planks from the treehouse, then go looking for the paint. First search your garage: nothing. Ask Debbie where the paint is, then do the same with Diane. You can now enter the shed in her garden and grab the precious paint. Go back inside the garage and use the workbench. Make the change in Erik's basement... or you could have just asked Mrs. Johnson politely.
5. Next day, give the guitar to Kevin and you got him in the band! Inform Ms. Dewitt the show must go on.

Clean the assembly hall

6. Next day, in the music classroom, everybody is talking about the talent show. Head to the assembly hall: the place is a ruin. Follow the trail to Principal Smith's office and look through the keyhole to find the culprits. The music teacher is saddened when you talk to her in the classroom. Meet the rap gang at the park this evening. Beers will encourage them to clean the assembly hall. Head to Erik's house. While your best friend is playing in his bedroom, talk to him about beer. Take the beer case in his basement.
7. Next day, enter the assembly hall where the little gang is already at work. Find the teacher in the music classroom and come back for the surprise. In her office, Ms. Dewitt demonstrates her twerk skill to her students.

The Sticky Plan

8. Next day, meet Eve and Kevin in the music classroom, then in the science classroom. The adhesive works perfectly. But the courage of your comrades ends there, so urge Erik for his help. Make sure you have taken the master key. Wait for the evening and meet him in front of the schoolyard. Follow the strange robed people in the left hallway then continue your mission on the third floor inside Principal Smith's office. Be evil.

Talent Show

9. Next day, see how the plan is going in the principal's office. In the meantime, the talent show has begun in the assembly hall. Join your band, Eve and Kevin, and give the long-awaited concert. The show is a success, and Ms. Dewitt shows you her gratitude in a rather unique way during the thank-you speech.
10. Talk to the music teacher in the classroom, then wait for the evening and enter her office. Melody rewards you very generously.

You get the achievement Music taste.

Walkthrough

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Ms. Okita's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Charisma up to 7
- Intelligence up to 8
- The master key from Mrs. Smith's office

Story

Introduction

1. Enter the science classroom. Ms. Tori Okita shows how tactless she is.

Office Break-In

2. Next day, return to the classroom. The science teacher instructs you to get the keycode to her office. Wait for the afternoon and sneak inside Mrs. Smith's office. Take the note inside the desk so you can type the code 6219 on Ms. Okita's office door. Konterina is a cute robot that wants to be your friend. Pick up the blueprints, the lab coat and the safety glasses and give them to Ms. Okita. Enjoy the strip.

Okitatron Oculars (aka the Undressing Glasses)

3. Talk to Ms. Okita. She's looking for specific lenses for her invention. Who at school wears glasses? Speak to Judith: she invites you to the park in the afternoon. Do it. Then go to school left hallway and find Judith's locker (requires the master key). It's the one with "cow" written on it. Get the glasses and report to Ms. Okita. Complete the glasses (requires 5 in intelligence). The X-ray mode reveals a lot more than it should do! Follow the teacher in her office for a penis inspection...

Okitatron Belt (aka the Vibrating Panties)

4. Go to the science classroom and talk to Ms. Okita. Today you are working on a new device; the okitatron belt needs a faptic engine. Meet June in the computer lab who explains you could find the engine in a controller. Return to the science classroom and ask Erik about the Master Blaster. Go to the treehouse behind his house, and climb up to the cabin. Bingo the controller is here! Bring it back to June, then the faptic engine back to the teacher. Assemble the belt (requires 8 in intelligence), and go to Ms. Okita's office for a demonstration. Feel the micro-vibrations, a lot of micro-vibrations!

Allow 3 days to pass.

5. Enter the science classroom. Ms. Okita just has time to hand you the belt remote before being interrupted by Principal Smith. What if you press the button now?

Okitatron Serum (aka the Mind Wipe Serum)

6. Back in the classroom, Ms. Okita is ready for another experiment, this time to get rid of the principal. You need five ingredients: toad, mushroom, luminescent flower, stock, and Mrs. Smith's DNA. Most of them can be found in the forest, so wait for the evening and go there; the mushroom is in the clearing, the toad near the cave entrance, the flower inside the cave.

- Next day, go shop at Consum-R, in the mall, talk to the clerk and buy chicken stock. On the afternoon and head to Principal Smith's office. Annie is keeping her door, so you need to convince the hallway monitor (requires 7 in charisma). Enter, look inside the trash and get the used tissue. Report back to the science teacher, then wait until evening and meet her in her office. One handjob later, it's your turn to work. Create two serums according to Ms Okita's instructions: **blue** has flower, Principal Smith's DNA and chicken stock; **pink** has toad, mushroom and your semen.
- Next day, you still have to find a way to make the headteacher drinks the serum. Go to the teacher's lounge in the morning and add it in the coffeemaker. End your task with another dialogue with Ms. Okita. The effect doesn't take long and you already can hear Principal Smith cackling.

Augmented Reality

Allow 3 days to pass.

- Enter the science classroom. Wait for the evening and go to Ms. Okita's office to see the result of your work. The teacher makes you test her latest invention. Virtual sex has never been so real!

You get the achievement Science experiments.



Blue = Flower + DNA + Stock



Pink = Toad + Mushroom + Semen

Walkthrough

Main story | [Tutorial - Part 1](#)

Routes | [Jenny](#) - [Debbie](#) - [Diane](#) - [Mrs. Johnson and June](#) - [Ms. Bisette](#) - [Mia and Helen](#) - [Eve](#) - [Roxxy](#) - [Ms. Dewitt](#) - [Ms. Okita](#) - [Ms. Ross](#) - [Consuela](#) - [Daisy](#) - [Aqua](#)

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Ms. Ross' route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story

Requirements

- Charisma up to 3
- Dexterity up to 3
- Intelligence up to 5
- Strength up to 6
- The master key from Mrs. Smith's office
- A library subscription

Story

Introduction

1. Enter the art classroom. The teacher, Ms. Barbara Ross, welcomes you with compassion. Grab the block of clay on top of the closet. Because Principal Smith cancelled the art supplies, you are now enrolled in an art contest.

Partner & Artpad

2. Next day, in the art classroom, Ms. Ross suggests Mia as your new partner. Go in the science class in the morning and talk to Mia about art sessions (requires 3 in charisma). The teacher requests now an artpad. Wait for the afternoon, and meet Eve in the school right hallway. It would be too easy if her artpad wasn't in the backpack she left in the park. Bring it back to Eve after you took it, but... no artpad inside! Chad is the thief, and thankfully he is also next to you, speak to him. Eve's drawing will be his bargaining chip. Open Eve's locker with the master key, take and give it to him. Report to Ms. Ross. Phew, it's done!

The Search for Magazines

3. Next day, Ms. Ross asks you to find three stacks of magazines. Go to the library and talk to the Jane. Still empty handed, search around school:
 1. Go to the teachers' lounge on the second floor. Convince Ms. Dewitt to give you a small stack of magazines (requires 5 in intelligence).
 2. Wait for the afternoon and go on the basketball court. Grab the nude magazines here and look like a freak (requires 3 in dexterity).
 3. Still in the afternoon, find Kevin reading a "men" magazine in cafeteria.

With a huge stack of magazines in inventory, go back to the art teacher for the collage and find out one of her secret talents.

Easel & Nude Modelling

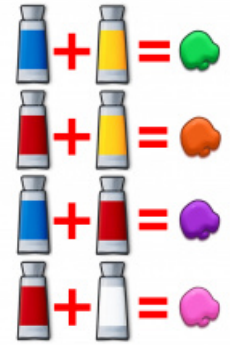
4. Next day, talk to Ms. Ross: she needs a new easel. Head to the treehouse behind Erik's house and take wood planks. In your garage, use the workbench on the right side. Report back to Ms. Ross to hear a bad news: the nude model won't come. Convince Judith to be the new model and return back to Ms. Ross. Barbara's brownies are special, but everyone is now relaxed enough to follow the art teacher's advice. The principal surprises you all naked. She made an offer you can't refuse: if you paint her, Ms. Ross won't be fired.

Linens, Ink & Painting

5. Next day, Ms. Ross sends you to the church. There, talk to Sister Angelica to get old rags. Report to Ms. Ross, the paint is missing. Eve is the first person you need to talk, then go to the tattoo parlor in north of town. Grace, Eve's older sister, agrees to give you some ink if you help her with the boxes. Do it (requires 6 in strength). In the art classroom, Ms. Ross tells you you're almost ready, the colors have to be mixed:

- Blue + Yellow = Green
- Red + Yellow = Orange
- Blue + Red = Purple
- Red + White = Pink

The Queen and her slave are coming for the posing. With a such beautiful vision, create a masterpiece.



Color mixing results

First Prize

Allow 1 week to pass.

6. Enter the art classroom. Iwanka rewards you with the first prize. Ms. Ross woos you to join her in her office at the evening. Do so and enjoy the body painting lesson!

*You get the achievement **Painting in the nude**.*

Walkthrough

Main story	Tutorial - Part 1
Routes	Jenny - Debbie - Diane - Mrs. Johnson and June - Ms. Bissette - Mia and Helen - Eve - Roxxy - Ms. Dewitt - Ms. Okita - Ms. Ross - Consuela - Daisy - Aqua

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Roxy's route

From Summertime Saga Wiki

Contents

- 1 Requirements
- 2 Story
- 3 Optional scenes

Requirements

- Charisma up to 7
- Dexterity up to 3
- Strength up to 5
- \$400

Story

Introduction

1. Go to the third floor of the school and find Roxxy arguing with the teachers.
2. Next day, spy on the conversation between Roxxy and her friends in the girls' locker room.

The Shower

3. Next day, go to school. Eve and Kevin tell you that Roxxy and Dexter have a dispute at the basketball court. Watch the show.
4. Next day, go back to school; Erik tells you Coach Bridget is waiting for you. After a physical exercise at the courtyard, enter the boys locker room. Talk to Becca and Missy: you need 5 points in charisma to access the showers. The next scene proves that Roxxy has nothing to hide!

Lollipop for Homework

5. Next day, go to the French classroom. Roxxy needs your homework so bad she gives you her lollipop in exchange. Go get the French homework from your locker and give it to her.
6. Next day, go to school where you get confronted by Dexter.
7. Next day, go to school. Ms. Bissette assigns you the task of helping Roxxy. Wait for the evening, and go to the trailer park, the new location has been unlocked on the left side of the map. Here she leaves with her mother Crystal and her cousin Clyde. Go back at your home entrance where Debbie welcomes the girl. Study together in your bedroom.

Roxy's Uniform

Allow 2 days to pass.

8. In the school hall, Roxxy is talking with her best friends: she is missing her cheerleading uniform. Accompany her to the trailer. Talk with Crystal at the trailer and with Clyde at the tractor. Win the shooting minigame. Find Clyde's pet Dogeek in the shack. What a strange dog! Next stops are the trailer and the trailer bedroom. Then back to school, Roxxy thanks you for your help.



Win without cheating for the best reward

Fake ID

- Next day, enter the French classroom, Eve informs you that Roxxy and Dexter are arguing again at the basketball court. Go over there to attend the scene. Return into the classroom and talk to Roxxy about drinks. Do the same with Erik; he tells you that a guy makes fake ID at the pier. Report the good news to the girls. The pier is a new location near the beach. Inquire with Captain Terry about the fake ID. Again, return to Roxxy and agree to meet her at Hillside Mall. So go to the mall, then to the photobooth on the second floor. You get a photo of you both. Make sure you have \$400, the price of the fake ID. Return at the pier where the girls meet Terry. Enjoy the next sexy scene (the choice doesn't matter)!



The compromising picture

Crystal in Jail

Allow 2 days to pass.

- Go to school, Roxxy takes you to her mobile home. Read the message on the trailer's door, go find Clyde at the tractor. Go home, have a discussion with Debbie and Roxxy about the situation. Now that the building has been unlocked, enter the police station and head for the office. Talk to Earl, the chief officer eating a donut, then go talk with Crystal imprisoned in the basement. Go to the trailer park and ask Clyde what he thinks about Crystal in prison and Roxxy. Convincing him to help requires 7 in charisma.

Selling the Meth

- Talk to Roxxy at school. Give another visit to Clyde and make him agree to sell the meth. Wait for the evening and meet him at Roxxy's trailer: time to deal some drug with Pilly, the suspicious guy near the left bench at the park. Go to sleep.
- Next day, go to school. Roxxy thanks you.

Vodka for Becca

Allow 3 days to pass.

- Back in Ms. Bissette's classroom, have Roxxy's insight into how is everything going. The beach party is tempting, but first you need to get on Becca's good side. Seek advice from Missy at the basketball court: bringing a GoldSchwagger vodka will do the job. Captain Terry offers you the liquor free of charge.

Spin the Bottle

Wait until Saturday afternoon.

- Party time! Go to the beach and play to spin the bottle with the girls.

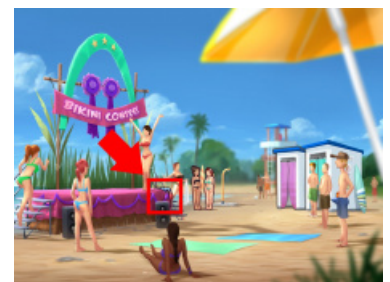
The French Exams

- In the French classroom, Roxxy convinces you to steal the exams. How to refuse in the face of such arguments! Wait for the evening and go to Principal Smith's house, on the left side of the school. Go upstairs, enter the bedroom and look behind the painting above the desk. With the key, open it and take the exams. Go out the window.
- Next day, give the exams to Roxxy at school. Enjoy the locker scene.
- Next day, Ms. Dewitt requisitions you to put stuff in the assembly hall. Once there, you witness Dexter harassing Becca. Telling Roxxy what has happened or remaining silent doesn't change anything. You're now invited to the bikini contest.

Bikini Contest

Wait until Saturday afternoon.

- The bikini contest is here! Go to the beach water and speak to Captain Terry who is on stage with Miss Sara. Then to the girls who are next to it. Follow Roxxy into the changing room after her bikini broke. Fortunately, Miss Sara left her own bikini hanging off the stage; give it to Roxxy. Go take the massage oil in the beach tower, and bring it back to her. Enjoy the massage session. Thanks to your efforts, Roxxy wins the contest.



Miss Sara's bikini is on the stage

Push-ups

- Next week, go to school. Erik takes you to the school courtyard where Dexter challenges you in a new push-ups

minigame. Its difficulty is based on your strength stat (it determines how fast your bar fills up: strength at 1 makes it possible but 5 is recommended since you're going to need it later on). Beat Dexter.

Picnic with Roxxy

20. Next day, go to school and accept Roxxy's invitation. Meet her in the trailer park in the afternoon. The dinner is ruined by the rain, so follow Roxxy in her bedroom inside the trailer. Dexter surprises you while you kiss his girlfriend. How could it be any worse?

Dexter's Challenges Accepted

21. Go to school. Dexter is waiting for you at the courtyard. Humiliate him at basketball.
22. Next day, go to school. Make sure your stats are high enough before you continue. Dexter challenges you in a fight that requires at least 5 in strength and 3 in dexterity to give you enough time to press the correct buttons. Give him a lesson. Roxxy wants to hang out in the evening, so go to the trailer's bedroom where you can finally have sex with her.

You get the achievement You're the man.



Best angle is 15° from the top

Optional scenes

Fun in the Locker

Hang out with Roxxy in the trailer one more time; then on the next day, go to school. The gang is discussing how good you are in bed. This unlocks further progress for the beach minigame. The alpha bitch takes you in the locker for some enjoyable action.

Spin the Bottle

Wait until Saturday or Sunday evening.

Join the girls at the beach and play the minigame. Where the bottle stops gives you a different scene. If the spin points at you, then the best reward is yours!

Mother like Daughter

Hang out with Roxxy in the trailer one more time; then on the next day, talk to Crystal during the day.

Walkthrough	
Main story	Tutorial - Part 1
Routes	Jenny - Debbie - Diane - Mrs. Johnson and June - Ms. Bissette - Mia and Helen - Eve - Roxxy - Ms. Dewitt - Ms. Okita - Ms. Ross - Consuela - Daisy - Aqua

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