

Love & Sex: Second Base

Walkthrough for version v20.7.2

About Love & Sex

Love & Sex: Second Base is a dating sim where a geeky guy or girl (hopefully you) gets to be roommates with two very hot people and meet plenty of others in their daily life. The player has the choice of taking on the role of either a guy or a girl and meet a whole cast of unique and memorable characters along the way.

The aim of the game is, basically, to get lucky with the partner of your choice, meeting, dating and (of course) getting it on in a host of different places, situations and positions. You can keep it casual, ask for their hand in marriage and even get them pregnant, while being either the perfect partner, or cheating on them whenever the chance arises. To do this, you'll need to build your stats, know your conquests and play the game like a pro. The game is structured around a year of 4 months/seasons (summer, autumn, spring, winter) of 30 days with holidays, the protagonist and prospective dates have a birthday and can react accordingly with the calendar.

But remember, they can react to each other and if the player is two timing he can get in trouble, the game has a date and a phone system so you can invite girls and guys to dates, ask their numbers and send them dirty texts.

Mike (our hero) and Bree (our heroine) live in a small house and work boring jobs, but during the course of the game they have the possibility to improve their lot in life.

Each girl/guy has his/her own schedule and will be in different places at different times, dressed differently and choose different activities, when the hero meets a girl/guy he/she can talk to her/him, give her/him gifts, compliment her/him, ask her/him on dates, ask her/his number or her/his birthday...

Basically, their lives (and love lives) are yours to control!

When you first start, the Introduction includes a questionnaire that affects some of your starting skills and attributes.

Game Mechanics

You have two kinds of statistics: Needs and Attributes. There are a number of romance options they can interact with. They have three primary statistics: **Love Points** (LP), **Kink Points** (KP), and **Lesbian Points** (GP). Certain other romance options have additional statistics as noted in their sections.

In Love and Sex, you take actions to do things or move around the game. Actions may cost you time and/or attributes. You can see what the action will cost you by hovering over the icon. Many actions have additional requirements, such as specific needs or attributes or characters in the room, or certain seasons.

You can play either as a male character (Mike) or female character (Bree).

Note that Mike has significantly more content in the game at this time and this Walkthrough contains only Mike's contents.

Needs

You have 4 needs: **Energy**, **Hunger**, **Grooming** and **Fun**.

Energy is refilled by either sleeping (my bedroom, faster with the luxury bed bought at the mall), drink a coffee (kitchen, once per day, free action), taking a break (office, free action) or drinking an energy drink (bakery, 25\$, consumable) You can only drink one coffee per day, taking a break counts as coffee.

Hunger is filled by either have a meal (kitchen), eat a hotdog (mall, 5\$), eat a hamburger (pub, 25\$) or eating a pastry (bakery, 25\$, consumable).

Grooming can be refilled by taking a shower in the bathroom (at lower level of love points your housemates will not allow you in the bathroom alongside with them) or eating a mint candy (bakery, 25\$, consumable)

Fun can be refilled by watching tv (living room), playing videogames (after buying or being gifted the Z- box), play a game (arcade, 1\$), take a break (office), reading the fun book (bookstore, 25\$), watching a movie (movie theater, 10\$), masturbate (living room, free action, requires under yellow fun) and complimenting/kissing the romance options. Sending texts to all the characters in your contacts is a good way to increase fun and love points at the same time.

If one of your needs is below 5 it will block a small amount of actions, if your needs are in yellow (3 or below) they will block most of your actions, if your needs are in red (0) they will block almost everything except the most basic of actions (sleeping, eating and solving whatever need is in red).

Attributes

Knowledge increases the amount of money you get from working in the office, the amount of topics you get to talk about (you start with 2 and you get a new one every 10 levels) and prerequisite for options in events increase knowledge by: thinking hard (park, only when all your needs are above 5, 50% chance), reading a knowledge book (book store, 100\$, free action), study (university, 3h, 25\$), and buying the knowledge machine (mall, 200\$, not guaranteed every night) also increased by wearing certain clothes.

Fitness increases your energy level and prerequisite for options in events increase fitness by: do push-ups (your bedroom, only when all your needs are above 5, 50% chance), swim (pool, only spring and summer months, requires bathing suit), go for a run (park, requires sport clothes), light training (gym, requires sport clothes), heavy training (gym, requires sport clothes) and buying the fitness machine (mall, 200\$, not guaranteed every night) also increased by wearing certain clothes.

Charm decreases the chance of giving a bad compliment and prerequisite for options in events increase charm by: practice speech (bathroom, only when all your needs are above 5, 50% chance), sunbath (pool, only spring and summer months), get a haircut (mall, 50\$), party (nightclub, 15\$, 50\$), reading the charm book (bookstore, 100\$) and buying the charm machine (mall, 200\$, not guaranteed every night) also increased by wearing certain clothes.

Your starting attributes are also raised by your choices in the prologue.

Skills

These there are the skills which currently matter in gameplay. All skills are picked at the start of the game skills, but some skills can be learned as the game progresses. Initial skill choice is detailed in the Walkthrough section.

Good Skills

- Martial arts: need less fitness to win a fight, earnable on the beach
- Video games: need less knowledge to win the videogame event. Can beat Bree while gaming in the living room (+1KP)
- Iron stomach: need 1 less food??
- Night Owl: need 1 hour less sleep
- Hung: get +1LP if romance options happen to encounter the trouser python (+1LP if you're in the bathroom with Sasha or Bree, first asking you to leave counts), always impregnate a girl when you cum inside her if she has pregnancy content
- Guitar: prerequisite for the band storyline. Can be learned from book from bookshop.
- Cooking: desire gain from eating with Sasha and Bree in the morning (this skill is earnable ingame) and can affect dialogue with some characters.
- Shooting: Has some effect on Aletta's story.
- Dancing: Has minimal effect on current story.
- Luck: Starting money boost. Better odds on the bar lottery. Can be earned by getting Lavish's lucky panties or finding a 4 leaf clover, however the clover only gives luck for one day.
- Golf: No current effect.
- Massage: Can give Sasha foot massages. Learned from book from book shop.
- Workaholic: 2x work progress bar

Skills also influence Daily Passive Love (more on that under 1.5).

Bad Skills

- Debt: lose 100\$ each week before paying rent
- Unlucky: worse odds in the bar lottery.
- Animals Hate Me: Shark will attack if you swim at the beach and it's result will be **Game Over!**

Money

The Office

For Mike, the only way to reliably get money is to work at the office (you can also roam the streets for a random event or play vidya but you won't get far that way). Either work hard (4 hours) or work (4 hours), work hard gets you more money and costs more fun but is only available if all your needs are above 5, work is available if your needs are above 3. You also have random events while working that can change how much money you get.

Work is only available in day hours and from monday to saturday, this is important because of the next point important! Every monday morning 100\$ (50\$ on easy, \$200 on hard) will be required to pay the rent, if you can't do this then you'll take a massive relationship hit with your roommates.

At the office you have a promotion bar. When this reaches 100%, you will receive a promotion. This includes a new office and a salary increase. The more promotions you get, the more your salary increases. Promotions will also unlock new content.

The office salary is based on the number of promotions, charm and knowledge. Raising all of these attributes will raise Mike's salary.

Mall Jobs

If Mike loses or quits his office job, the alternative are mall jobs. Mall jobs pay much less than the office job and are not very fulfilling, but they will do the trick.

Bakery: This job pays based upon your Charm.

Electronic Shop: This job pays based upon your Knowledge.

Gym: This job pays based upon your Fitness.

Bookstore: This job pays based upon your Charm, and pays twice the amount as the Bakery

Sex Shop: This job pays based upon your Charm, and pays twice the amount as the Bakery.

Shops

You can purchase items at various shops. There are four types of items you can buy:

Gifts: Gifts are items that are specifically to be given to the romance characters. They can be flowers, candies, books, clothing and certain sex shop items such as the slavecollar.

Consumables: Consumables are items that you buy and use. They include items such as cakes, mint candies, medicine and condoms.

Clothing: Clothing are items that you can equip for some effect. You have two slots to equip: A main clothing and an accessory. Each item in the clothes shop describes what it affects.

Plot items: Other items exist for plot purposes, and cannot be used explicitly but may be needed to make some scenes available. Examples of this are the bicycle or car, which unlocks the beach. Note that plot items can also be clothing, such as the sport clothes and fancy clothes needed to unlock the gym and nightclub, respectively.

Chores

Each week you're supposed to do certain chores as part of the household. There will be a bar that fills up to 100% while you are in the house. When you have filled this bar it will go away.

These are best left until sunday as you don't have that much to do during that day.

If you don't do the minimum of 4 chores then you'll lose 10LP with both Bree and Sasha.

Doing unfinished chores even after your chore meter is maxed out will gain extra LP with your roommates.

For 100\$/week you can hire a cleaning service and not have to do chores.

Getting Sick

You have a small chance of getting sick every day.

If you get sick, other characters will comment on it, but it otherwise has minimal effect on the game. If you buy medicine in the mall, using it will immediately remove the effect.

Romances

Attributes

Each romance option has 3 attributes, **Love Points (LP)**, **Kink Points (KP)**, and **Lesbian Points (GP)**. Each character also has their favourite talk topics, favourite gifts, favourite dates and/or television programs. Also, each character has their own schedule so you'll have to adjust your schedule depending on what romance you're after.

Love Points

LP represents how much a character likes you, and is on a scale of 0-100. Love Points tend to have a cap based upon events; once you reach that cap it will often enable the next event in their story chain. As of this time, many of the characters still have caps below 100, which indicates more story is planned for them in future versions of the game.

Love Points can be gained and lost through interactions with the characters, giving them gifts, sending them texts, and through Daily Passive Love (DPL).

DPL (Daily Passive Love) are LP that each character gets based on your attributes, skills and the clothes you wear, these get applied the first time you meet a romance option that day. For attributes it means that if the DPL attribute is above the LP then you gain 1 LP. Each character's DPL is also influenced by the clothing you wear.

Characters have favourite gifts. These gifts provide a bonus to love points

After a certain amount of LP (50) the character will change pose, this is when you know to strike.

Kink Points

If Kink Points are positive, it is a measure of how submissive they are, and the icon is a pair of handcuffs. If Kink Points go negative, it is a measure of how dominant they are and the icon is a whip. Only certain characters can go into Dom Points, and this opens up alternative scenes with them.

Kink Points can be raised by giving them "A sex slave's story" book purchased in the bookstore, or lowered by giving "Mistress Amanda".

It can also be raised by spanking, but only once they have reached 10 KP, and cannot be raised past 40. Watching S&M Porn with characters at home (for characters who do not live at home this can be done on home dates) will raise KP as well.

Raising Kink Points will open new options, such as piercing, collaring, agreeing to have unprotected sex. If KP goes negative, certain characters can instead get Dom Points (DP).

Lesbian Points

GP is a measure of how likely it is that a girl will agree to a threesome. Currently threesomes exist only for a small number of characters.

GP is raised through watching lesbian porn and giving them Yuri Manga.

If a girl is over 90% lesbian, she won't date.

If a girl is over 80% lesbian, she won't kiss.

If a girl is over 60% lesbian, she won't have sex.

Gifts

When you reach at least 20 LP with a romance option, you can then give them gifts. Most gifts will offer an LP boost, but some will open up story options. Some gifts can only be ever given once. Other gifts can be given multiple times, but their effects will be reduced in the future, such as the flowers and the candies.

For some characters, the **Sexy Underwear** or **Sexy Swimsuit** will allow them to wear a sexier version of that outfit at appropriate times. For most characters, the slave collar will, given enough KP, change the character to be your slave.

On Valentine's Day (most characters give just chocolates then, others will pick from their list), Christmas or the MC's birthday you'll receive a gift if you meet the character that day and have at least 20LP (birthday) or 25LP (Christmas and Valentine's).

Each character has a specific list of items to give and if you already have that item, they'll skip to the next one. If they run out, they'll give you a cake.

Traits

Each character has inherent traits which influences which actions they will like on dates; these dates will be discoverable when you get enough LP. They'll also influence how much LP you'll gain from the clothes you wear. Certain characters also have anti-traits, meaning if you do an action marked with that trait, they may lose LP.

The following chart briefly shows where various traits are used. For the events the trait typically offers unique dialogue or choices specific to that trait with opportunity for LP gain or loss depending on player choice.

Trait	Events
Dominant	high class restaurant: pay, pub: random event, nightclub: random event
Submissive	high class restaurant: pay, order for her, park: random event, nightclub: random event
Princess	beach: suntan, high class restaurant: pay, waterpark: spa, pub: random event, park: random event, nightclub: random event
Family	pub: random event, park: random event
Bitchy	pub: random event, park: random event, nightclub: random event
Playfull	beach: build castle, play volleyball, play in the water, home: play console, play a board game, mall: arcade, waterpark: waterslide, pub: play pool, play darts, park: make a snowman, snowball fight, random event, nightclub: random event
Flirty	park: random event, nightclub: random event
Rebel	cinema: sneak in, mall: steal, pub: buy a round, random event, park: random event
Bookworm	pub: random event, park: read poetry, random event, nightclub: random event
Geek	home: play console, play a board game, mall: arcade, pub: random event, park: random event
Sportsy	beach: play volleyball, swimming race, waterpark: swimming race, pub: random event, park: go for a run, random event, nightclub: random event
Spoiled	
Guitar	home: play guitar, park: random event, nightclub: random event
Gourmand	beach: eat icecream, cinema: buy popcorn, mall: bakery, waterpark: eat icecream, pub: eat a burger, random event, park: picnic, random event
Yandere	pub: random event, park: random event, nightclub: random event
Innocent	pub: random event, park: random event
Workaholic	pub: random event, park: random event, nightclub: random event
Slutty	cinema: practical anatomy lessons, home: watch porn, park: random event, nightclub: random event
Dumb	pub: random event, park: random event, nightclub: random event
Trashy	pub: random event, park: random event, nightclub: random event
Poor	high class restaurant: pay, mall: steal, pub: random event, park: random event, nightclub: random event
Lazy	nightclub: random event
Music	

Talk Topics

When talking to a romanceable character, one of the options is “Talk”, allowing you to pick from a list of topics to talk about. Each of the characters has different topics that they prefer to talk about. Some characters will respond well to one topic and others will respond poorly to the same topic. Some topics will only be good to use when certain conditions are met, such as the character’s LP or skills that Mike has acquired.

It is important to remember that even “safe” topics can still have choices that negatively impact your relationship with a character.

The charts below are a matrix that shows each romanceable character in the game and the different talk topics available.

✓ denotes “safe” topics that are largely good ways to increase your relationship with the character.

✗ denotes unsafe topics that will harm your relationship with the character.

Blank cells are neutral topics that won’t have an effect one way or the other.

Topic	Bree	Mike	Sasha	Samantha	Aletta	Anna	Hanna2	Scottie	Audrey
Books	✓	✓	✗				✓	✗	✗ ³
Computers	✓	✓	✗	✓			✓	✗	✗
Fashion	✗	✗	✓	✓			✓	✓	✓
Food	✓	✓	✓				✓		✓
Love	✓	✗	✓	✓		✓	✓	✗	✓
Music		✓				✓			
People	✗	✗	✓	✓			✓		
Politics	✓	✗	✗	✓			✓	✗	✗ ³
Sex	✓	✓	✓		✓ ¹	✓ ¹	✓		✓
Sports		✗	✓				✓		✓
Travels	✓	✓	✓	✓	✓	✓	✓	✓	✓
TV	✓	✓	✓				✓		✗ ³

1. Requires LP > 60
2. Most topics have a 50/50 ratio of good and bad answers
3. Not a negative when pregnant

Topic	Kleio	Lexi	Kylie	Alexis	Palla	Shiori	Cassidy	Lavish	Morgan
Books	✓ ¹	✗✗✗	✗	✓ ³	✗			✗	✗
Computers	✗	✗✗✗	✗	✗	✗			✗	
Fashion	✓	✓	✓	✓	✗		✓		✗
Food	✓ ²	✓	✓	✓	✓		✓	✓	
Love	✓	✓ ³	✓	✓ ³	✓ ⁵	✓		✓ ⁶	
Music	✓								✓
People				✓	✓	✓			✓
Politics	✓	✗✗✗	✗	✓				✓	✓
Sex	✓ ¹	✓	✓	✓ ³	✓ ⁴	✓	✓	✓	
Sports			✓	✗✗✗	✓		✗	✓	✗
Travels	✓	✗	✓	✓	✓	✓		✓	
TV	✗	✓	✗	✓ ³				✓	✗

1. Requires Charm > 25
2. Requires Cooking skill
3. Requires LP > 25
4. Requires LP > 20
5. Requires LP > 40
6. Requires LP > 75

Desire factors

All romanceable characters have desire factors, which influence the things they like and do not like. When desire factors are an attribute, you get daily love points for being high in that attribute. Other desire factors include good date locations and occasionally date activities.

They can also have **not** desire factors, being things they do not like. Dates in these locations or actions related to these factors will give lower LP, or even LP loss.

Roommates

Both MCs have 2 roommates, one of which is always Sasha. Roommates have more options than other characters:

You can watch TV with the roommates regularly. Each roommate has his or her own chart for programs they like. You can cook a meal for the roommates for easy LP, if you have the cooking skill.

Dates

Upon reaching a certain LP, and sometimes after clearing specific events, you may ask a character out on a date. Sometimes these characters will ask you on a date.

If they ask you then a time is automatically chosen. If you do ask, then you can choose the time, either in the afternoon (only Saturday or Sunday) or evening. This means either 14:00 or 20:00. Different dates cost a different amount of money.

If you don't take a character on a date on the day it was agreed upon then you'll lose a whopping 20 LP. Be careful because some events will cause you to miss the date time.

When the time to go on a date comes, you will get an action icon to take the person on the date. It will appear only at the hour of the date. If you miss the date due to an event, you can still call and cancel the date as long as you do it before midnight. After midnight, you will take the hit for missing the date.

On a date, you'll have a bar at the top of the screen, called **Date Score** (DS). Every action that increases LP will fill the bar and every action that decreases LP will deplete it, so take care what you do or say. A full bar means a successful date.

You can also get DS for certain actions, these fill the bar too but don't alter LP.

Dates generally last for 6 hours and it's possible for your date to propose to continue the date either an evening date location or the nightclub.

If a date is successful, usually with a high enough date bar, you might be able to ask your partner home for sex.

Clothing

The MC may purchase clothing in the clothes shop in the mall. The MC can wear one piece of clothing and one accessory. Most clothes add to traits, but some clothes unlock special locations. Some clothes also affect the DLP of dates, depending upon their traits. Depending on the traits of the characters, each piece of clothing and accessory you wear has a chance of adding 1 to your DPL, if multiple traits apply to the same girl then both will count (for example on Sasha the leather jacket has a 40% chance of gaining 1LP and 20% chance of 2 LP)

Some items are for Mike MC, while differently named variations with the same effects are for Bree. Clothing that unlocks a location does not need to be worn, merely owned.

Clothing Item	Cost	Effect	Traits Favored	Unlocks
Leather jacket	100\$	+5 Charm	Submissive, Rebel	
Tweed blazer/Cardigan	100\$	+5 Knowledge	Bookworm, Family	
Sweat pants	100\$	+5 Fitness	Sportsy, Dominant	
Funny shirt	100\$	+5 Charm	Geek, Playful	
Military fatigues/Leather pants	100\$	+5 Charm	Submissive, Gourmand	
Swimsuit	200\$	+10 Fitness	Sportsy	Beach, playing in pool
Sport clothes	200\$	+10 Fitness	Sportsy	Gym
Fancy clothes/dress	200\$	+10 Charm	Pacifist, Princess	Nightclub, High class restaurant

Accessory	Cost	Effect	Traits Favored
Sport shoes	100\$	+5 Fitness	Sportsy, Dominant
Geeky pen	100\$	+5 Knowledge	Bookworm, Family
Cool sunglasses	100\$	+5 Charm	Submissive, Rebel
Funny badge	100\$	+5 Charm	Geek, Playful
Military boots	100\$	+5 Charm	Submissive, Gourmand
Luxury watch/bracelet	200\$	+10 Charm	Pacifist, Princess

Pregnancy

If Mike MC has sex with a girl and cums inside her, there is a 1 in 3 chance she will become pregnant, unless he has the **hung** trait, in which case there is a 100% chance she'll become pregnant, unless she is on the pill. Any girl that has ≥ 50 KP can be commanded to go on (or off) the pill. Some girls, such as Lexi and Palla start out on the pill, but most do not. A girl who is on the pill cannot get pregnant.

When a girl becomes pregnant, sometime in the next week she will have a special conversation with MC where she breaks the news. Some girls do not want children and will want an abortion. Some girls will want to keep it.

If at the end of the conversation she decides or is coerced into keeping the child, after 9 full days her art will update to the pregnancy version. Not all girls currently support pregnancy.

Booty call

If the MC has > 75 LP, ≥ 25 KP, you may call the character up and go directly to the post-date sex scenes without having a date. This sacrifices the LP gain of a date (and any story events that might happen) for the benefits of a sex scene.

Piercings

If a romance option has at least 30 KP (this number is the same for all characters and all piercings), during the mall date the MC can take the date to the piercing shop and buy or remove piercings. These piercings are generally cosmetic in nature only. Removing an existing piercing always costs \$50.

Nose	50\$
Navel	100\$
Tongue	200\$
Lips	300\$
Eyebrow	400\$
Nipples	500\$
Clit	600\$

Not all characters support all piercings. In particular only a few support lip and eyebrow piercings.

Collaring

There is a slave collar that can be purchased as a gift. If given to a character, and that character accepts it, their status will change to sex slave and they will wear the collar. If their KP ever drops below 50, they will no longer be shown wearing the collar.

Beware: Some characters will be offended by the collar offer and leave. Others will just turn it down. Collaring status is noted in individual character descriptions.

Marriage

Some characters can be proposed to. The MC can buy a ring. If they give the ring as a gift, they'll propose. Characters who can be married need to have very high love -- this should only be attempted when LP is at or near max, or they will likely say no.

Once accepted, the next Friday or Saturday, there will be a wedding.

After the wedding will be a bit of an epilogue, and the game will end. Because of this you should ALWAYS save before proposing.

Getting started

Your story starts in the summer season of the year. If you roam around the city you will have beach, waterpark and pool. The accessibility will change through the seasons. As soon as you hit fall, beach and waterpark are closed. Swimming in the pool will be impossible by fall either.

Some characters have special locations for certain events or dates. E.g. Morgan needs to have a date in the waterpark to progress her story. Alexis needs a beach date. Lexi has a pool event too.

Here is a little guide to give you a better start.

Knowing the characters

Before you start you should read the characters Sasha, Bree, Morgan and Kylie (and how you can avoid her)

Cheating

As you may have read in some forum, there is a way to cheat the game. But I will not tell you how. Anyway, if you found out how you are able to manipulate certain values. Some events are protected against cheating and are impossible to reach once you changed the characters values. So be careful who you cheat.

Never manipulate Mike, Sasha or Bree.

General Character Handling

If you want to "pause" a storyline, just ignore the fact, that you met the character. With one exception, avoidance is the easiest way to not proceed a character story.

First Dates

Under normal conditions you will have the first date with Sasha. I suppose to take your first date (whoever it may be) to the cinema. By doing this, you will meet Morgan before she calls you and prevent her being locked out of the game.

After this date, you have two choices how to proceed. Either you advance the story step by step or try to handle them all.

I suppose to go step by step. Try to concentrate on Sasha, Bree and Morgan. Morgan's story should be proceeded to the waterpark date as soon as possible. Once you reached this point you can leave her storyline until Kleio pops in. At this point you will have to carefully proceed both stories.

If everything runs smoothly, you will trigger the Sasha-Events soon enough to proceed her story. The special stories like Boob-Job and Mike loves Blondes will come soon enough.

Bree also will proceed early enough to reach most of the events during the first two seasons (summer, fall).

The Band

If you chose the Guitar-Skill at the beginning, you will have the chance to join the band of Sasha (and unlock Battle of Bands and the Band Harem).

This brings you to the point where you meet Kleio and Anna too. You can choose to proceed this part by joining the band-practice or not.

Remember: As soon as you join the band-practice or meet Anna and Kleio together (Pub) you may trigger the confrontation. So always keep track of where you are in the story progress and where the girls are.

Season-criticals

Some of the events will only happen if you're in the right season.

	Season	location	requirement	Story?	additional info
Alexis	Summer	Beach	car/sports car	✓	one time event
Audrey	Spring/Summer	Waterpark	swimsuit	✓	one time event
Bree	Summer	Beach	car/sports car	✗	repeatable event
Morgan	Spring/Summer	Waterpark	swimsuit	✓	one time event
The Master	Summer	Beach	any vehicle	✗	teaches you martial-arts
Shark-chan	Summer	Beach	any vehicle	✗	animals hate me trait

Since the game starts in summer you'll have to focus on working and playing through Alexis story to trigger this event at the beginning of your play-through. Otherwise you'll have for one year until you can progress with Alexis story (the same is true for Morgan and Audrey).

And now have fun...

Walkthrough

Introduction

For Mike MC, the intro consists of 4 sets of questions, each of the answers give different attributes and skills. The 4th question only appears if you pick a bad skill.

Question #1: Do you like sports?

Choice	Skill	Easy	Normal	Hard
Martial Arts	✓	+6 fitness	+3 fitness	+2 fitness
Golf	✓	+2 charm + 4 fitness	+2 fitness +1 charm	+1 charm fitness
Cooking	✓	+4 charm +2 knowledge	+2 charm +1 knowledge	+1 charm knowledge
Dancing	✓	+4 charm +2 fitness	+2 charm +1 fitness	+1 charm fitness
Shooting	✓	+4 charm +2 fitness	+2 charm +1 fitness	+1 charm fitness
Nothing	✗	+2 charm knowledge fitness	+1 charm knowledge fitness	+1 charm knowledge fitness

All choices except "Nothing" will add the skill belonging to the choice.

Question #2: Do you have a hobby to relax with?

Choice	Skill	Easy	Normal	Hard
Games*	✓	+2 charm knowledge fitness	+1 charm knowledge fitness	+1 charm knowledge fitness
Fitness	✗	+6 fitness	+3 fitness	+2 fitness
Partying	✗	+6 charm	+3 charm	+2 charm
Working	✓	You will progress faster at working		
Cars	✗	You start with the sports car and have to pay 100 Dollars extra per week		
Reading	✗	+6 knowledge +1 LP Bree	+3 knowledge +1 LP Bree	+2 knowledge +1 LP Bree
Guitar**	✓	+6 charm	+3 charm	+2 charm
Not really	✗	+2 charm knowledge fitness	+1 charm knowledge fitness	+1 charm knowledge fitness

*This will give you the opportunity to play the Bree gamer path and increases Brees KP every time you play video games together **This skill can be learned through a skill book and is required to start the band harem.

Question #3: Can you tell us something bad or shameful about you.

	consequence	additional information
No, nothing	You won't be able to pick something from question 4	
I am unlucky*	Your luck stat will be decreased by 1	can't choose I'm lucky at question 4
I have some debt	You'll have to pay 100\$ per week extra	not available if you choose car
Animales hate me	Swimming at the beach is not reccommended	best choice at the moment

*Luck is relevant for meeting [Emma](#), but there are other ways to increase your luck stat

Question #4: Do anything of note? Or is corporate lacky all there is?

Choice	Skill	Easy	Normal	Hard
Marathon	✗	+6 fitness	+3 fitness	+2 fitness
People Person	✗	+6 charm	+3 charm	+2 charm
Eating contest	✓	+2 charm knowledge fitness	+1 charm knowledge fitness	+1 charm knowledge fitness
I'm lucky	✗	+1 Luck and you will start with 500\$ extra		
Best of class	✗	+6 knowledge	+3 knowledge	+2 knowledge
I don't sleep	✓	+4 knowledge	+2 knowledge	+1 knowledge
I am Hung*	✓	+4 charm +2 fitness	+2 charm +1 fitness	+1 charm fitness

*If you choose "I'm Hung" the chance to impregnate one of the girls is 100%

Recommendations

Advancing quickly in the game requires getting your attributes up and having a lot of money. As a result, a good early daily schedule includes working a lot and spending time practicing your skills, while at the same time increasing LP with your roommates. Here is a good recommended schedule to start with.

06:00: Wake up (set the alarm) and shower, Bree will ask you to leave, this will net you LP with her if you are hung

07:00: Watch tv or do a chore

08:00: Kitchen with Bree, compliment her (free action, once per day), this will either increase LP or decrease it but we're going to get it back immediately anyway, talk to her.

09:00: Kitchen with Sasha, compliment her (free action, once per day), eat with her, also drink the coffee (your energy level should be 8 which brings you right back at 10 for free)

10:00: Office, work hard

14:00: Office, work hard

18:00: Text every girl in your contact list that is not at max LP. You should call and chat with the ones that can gain LP for chatting.

18:00: Home: either TV with Bree (if you have enough LP with her) or wait for 2 hours (your fun levels are too low to do anything else)

20:00: Eat with the girls

21:00: TV with Sasha (if you have enough LP with her)

23:00: Sleep

Other good starting choices include (once you've worked a bit and built up some cash) buying gym clothes and going to the gym to train, or buying fancy clothes and going to the nightclub to party (only available late at night) to build up charm. Going to the university to build up knowledge is also valuable early. If you want to avoid Kylie (the yandere character), she will not trigger until 7 days played. Kylie also does not become generally available until after Mike has 50 charm, so raising knowledge to max first and then raising charm can keep Kylie at bay.

Be warned that starting on the second week, if you go to the street after 22:00 you will encounter Danny. If you have less than 50 fitness, (or less than 25 fitness with martial arts skill) you will lose 500\$, so do not do this encounter on a Sunday night!

Characters

Bree

Acquisition	Immediate
Availability	Public
Pregnancy	Yes
Collaring	Yes (50 KP) If you try without enough KP, she leaves game.
Traits	Sportsy, Bookworm, Playfull, Geek
Desire factors	Knowledge, Video Games, Books, Science Fiction, Mall, Not Park
Talk topics	Books, Food, Love, Sex, Politics, Travels, Computers, TV
DPL	Knowledge, Skill: Video games
Television Likes	Scifi, Romantic Comedy, Cartoon, History Channel, Porn
Favourite TV	SciFi
Marriage	Yes (poly with Sasha)
Harems	Home
Favourite Gift	Signed Book
Gift given	Z-box, Knitted sweater (while wearing gives -5 charm but +1DPL with Bree)
Places	Home, University (During Week), Arcade (On Saturdays)

Bree is one of his roommates and one of the first characters he can interact with. Bree has some of the most content in the game. She is a cute, excitable blonde girl who is into video games and geekery in general. If you have the cooking skill, you can make a meal for Bree (and Sasha) in at 08:00 and 20:00 to gain LP. If you kiss someone in front of Bree, (other than Sasha if the Home Harem is active) you will lose 20 LP with her. Post-date, Bree can have sex with Mike:
If you have completed *The Interview* and had sex with her at least once, she can give you a titty job.
If KP > 25 she can do it doggy. If she hasn't done anal, there is a 25% chance she'll do anal.
She will always do missionary.

Story Events

Bree has to two paths, the maid path or the gamer path. Depending on the prerequisites met, the play through can result in either of these paths.

Missing phone

Prerequisites: Living room, Bree present, Bree 10 LP.

Mike's phone is missing. While looking for it, he runs into Bree playing a videogame on the couch. If Mike asks her to help look, +5 LP. If Mike demands she look, +5 KP.

Outcome: Bree Love Max set to 20, kissable at 15 LP.

Playing in the arcade

Prerequisites: Arcade, Bree present (Saturday afternoons), Bree 20 LP.

Play games in the arcade with Bree. Different text if Mike has video games skill, but the outcome is the same.

Outcome: Bree Love Max set to 30.

Playing on the Z-Box

Prerequisites: Z-Box owned. Living room 10:00-19:00, Bree Present, Bree 30 LP.

Play on the Z-Box with Bree, and see her bedroom. If you tease her about country music, +5 KP. Otherwise +5 LP.

Outcome: Bree Love Max set to 40.

If you finished the playing on the Z-Box event you can either finish Bree's story with the Maid Path or if you choose the gamer skill at the beginning of the game you can finish on her Gamer path (additional requirements for each path can be found at the beginning of their wiki entry).

Gamer Path

Even if you choose the games skill you can start the maid path!

When Bree calls you, you have to ignore the call otherwise you will change to the maid path.

If you choose the Video games skill at the beginning of the game, you should now have a second Bree story tracker tab called "Gamer Bree".

Video game tournament

Prerequisites: Mon-Sat 18:00-20:00, Living room, Video games skill, Interacting with Bree, Bree LP 50.

Bree wants Mike to go with her to a video game tournament. At the arcade, there is an encounter with another girl hogging the video game.

Outcome: Bree max LP set to 65.

Bree is bored

Prerequisites: Mon-Fri 09:00, Living room, Video games skill, interact with Bree, Bree ≥ 65 LP, had sex with Bree Once.

Bree will talk with Mike about her video games being too easy and boring. Mike suggests to help her with this Problem. If Mike already had anal sex with Bree, he can choose anal as an option.

Outcome: Bree max LP set to 100 (End of Gamer Bree content).

Maid Path

If you didn't choose the videogames skill at the beginning, you will have the "Maid Bree" story tracker entry as soon as you reach 50KP.

Rent troubles

Prerequisites: Mon-Fri, 12:00-18:00, Bree ≥ 40 LP, Bree ≥ 25 KP.

Bree calls Mike and asks to meet at the coffee shop. She explains that she doesn't have money for the rent, but she has a line on a job. Mike agrees to help her out with the job.

If Mike is mean to her, Bree gains KP.

If Mike is kind to her, Bree gains LP.

Mike can agree to cover her rent this month, which can be repaid later.

Outcome: Bree Love Max is set to 50.

Cooking practice

Prerequisites: 09:00 - 22:00, Hallway or Bree's Bedroom, Bree in her bedroom, Bree LP 50.

Mike asks Bree to cook for him to practice for her upcoming interview. If Mike is mean, KP points are gained but LP are lost.

Outcome: Bree Love Max set to 55.

Cooking practice redux

Prerequisites: 18:00-22:00, Kitchen or living room, Done Cooking practice, Bree LP 60.

Bree asks Mike to sample her cooking the day before her big interview. It's... not good.

Outcome: Bree Love Max set to 60.

The interview

Prerequisites: 12:00-18:00 Mon-Fri, Street, Done Cooking practice redux, Bree LP 65.

Bree has her interview at the Maid Cafe. If Mike paid her rent, she pays him back.
After this, a new location, the Maid Cafe, is available. You can go there and buy coffee from Bree.

Outcome: Bree Love Max set to 65.

Visit Bree at work

Prerequisites: 18:00 Mon-Fri, Maid cafe, Done the Interview, Bree LP \geq 65, had sex with Bree once.

Visit Bree at work in the evening, to see how she is doing as a maid.

Outcome: Bree max LP set to 100 (End of Bree Maid content).

Sex Events

Pool BJ

Prerequisites: Swimming 09:00-19:00, had sex with Bree, Bree \geq 50 KP.

Bree will give Mike a BJ in the pool.

Shower BJ

Prerequisites: Had sex with Bree, 20:00-24:00, shower, Bree \geq 75 LP \geq 50KP **Repeatable**.

Bree will give Mike a BJ in the shower.

TV BJ

Prerequisites: Mike MC, Bree LP \geq 75, had sex with Bree, watching TV with Bree. **Repeatable**

If Mike watches Porn with Bree, she can give him a nice BJ.

Masturbation

Prerequisites: 20:00-03:00, knock on Bree's bedroom, 25% chance.

Mike can watch Bree masturbate. The scene changes if KP > 25 or Mike has had anal with her.

Fuck at home

Prerequisites: Any room in house 20:00-24:00, Sex with Bree at least twice, Bree LP >= 75 **Repeatable**.

You can ask Bree to have sex at home. If Sasha is in the room and the HomeHarem is active, Sasha will ask to join in.

The Bathroom has its own CG.

Beach fuck

Prerequisites: Beach 14:00-18:00, Bree LP >= 75.

Fuck Bree on the beach.

Other Events

Talk about the first kiss

Prerequisites: Kissed Bree, Bree 40 LP, Bathroom or Bree's Room.

After the first kiss, Bree will tell Mike to forget it happened.

Talk about breakup

Prerequisites: Bree present, Bree 40 LP.

Bree will use a bad metaphor to express sympathy for Mike's breakup with Alexis.

Get out!

Prerequisites: Bree's Room or Bathroom, Bree < 70 LP.

Bree will ask you to leave her bedroom or step out of the bathroom.

If stepping into the bathroom and Bree is already in there, if LP < 50 she will tell you to get out.

Anal confession

Prerequisites: Had anal with Bree.

Bree will confess that she liked anal sex and will try not to be ashamed about it.

Bowsette

Prerequisites: Hall or Bree's Bedroom 18:00-20:00, at least 21 days played, Bree LP > 50.

Bree will show her Bowsette cosplay. If Mike has already had sex with her, she'll let him fuck her in the costume.

Let's go to the beach

Prerequisites: Living room, do not own a vehicle.

Bree will suggest going to the beach. This event exists to remind players that there is a beach and it needs a vehicle to get there.

Valentine's Day

On Valentine's Day (Spring 14), Bree will gift you a box of chocolates (consumable). If you eat them, they will replenish 1 fun and 1 hunger. This event may not trigger if her love points are not high enough.

The Hero's birthday

On the hero's birthday (your birthday is randomized for each playthrough), Bree will gift you Bree's Sweater. Wearing the sweater will reduce charm by 5 points. This event may not trigger if her love points are not high enough.

Sasha

Acquisition	Immediate
Availability	Public
Pregnancy	Yes (must have ≥ 50 KP or ≥ 90 LP to keep baby)
Collaring	Yes (75 KP) If you try without enough KP, she leaves game.
Traits	Rebel, Dominant, Submissive
Desire factors	Fitness, Guitar, Horror, Not Cooking, Not Mall
Talk topics	TV, Fashion, Food, Love, Sex, Travels
DPL	Fitness, Skill: Guitar
Television Likes	Sci-Fi, Fashion Show, Horror, Porn, Music
Favourite TV	Music, Horror
Marriage	Yes (poly with Bree)
Harems	Home, Band, Jealous
Favourite Gift	Spiked Collar
Gift given	Massage book (under 25KP massage skill), Dildo, Anal beads, Handcuffs, Bondage ropes
Places	Home, Clothing Store (During Week), Mall (On Saturdays)

Sasha is a smaller chested brunette goth girl who is one of the roommates. She is available as a romance option for both Bree and Mike MC.

She is into music and kinky sex. Sasha is possessive! **If you kiss someone in front of Sasha, many events will no longer trigger. She considers this cheating.** Events noted with “not cheated” will not trigger, in this case, and you cannot recover this state.

If you allow KP to go negative, Sasha gets Dom Points (DP) instead, and this opens up special scenes.

If you have the cooking skill, you can make a meal for Sasha (and Bree) in at 08:00 and 20:00 to gain LP. Post-date, Sasha can have sex with the MC:

If KP > 50 and anal beads have been purchased, Sasha will do bead play. During bead play Mike can fuck her doggy, missionary, standing, and there's a spanking option.

If DP > 25, Sasha will fuck Mike with strapon.

Story Events

Moving In

Prerequisites: Mike MC, Living room 09:00-19:00.

Sasha moves in. Mike can help her or not.

Outcome: Sasha Love Max set to 15, can be kissed at 13 LP. If you help her and have ≥ 4 charm you can laugh at her comment to not increase her Dominant stat (if you wish to make her submissive easier.). with ≥ 4 fitness you can take all 3 boxes from her instead of just 2.

Unpacking

Prerequisites: Hallway 09:00-24:00, not cheated, Sasha is in her room and not sleeping.

The MC can help Sasha unpack. Having energy > 8 or charm > 15 provides additional dialogue options with more LP possibilities.

With randomness on, this event has a 25% chance of triggering on Mon, Tues and Thu evenings. It has 100% chance of triggering Saturday at 19:00.

Outcome: Sasha Love Max set to 20.

Scottie appears

Prerequisites: Mike MC, Living room, 7 days played, not cheated.

Sasha's ex-boyfriend Scottie appears. With Sasha LP > 25 there are more conversation options that lead to more KP/DP for Sasha, but you'll have to move quickly and complete Playing pool ASAP to get this far.

Scottie talk

Prerequisites: Mike MC, Done Scottie appears, Sasha LP < 50.

Sasha and Mike talk about Scottie.

Playing pool

Prerequisites: Pub, Sasha present, not cheated, Sasha LP 20.

The MC meets Sasha in The Winchester and admires her playing pool. Can bet with her, can help her finish moving in, can have dinner with her.

Outcome: Sasha Love Max set to 30 if Mike MC, 100 if Bree MC.

Sasha has a band

Prerequisites: Mike MC, hallway 18:00-24:00, Sasha in her bedroom, Sasha LP 30, not cheated

Mike overhears Sasha playing guitar in her bedroom. If Mike asks, and Mike has the guitar skill, she invites Mike to band practice.

Outcome: Sasha Love Max set to 70 if you're playing as Mike

Take Sasha on a date 1

Prerequisites: Sasha LP >= 70, done Sasha has a Band, date Progression >=65%.

After the date Sasha talks with Mike about the date. Both confess that they like each other.

Outcome: Sasha max LP set to 80.

Take Sasha on a date 2

Prerequisites: Sasha LP >= 80, done Take Sasha on a date 1, date Progression >=65%.

Sasha talks with Mike about the time she moved in.

Outcome: Sasha's max LP set to 100, Sasha's status gets updated to Girlfriend.

Flirting by the pool

Prerequisites: Mike MC, Bedroom, Sasha in pool (most evenings but random scheduling can throw this off),
Sasha LP >= 25.

Mike flirts a bit with Sasha by the pool.

Sasha asks about family

Prerequisites: Mike MC, Living room, Interacting with Sasha, Sasha LP > 12

Sasha asks Mike about his family, giving Mike an opportunity to flirt.

Mike joins the band

Prerequisites: Mike MC, Studio Friday 20:00-21:00, not cheated, guitar skill.

Sasha introduces Mike to Anna and Kleio and gets an opportunity to join the band.

Outcome: Anna, Kleio unlocked.

First gig

Prerequisites: Mike MC, Friday 20:00-23:00, Pub, Mike did not join band.

Mike watches Sasha's band do their first gig.

Outcome: Anna, Kleio unlocked.

Scottie threesome request

Prerequisites: Mike MC, Living room, had sex with Sasha, Sasha DP < 25, Sasha KP < 25, Sasha LP >= 75 not cheated

Sasha will ask Mike to have a threesome with her and Scottie.

Sasha gives herself to Mike

Prerequisites: Mike MC, Kitchen, Sasha LP > 62, Sasha KP > 75.

Sasha gives herself to Mike and calls him Master.

Appearance Change Events

Sasha breast complex

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha LP >= 25, not cheated.

Sasha sees Mike looking at girls in a magazine, and gets irrational about it.

Outcome: -3 LP

Sasha breast complex 2

Prerequisites: Mike MC, Summer, Pool, Sasha LP >= 50, Sasha KP >= 75, Bree present and in swimsuit, done Sasha breast complex 1, not cheated.

Sasha notices Mike checking out Bree in her swimsuit.

Sasha breast complex 3

Prerequisites: Mike MC, Bathroom, Sasha LP >= 75, had sex with Sasha, done Sasha breast complex 2, not Cheated

Mike walks in on Sasha in the shower. She asks if Mike likes big or small tits. If he says big, she gets a breast complex.

Sasha breast complex 4

Prerequisites: Mike MC, done Sasha breast complex 3, Sasha has breast complex.

Sasha tells Mike she wants a boob job. Mike can pay for it (bonus KP and LP), agree to it (no bonus) or say no (cancels chain). If she does this, she will disappear for a week while she has the operation.

Sasha breast complex 5

Prerequisites: Mike MC, done Sasha breast complex 4, agreed to boob job.

Sasha shows off her nice new bigger boobs, and gives Mike a tittyjob.

Sasha likes blondes

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha LP > 62, Bree present, not cheated.

Sasha catches Mike ogling Bree. If Mike says he likes Blondes, Sasha will be upset but think about that.

Sasha likes blondes 2

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha LP >= 65, not cheated, only if Mike said he likes blondes in Sasha likes blondes

Sasha shows off her new blonde hair. If Mike does not like it, 7 days later it will change back to brunette.

Sex Events

TV BJ

Prerequisites: Mike MC, Sasha LP >= 75, had sex with Sasha, watching TV with Sasha **Repeatable**.

If Mike watches Porn with Sasha, she can give him a nice BJ.

Shower BJ

Prerequisites: Mike MC, take a shower, 20:00-24:00, Sasha LP >= 75, Sasha KP >= 50, had sex **Repeatable**.

Sasha gives Mike a BJ in the shower.

Fuck at home

Prerequisites: Any room in house 20:00-24:00, Sex with Sasha at least twice, Sasha LP >= 75 **Repeatable**.

You can ask Sasha to have sex at home. If Bree is in the room and the HomeHarem is active, Bree will ask to join in.

The Bathroom has its own CG.

Foot massage

Prerequisites: Watch TV with Sasha Mon-Fri 20:00-24:00, massage skill, Sasha >= 25 LP The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, Mike can give her a foot massage.

Foot job

Prerequisites: Watch TV with Sasha Mon-Fri 20:00-24:00, massage skill, Sasha \geq 50 LP, Sasha \geq 25 DP The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, she can give Mike a foot job. This requires dom points.

Foot lick

Prerequisites: Watch TV with Sasha Mon-Fri 20:00-24:00, massage skill, Sasha \geq 50 LP, Sasha \geq 50 DP The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, she will ask Mike to lick her feet.

Other Events

Coffee date

Prerequisites: Coffee shop in mall date, Sasha $>$ 25 LP.

Mike takes Sasha to the coffee shop. This date has an opportunity for +/- 10 KP as a method to quickly raise/lower that stat.

Sasha has a bad practice

Prerequisites: Mike MC, Band Practice Activity, Band Practice $>$ 25.

Band practice is interrupted by Sasha having a bad day. Mike follows her and talks to her. Can gain 5 KP or DP with right conversation options.

Piss off!

Prerequisites: Cheated on Sasha.

When you try to interact with Sasha, she'll tell you to piss off.

Valentine's Day

On Valentine's Day (Spring 14), Sasha will gift you handcuffs. This event may not trigger, if her love points are not high enough.

Christmas

On Christmas Day (Winter 25), Sasha will gift you anal beads. This event may not trigger, if her love points are not high enough. You can use these beads on her at the end of a successful date, if her kink is high enough.

Samantha

Acquisition	Street, 10:00-17:00, minimum 7 days played
Availability	Public
Pregnancy	Yes (if you tell her it is Ryan's she leaves game)
Collaring	No
Traits	Artsy, Gourmand, Family
Desire factors	Charm, Fitness, Dance, Clothes, Underwear, Cinema, Not Restaurant, Not Shooting
Talk topics	Travels, People, Love, Computers, Fashion, Politics, Food
DPL	Charm, Fitness and Skill: Dancing
Marriage	Yes
Favourite Gift	Clothes, Underwear
Gift given	Charm book, Funny t-shirt
Places	Bakery (During Week), Mall & Pub

Samantha used to be Mike's roommate, but moved out so she could be with her boyfriend Ryan. Mike used to have a crush on Samantha (and still does).

Samantha is not initially dateable, and can only be dated depending upon her story progression with her wedding.

After a successful date, Samantha can do BJ, titjob, missionary or doggy. If doggy, she has options for blindfold, dildo and anal beads.

Story Events

Introduction

Prerequisites: Street, 10:00-17:00, > 7 days played.

Mike meets Samantha on the street and has a conversation with her to catch up.

Outcome: Samantha becomes available. Samantha Love Max is set to 20.

Samantha moves

Prerequisites: Bakery, Samantha LP >= 20.

Mike runs into Samantha at her job in the Bakery. After chatting, she asks him to help her finish moving her stuff.

Outcome: Samantha Love Max set to 30, Mike loses an entire day.

Samantha does homework

Prerequisites: Park 09:00-17:00, Samantha >= 30 LP.

Mike finds Samantha in the park struggling with her homework. He can try to help her. This scene has different dialogue if knowledge > 25.

This event will start the clock on Samantha's wedding, which will happen the first Saturday after 7 days have passed. Intervening events that are not triggered will not happen.

Outcome: Samantha Love Max set to 40.

Path A (Stop the Wedding)

Ryan cheats on Samantha

Prerequisites: Nightclub, Samantha >= 40 LP.

This event has a time limit! After the park event you only have 7 Days to see him cheating! If you don't finish it in time you can't finish this event anymore.

Mike spies Ryan in the nightclub, offering to take a girl elsewhere for sex. He takes photos as proof for Samantha.

Tell Samantha Ryan is a cheater

Prerequisites: Interact with Samantha, has evidence of cheating.

Mike can tell Samantha about Ryan cheating on her. If he does, this will automatically continue Path A of her story.

He can choose not to and let her go through with it. If this option is chosen the wedding ceremony will happen and it opens many different paths how the story can develop.

Outcome: Samantha Love Max set to 50.

Samantha cheats on Ryan

Prerequisites: Home, 22:00-04:00, told about Ryan.

Samantha shows up at Mike's house, drunk and upset. She asks Mike to tell her he loves her; if he says yes, they'll have sex.

Outcome: Samantha can be kissed.

Samantha asks for a date

Prerequisites: Bakery, Samantha >= 50 LP, done Samantha cheats on Ryan, reached end of path D or path E.

Samantha told Ryan about what happened and asks Mike on a date. There are several options with very different dialogue.

Outcome: Samantha Love Max set to 75; Samantha is datable, and no longer engaged to Ryan. End of Path A.

Samantha's wedding

Prerequisites: Sat 12:00-20:00, did not tell about Ryan OR 7 days passed and did not do Ryan cheats on Samantha.

Mike attends Sam and Ryan's wedding. There are several possible paths:

Mike can ignore the cheating and just choose to dance at the wedding. This will continue path B.

If Mike knew about the cheating and didn't tell, he can go for a walk. Samantha will have caught Ryan fucking Natalie in the bathroom and will offer to fuck Mike in revenge. This opens path D.

Mike can go to the bathroom and catch Ryan cheating with Natalie (the bridesmaid). This will continue path B.

Outcome: Samantha Max LP set to 60.

Path B (Marriage Path)

Marriage ain't all that

Prerequisites: Samantha present 10:00-18:00, Samantha \geq 60 LP, done Samantha's Wedding.

Mike runs into Samantha. Her marriage isn't what she hoped for, so she hangs out with Mike. They go shopping and then Sam goes home with Mike. Eventually Ryan texts Samantha and she leaves.

Outcome: Samantha Max LP set to 70, book (choice between skill: cooking, 2 fitness or 2 charm).

Marriage sucks

Prerequisites: Home, 20:00-24:00, Samantha \geq 70 LP, done Marriage Ain't All That.

Samantha had a talk with Ryan about their marriage not working, and in response he disappeared. She looks for comfort and then sex.

Afterward, Mike has the opportunity to tell her Ryan cheated, if he knows.

If Mike tells her, Sam asks why Mike waited so long. If he says Sam isn't much better, she leaves, and this opens path D. If he apologizes, this opens path E.

If Mike doesn't tell her about the cheating, she suggests a threesome with Ryan. This opens path C of her story.

Outcome: Samantha Max LP set to 80.

Cheater got Pregnant

Prerequisites: Home 16:00-24:00, Sam got pregnant during Marriage sucks AND Mike didn't apologize for not telling about cheating.

Sam's pregnant and she doesn't know who the father is.

Outcome: Samantha Max LP set to 90

Path C (Threesome Path)

Sam asks personal questions

Prerequisites: 14:00-15:00, 10% chance, Samantha \geq 80 LP, Sam suggested threesome during Marriage sucks (Path B)

Sam calls Mike and asks personal questions about his sex life.

Outcome: Samantha Max LP set to 85.

Sam and Ryan talk threesome

Prerequisites: Bakery, Sam present, done Sam asks personal questions, Samantha \geq 85 LP.

Sam and Ryan talk to Mike about the potential threesome. Ryan isn't too happy with it. If Mike doesn't indicate interest, path ends.

Outcome: Samantha Max LP set to 90.

Samantha MMF

Prerequisites: Living room Fri 20:00-22:00, done Sam and Ryan talk threesome, Samantha >= 90 LP.

Sam and Ryan drop by for a threesome.

Path D (Revenge Path)

If you choose the Revenge path Samantha's max LP will be set to 60 and Samantha will be datable.

Samantha BJ 1

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha >= 55 LP.

Samantha will come over to Mikes house saying she was just passing by and talk with him about his roommates for a bit. She confesses that she didn't just pass by and wants to talk with mike about the wedding. They get interrupted by a phone call from Ryan, Samantha hands the phone after a short talk to Mike and starts giving him a blowjob.

Samantha BJ 2

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha >= 60 LP.

Samantha comes by again, this time she says that she forgot something the last time she was here. After a while she gets ready to give Mike another blowjob.

You have the choice to push her head down in this scene which will add +5KP, and change the ongoing conversation.

If you choose not push her head down, you will gain +3LP.

Outcome: +3LP OR +5KP, Samantha max LP set to 65

Samantha Reverse Cowgirl

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha >= 65 LP.

Samantha comes by a third time, but this time without any excuse. She goes straight to Mikes bedroom.

Outcome: Samantha max LP set to 70.

Talk with Samantha about Ryan

Prerequisites: Samantha >= 70 LP.

Go see Samantha at any time and talk with her about Ryan and the current situation.

Samantha Saturday visit

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha >= 70 LP.

Samantha comes by for a visit. This is the last event of the revenge path.

Outcome: If you see her the next time the path A or she will call and the path E event will happen.

Path E (Break up Path)

Samantha dumps Ryan (path E)

Prerequisites: 14:00, 25% chance, told about cheating during Marriage sucks and apologized, Samantha >= 80 LP.

Sam tells Mike that she's dumping Ryan. Ryan shows up very angry and there can potentially be a fight. Mike leaves with Samantha.

Outcome: Sam is dateable and divorced.

Samantha confesses her love

Prerequisites: Path E or Path A (she has to break up with Ryan), talk to Samantha, Samantha LP >= 85.

Samantha talks with Mike, and tells him that she loves him.

Other Events

Samantha forgot money

Prerequisites: Pub, Samantha present, 5% chance.

Samantha forgot her money. Mike can offer to pay her bar tab for 1 LP.

Samantha wants a dress

Prerequisites: Clothes shop, Samantha present, 5% chance.

Samantha wants a dress but can't afford it. Mike can buy it for her for a couple of LP.

Samantha meets Bree

Prerequisites: Pub, > 20 days played, Bree present Mike introduces Samantha to Bree.

Samantha meets Sasha

Prerequisites: Pub, > 5 days played, Sasha present Mike introduces Samantha to Sasha.

Samantha chats with Bree

Prerequisites: Pub or Nightclub, Samantha knows Bree, 10% chance.

Sam and Bree will chat. This is repeatable and can change depending on where in Sam's storyline she is.

Shopping for baby

Prerequisites: Mall date with Sam, Sam pregnant.

Mike and Sam shop for baby clothes.

Aletta

Acquisition	Immediate
Availability	Public
Pregnancy	Yes
Collaring	Yes (50 KP)
Traits	Dominant, Not Family, Workaholic, Outdoorsy
Desire factors	Shooting, Charm, Not Cinema, Not Sweets, Not Home, Career, Restaurant
Talk topics	Travels, sex (>60 LP)
DPL	Charm, Career
Marriage	No
Favourite Gift	Clothes, Underwear
Gift given	50\$ (always)

Aletta is Mike's boss at the office. She can have Dom Points (DP).

After a date, Aletta has cowgirl sex. With > 75 KP, she can have anal cowgirl. Aletta starts with KP capped at 25 and this currently cannot be raised.

Story Events

Aletta's Introduction

Prerequisites: Charm >= 30, coffee break at office.

Mike sees Aletta smoking at the office and has several options about it that all leads to a minor KP or LP change.

Outcome: Aletta appears as a character. Aletta Max LP set to 10.

Aletta confronted by employee

Prerequisites: Charm >= 40, work or work hard, Aletta >= 10 LP.

A disgruntled employee calls Aletta a bitch. Mike can stand up for her or not. Afterward, Mike can offer or suggest a massage.

Outcome: Aletta Max LP set to 20. Kissable at 14 LP.

Aletta office flirting

Prerequisites: Charm >= 50, work or work hard, Aletta >= 20 LP.

Mike and Aletta flirt a little in the office. Mike has the opportunity to touch her, which she likes a little.

Outcome: Aletta Max LP set to 30.

Office foot massage

Prerequisites: Charm >= 60, work or work hard, Aletta >= 30 LP.

Aletta gets frustrated at the office and Mike gives her a foot massage, and then later gives her oral.

Outcome: Aletta Max LP set to 40.

Meet the CEO

Prerequisites: Charm \geq 80, work or work hard, Aletta \geq 40 LP.

Aletta introduced Dwayne, the company CEO.

Outcome: Aletta Max LP set to 50

Aletta's motorcycle

Prerequisites: Charm \geq 55, Street Sat-Sun 12:00-18:00, Aletta \geq 25 LP.

Aletta sees Mike on the street and offers him a ride on her motorcycle. If he accepts, he gets to feel her up a bit while they ride.

The firing range

Prerequisites: Charm \geq 70, Sat 09:00-11:00, Aletta LP \geq 35, done Aletta's motorcycle.

Aletta invites Mike to go to the firing range, and they do a little target practice.

The firing range 2

Prerequisites: Charm \geq 90, Sat 09:00-12:00, Aletta LP \geq 50, done The firing range.

Aletta invites Mike to go to the firing range, and they do a little target practice. Aletta gives Mike a BJ and Mike can finger Aletta if Fitness \geq 50.

Outcome: Aletta Max LP set to 100.

Other Events

Spanking

Prerequisites: Aletta 45 LP, Aletta 25 KP, work or work hard.

Aletta will admit she would like Mike to discipline her.

Mike gives Aletta Oral

Prerequisites: LP \geq 30, done Office foot massage, Aletta is in her Office.

When you interact with Aletta you can repeat the sex event from Office foot massage.

Outcome: You'll increase Aletta's KP.

Aletta gives Mike BJ

Prerequisites: LP \geq 50, done The firing range 2, Aletta is in Forest.

When you interact with Aletta you can repeat the sex event from The firing range 2.

Outcome: You'll increase Aletta's KP.

Anna

Acquisition	When Studio opens
Availability	Public
Pregnancy	Yes
Collaring	Yes
Traits	Submissive, playful, dreamer, Analslut
Desire factors	Charm, Music, Concert, Not Underwear, Not Restaurant
Talk topics	Love, Music, Travels, Sex (>60 LP)
DPL	Charm
Television Likes	Scifi, Romantic Comedy, Cartoon, History Channel, Porn
Favourite TV	Scifi
Marriage	No
Harems	Band
Favourite Gift	Sexy Swimsuit
Gifts given	Guitar practice book
Places	Street, Mall, Pub, Park, Studio (Fri 18-20)

Anna is a member of Sasha's band. Anna starts out 75% lesbian. and with 20 KP.

After a date, Anna will reveal her tattoo that says "Anal whore". She'll do cowgirl sex either vaginally or anally, and with charm > 50 or anal beads, can do ass play during vaginal sex for +10 KP. She'll give nice tittifyfuck once your KP>=75

If Mike did not take the guitar skill, after Anna is introduced she can give him the guitar book to learn the skill.

Story Events

Introduction

Prerequisites: Finished Sasha event: Join the Band OR First gig.

Sasha will introduce you to her band members Anna and Kleio.

Outcome: Anna and Kleio are available.

Pub crawling with Anna

Prerequisites: 20:00-21:00, Anna >= 20 LP.

Drunk Anna dials Mike, who goes to hang out with her. They get drunk together and eventually Mike helps Anna get somewhere safe to sleep.

Outcome: Anna Max LP set to 30.

Horror movies

Prerequisites: Home, 19:00-22:00 Done Pub crawling with Anna, Anna >= 30 LP, Used TV talk topic earlier in the Day.

After talking about TV with Anna, she reveals she likes horror movies. Later that same day, she will come by and watch a movie with Mike.

Note: This only triggers on the same day. If you miss the trigger, talk TV again, then go home that evening.

Outcome: Anna Max LP set to 40.

Fans in the pub

Prerequisites: Date with Anna in Pub, Anna LP ≥ 40 (it will also trigger if you reach the 40 LP while you're at pub date with her) AND date progression $\geq 50\%$.

On a date (*1st date to trigger the second event) with Anna, Mike and Anna encounter fans of the Deathless Harpies.

You can help Anna during this encounter if your fitness ≥ 40 . This will increase her current KP by 10 points.

Outcome: Max LP set to 50.

Anna meets her

Prerequisite: Date with Anna in the pub, LP ≥ 50 , date progression $\geq 50\%$.

Mike takes Anna to a date in the pub at night. Anna spots her ex Gwendoline which results in a confrontation between her and Anna. Gwendoline will begin to insult Mike and Anna until Mike says that he has no problem with hitting girls.

Outcome: Max LP set to 60.

Anna meets her ex 2

Prerequisite: Anna LP ≥ 60 , finished Anna meets her ex, at Pub/Street or Park.

Mike will spot Gwendoline and there will be another confrontation between her and Anna. As soon as Gwendoline talks to Mike and Anna she begins to insult them again until Mike successfully scares Gwendoline off.

Outcome: Max LP set to 65.

Take Anna to a restaurant date

Prerequisites: Anna LP ≥ 65 , finished Anna meets her Ex2, date at the restaurant, date progression $\geq 50\%$.

Mike talks to Anne because she seems to be a little bit distracted. After being afraid that she has ruined the date, Anna tells Mike that she had a fight with Kleio.

Outcome: Max LP set to 70.

Fix their relationship

Prerequisites: Anna LP ≥ 70 , finished Take Anna to a restaurant date.

Talk with Kleio: Mike confronts Kleio about her fight with Anna and is able to convince her to go and talk with Anna. Talk with Anna: After Mike confronted Kleio he speaks with Anna about the reason why they didn't settle their differences by now, to find out that Anna wanted Mike's attention so she didn't see a reason to do clear this up immediately.

After he talked to both of them Mike will receive a call from Anna where she tells him that all has been cleared up and that they want to meet him.

Outcome: Max LP set to 75.

Take Anna on a date 1

Prerequisites: Anna LP ≥ 75 , finished Fix their relationship, finish the date.

Anna confesses to Mike that she likes him.

Outcome: Max LP set to 80.

Hangout with Anna

Prerequisites: Anna LP ≥ 80 , interact with her (does not have to be on a date).

Mike thinks that Anna is going to dump him, because she has been acting strange around him for some time.

Outcome: Max LP set to 85.

Take Anna on a date 2

Prerequisites: Anna LP ≥ 85 , finished Hangout wit Anna, finish the date.

Mike tells Anna that he doesn't like the fact that he has be without her after a date.

Outcome: LP set to 90, Annas status gets updated to Girlfriend.

Other Events

Anna's bad practice

Prerequisites: Band practice, practice ≥ 25 , Anna LP ≥ 25 .

Anna has a bad day at practice and the rest of the band gets upset with her. Mike gets to mediate.

Hanna

Acquisition	Buy a gym membership
Availability	Public
Pregnancy	Yes
Collaring	Yes (50 KP)
Traits	Rebel, Sportsy
Desire factors	Fitness, Park, Waterpark, Not Nightclub
Talk topics	Love, Sex, Food, Travels, Sport, Fashion, Politics, TV, Books, People, Computers
DPL	Fitness
Marriage	No
Gifts given	Protein powder (consumable, +5 fitness)

Hanna is a serious fitness buff, and her father owns the gym. She is shy and extremely well built. If Hanna has sex after a date, she'll do the cowgirl position. She will require a condom unless LP >= 90.

Story Events

Hanna's introduction

Prerequisites: Gym 10:00-17:00, >7 days played, Fitness >= 20, Train or Train Hard.

Mike sees Hanna running on the treadmill.

Hanna masturbates

Prerequisites: Gym 10:00-17:00, Fitness >= 30, Train or Train Hard, done Hanna's introduction.

Mike, while taking a shower, watches Hanna masturbate without knowing who she is.

Meet Hanna

Prerequisites: Renew gym membership, Fitness >= 40.

Mike is introduced to Hanna. He finds out her dad owns the gym, and sometimes she works there.

Shower with Hanna

Prerequisites: Train or train hard, Fitness >= 50, Hanna >= 20 LP, done Meet Hanna.

Hanna boldly asks to join Mike in the shower. If accepted, she gives Mike a BJ.

Race

Prerequisites: Park, Hanna >= 30LP, done Shower with Hanna.

Mike races Hanna in the Park.

Working out

Prerequisites: Gym, Hanna >= 40LP, done Race, Train or Train Hard.

Mike and Hanna work out together. Hanna flirts with Mike.

Gym Talk

Prerequisites: Hanna ≥ 50 LP.

Mike and Hanna talk about the gym. Hanna's father has debts he can't pay, so he steals money from his business. Mike can tell Hanna to sell the gym, or to make it sexier, but only if KP=25.

Gym Talk 2

Prerequisites: Hanna ≥ 60 LP.

Mike talks to Hanna about the gym.

If he told her to make the gym sexier, Hanna will change her outfit to more revealing one. If he told her to sell the gym, Hanna will leave the game.

Outcome: Sexy gym: KP max set to 50; Sexy gym OR lend her the money, LP max set to 70.

Audrey

Acquisition	7 days in
Availability	Patreon only
Pregnancy	Yes
Collaring	Yes (50 KP)
Traits	Princess, submissive, rebel, flirty
Desire factors	Fitness, Charm, Martial arts, Money, Purse, Clothes, Sex Toy, Waterpark, Not Home
Talk topics	Love, sex, food, travels, sport, fashion
DPL	Fitness, Charm, Martial arts, Money
Marriage	No
Harems	Bitchy, Jealous
Gifts given	Nothing

Audrey is Mike's coworker. She is a masochist and likes pain. She flirts with Mike in a way that pisses him off, as she is trying to get him to be hard on her. She isn't very detail oriented and makes a lot of mistakes at work, but some of these are on purpose in order to get punished.

After a date, Audrey will fuck in the spoon position.

In the office, Audrey will occasionally come to Mike asking for help after she's made a mistake. If accepted, Mike spends 2 hours and gains 1 LP with Audrey. If refused LP is lost.

Story Events

Mike saves Audrey

Prerequisites: Charm \geq 20, Fitness \geq 20, Pub, Audrey present.

Mike sees Audrey being threatened by Danny. Mike can choose to help her. If Mike chooses not to help, Audrey does not become available.

If you do help, you can choose to say she's your toy (she'll tease you about that later), or fight Danny or intimidate him. If you fight him you must have 75 fitness or 50 fitness + martial arts skill.

Outcome: If helped, Audrey is available, Audrey Max LP is set to 20.

Audrey thanks Mike for the help

Prerequisites: Office, helped her with Danny, Audrey LP \geq 20.

Audrey thanks Mike for helping her with Danny, and flirts with him in a manner he finds confusing.

Outcome: Audrey Max LP set to 30, can be kissed at 28 LP.

Audrey in the gym

Prerequisites: Gym, Audrey LP \geq 30.

Mike spots Audrey in the gym and stares at her for a while. If he goes over to her, she slaps him in order to provoke him.

Outcome: Audrey Max LP set to 40.

Waterpark meetup

Prerequisites: Waterpark, Summer, Sat 12:00-16:00, done Audrey in the gym, Audrey LP \geq 40.

Mike meets Audrey at the waterpark. They do some kissing, and if Mike tries to feel her up can increase KP.

Outcome: Audrey Max LP set to 50.

Audrey's restaurant handjob

Prerequisites: Friday, 19:00, Audrey LP \geq 50, done Waterpark meetup.

Audrey invites Mike to a date at the high-class restaurant. While there, she gives him a hand job and once he's made a mess, leaves.

Outcome: Audrey disappears.

Audrey's punishment

Prerequisites: Charm \geq 50, work or work hard, done Audrey's restaurant handjob, Audrey LP \geq 50.

Audrey reappears in the office, and Mike is angry. If he does not restrain himself, he fucks her right there on his desk. Audrey loves it.

Outcome: Audrey reappears, Audrey Max LP set to 60.

Photocopied butt

Prerequisites: Charm \geq 60, work or work hard, done Audrey's punishment, Audrey LP \geq 60.

Mike finds a photocopy of a butt, and Lavish is there. Can use it to flirt with Lavish for 10 KP. Mike can then accuse Aletta, Shiori or Audrey of leaving the photo for him.

Outcome: Audrey Max LP set to 70.

Audrey's HR threat

Prerequisites: Work or work hard, done Spank Shiori, Audrey \geq 45 LP, Audrey \geq 25 KP.

Audrey comes to Mike and threatens to go to HR because he's a perv. If he "Accepts" her proposal she'll come back.

Audrey gets caught

Prerequisites: Work or work hard, Audrey \geq 55 LP, Audrey \geq 50 KP, done Audrey's HR threat.

Aletta catches Audrey shredding some important documents, and brings her to Mike. Mike has the option to let Aletta stay and watch, which increases Aletta's LP and KP.

Mike spansks Audrey.

Audrey gets more spanking

Prerequisites: Work or work hard, Audrey \geq 65 LP, Audrey \geq 75 KP, done Audrey gets caught.

Audrey makes even more "mistakes". Mike calls her on it and spansks her again, this time fingering her ass.

Kleio

Acquisition	Band practice OR Sasha's gig
Availability	Patreon only
Pregnancy	Yes (88 LP required to keep)
Collaring	No
Traits	Rebel, Guitar, Music
Desire factors	Fitness, Knowledge, Guitar, Pub, Not Mall
Talk topics	Love, Sex(>25charm), Food (cooking), Politics, Travel, Fashion, Books (>25 charm), Music
DPL	Fitness, Knowledge, Guitar
Marriage	No
Harems	Band, Tomboy
Gifts given	Cool sunglasses, Military boots

Kleio is a tattooed rebel who is in Sasha's band.

After date, she can give BJ, do doggy and missionary. Mike needs 50 fitness to do more than BJ. She requires 90 LP or to be drunk (at least 3 drinks) to have sex without a condom. With 50 KP she will do anal.

Kleio starts at 100% GP and will move down a bit as she progresses through her story.

Kleio is unlocked by following Sasha's chain of Events until you either see the Deathless Harpies perform, or are invited to the studio where they practice.

Story Events

Hang with Kleio at the mall

Prerequisites: 14:00, Kleio LP >= 10, Kleio introduced at practice or performance.

Kleio calls Mike up and offers to hang out at the mall. She'll ask Mike a few questions, and if she's satisfied with his answers, she'll talk about how she broke up with her girlfriend. If Mike answers well, she will lose 5 GP.

Outcome: Kleio is kissable, Kleio Max LP set to 20.

Kleio gets a tattoo

Prerequisites: 17:00, Kleio LP >= 20, done Hang with Kleio at the mall.

Kleio calls Mike and asks him to go with her while she gets a tattoo. She asks Mike a few questions, including which tattoo to get. If Mike answers appropriately, she says she had fun and she will lose 5 GP.

Outcome: Kleio Max LP set to 30.

Kleio raises hell

Prerequisites: Wake up 05:00-09:00, Kleio LP >= 40, done Kleio gets a tattoo.

Kleio wakes Mike up with a call, and asks him to go out. She raises a bunch of hell. If Mike asks no questions and goes along with, she is flirtatious, and she will lose 5 GP.

Outcome: Kleio Max LP set to 50

The car needs repairs (Something will happen soon)

Prerequisites: Tues or Thurs, Done Kleio raises hell, MC has a car, Kleio LP ≥ 40 .

Mike will need to take his car in for repairs. Sasha suggests taking it to Kay. Turns out that Kay is actually 'K' meaning Kleio. If the MC has the sport car Kleio gains a small amount of LP.

Outcome: No change.

Kleio studio sex

Prerequisites: Studio, done Kleio raises hell, in band, Kleio ≥ 50 LP, Kleio GP ≤ 75 , MC has not gotten the car back from the garage.

Sasha gets upset and walks out of band practice. Mike can comfort her, but Sasha sends him back. He and Kleio then have sex in the studio.

Outcome: Kleio Max LP set to 65.

The protest

Prerequisites: Kleio LP ≥ 60 , 12:00 - 18:00, done Kleio studio sex.

Kleio calls about a protest she was going to partake with Mike.

Outcome: Kleio Max LP set to 70.

Kleio talks about her feelings

Prerequisites: Kleio LP ≥ 70 , done the protest.

Mike talks with Kleio about her being weird lately. She confesses that she likes Mike.

Outcome: Kleio Max LP set to 80.

Take Kleio to a date

Prerequisites: Kleio LP ≥ 80 , take Kleio to a date (finish the date), done Kleio talks about her feelings.

Kleio talks with Mike about the date.

Outcome: Kleio Max LP set to 90.

Impregnation options

At the moment there are 4 ways to impregnate Kleio:

1. When the studio sex event triggers.
2. When the car mechanic event triggers.
3. When you go on a pub date with Kleio, offer her 3 Drinks.
4. Raise her LP to 90.

Lexi

Acquisition	Night time alley encounter, 7 days in
Availability	Patreon only
Pregnancy	Yes (starts on pill, must use Command to tell her to go off)
Collaring	No
Traits	Slutty, Dumb, Trashy, Poor, Lazy
Desire factors	Fitness, Knowledge, Guitar, Pub, Not Waterpark
Talk topics	Love(>25LP), Sex, Food, Tv, Fashion
DPL	Fitness, Knowledge, Guitar
Marriage	No
Gifts given	Lexi's panties (25LP, consumable, +5fun), condoms

Lexi is a trailer park trash, drug addicted prostitute. She isn't smart, but she can be sweet. Her initial encounters can cost Mike money.

After a date, Lexi can do BJ and standing positions. Mike can give her drugs to change the experience a little. This has different dialogue if she is pregnant.

Story Events

Alley encounter

Prerequisites: Street 22:00-04:00, 7 days played, > 250\$.

Mike runs into Lexi in an alley on the street. While interacting with her, he is jumped by the thug Danny. Lexi suddenly asks Danny for help, and there is a fight.

Mike can win this fight with 50 fitness, or 25 fitness + Martial Arts skill. If Mike has already defeated Danny (in Audrey's scene) Danny will not attack, and instead defer to Mike.

If Mike loses the fight, he also loses \$500 (or all his money if he has less).

Outcome: Potential loss of 500\$.

Nightclub BJ

Prerequisites: Nightclub, done Alley encounter.

Mike meets Lexi in the nightclub, who offers him a BJ in the bathroom. If this BJ is not accepted, Lexi leaves the game.

If the BJ is accepted, Lexi steals Mike's wallet and up to 500\$.

Outcome: 500\$ lost OR Lexi permanently leaves game.

Pool time fun

Prerequisites: Living room 20:00-24:00, done Nightclub BJ.

Mike gets a phone call from Lexi, who is right outside the house. She talks her way into being invited in and gets some sexy time in the pool.

Outcome: Lexi becomes available. Lexi Max LP set to 100.

Lexi meets Jack

Prerequisites: Mall date with Lexi, 5% chance, Lexi > 75 LP.

Mike and Lexi meet Jack at the mall, who pervs on her a bit.

Jack asks about Lexi

Prerequisites: 16:00-17:00, 5% chance, done Lexi meets Jack.

Jack calls up Mike and asks if he's serious about Lexi. If he says no, he offers money for Lexi. Mike can accept for 500\$.

Mike pimps Lexi

Prerequisites: Talk to Lexi, done Jack asks about Lexi.

Mike tells Lexi he's pimping her out, and he'll give her half of the 500\$. She agrees for a mere 10 LP lost.

Lexi prostitution

Prerequisites: Street, 15:00-17:00, done Mike pimps Lexi.

Lexi and Jack meet up, and Jack gets what he paid for.

Outcome: 250\$ gained.

Lexi is still dealing

Prerequisites: Park 00:00-05:00, Lexi \geq 75 LP.

Mike catches Lexi in the street, still dealing drugs even after he told her not to. He punishes her with his dick.

Slave Lexi

Lexi meets Sasha

Prerequisites: Mall date, Lexi \geq 75 LP & KP \geq 50, Sasha \geq 75 LP and present in clothes shop.

Sasha sees Lexi on a date with Mike.

If Sasha has agreed to be Mike's slave, she is meek and asks if Lexi pleases him. If she is not, she is angry and loses 20 LP.

Lexi gives herself to Mike

Prerequisites: Lexi KP \geq 75, Talk to Lexi, done Lexi meets Sasha while Sasha was slave.

While talking to Lexi, she offers herself to Mike. Mike can accept or refuse her request to become his slave.

Outcome: If Mike accepts her as a sex slave: Lexi Max KP set to 100, her status gets updated to sex slave.

Dance with Sasha and Lexi

Prerequisites: done Lexi meets Sasha, gift Sasha the sexy dress, take Lexi on a date at the nightclub at Saturday, Sasha is at the nightclub.

Lexi and Mike will meet Sasha while they dance in a nightclub.

Dance with Sasha (threesome)

Prerequisites: done dance with Sasha and Lexi, take Sasha to a date at the nightclub on Saturday, Lexi is at the Nightclub.

Mike goes on a date with Sasha in the nightclub. After a while Lexi joins them on the dance floor and both girls decide that Mike needs to do some work too.

Other Events

Nightclub fun

Prerequisites: Nightclub, Lexi present or on date, sex with Lexi at least twice, Lexi > 37 LP, Lexi > 25 KP.

At the nightclub, Mike can ask Lexi for a BJ from the interact menu.

Kylie

Acquisition	University, 7 days in
Availability	Patreon only
Pregnancy	Yes
Collaring	Yes
Traits	Yandere, Submissive, Playful
Desire factors	Fitness, Charm, Knowledge, Beach
Talk topics	Love(>25LP), Sex, Food, Tv, Fashion
DPL	Fitness, Charm, Knowledge
Marriage	No
Gifts given	Cookies, Head (Special Christmas-Gift)

Kylie is the 18 year old younger sister Alexis (Mike's ex-girlfriend). She has a special stat called Yandere, which represents how her jealousy can make her violent. Yandere is primarily raised when Kylie witnesses Mike interacting with other girls, such as kissing them while she is there. There are also random Events on dates with Kylie that can raise Yandere, and during her Events Yandere can increase dramatically depending on Mike's choices. Once raised, Yandere cannot be lowered except in the rare case where Kylie gives Mike her cookies. Kylie can appear for Bree MC, but not as a romance option.

Kylie can have post-date sex in missionary, cowgirl and doggy positions. She can do all positions if LP \geq 90, but she is currently capped at 50. For cowgirl, KP \leq 50. For missionary, KP between 25 and 75. And for doggy, KP \geq 50.

Story Events

Kylie's introduction

Prerequisites: University 10:00-17:00, \geq 7 days played.

Kylie sees Mike at the university and re-introduces herself. The last time Mike knew Kylie, she was a little girl, but now she is a very attractive adult. Mike is conflicted about her, but she is cute and bubbly.

Kylie's crush

Prerequisites: University Fri, Charm \geq 50, done Kylie's introduction.

Mike meets Kylie at the university, where she admits that she had a crush on him all the way back when he was dating Alexis.

Outcome: Kylie becomes generally available. Kylie Max LP set to 20.

Kylie phone sex

Prerequisites: 19:00-24:00, Kylie \geq 20 LP.

Mike calls Kylie (must click her icon in menu) and Kylie masturbates while he's on the phone with her.

Outcome: Kylie Max LP set to 50.

Kylie gets jealous

Prerequisites: Kylie present, talk or compliment any other girl \geq 50 LP, Kylie \geq 50 LP.

Kylie sees Mike chatting with another girl. She confronts him about it.

Mike can say she's just a friend, or tell Kylie he likes the other girl, causing her to go down the violently jealous path.
Either way, Kylie targets whoever Mike interacted with.

Kylie asks for study help

Prerequisites: Kylie present, done Kylie gets jealous at least 3 days ago, said target was just a friend, Alexis is unlocked.

Note: Alexis is only unlocked after getting promoted three times at work.

Kylie runs into Mike and asks him for help with her studies. If he accepts they go and he gives her some pointers. If they refuse, she gains yandere and storms off. Alexis shows up and offers some advice on dealing with her.

Kylie peeps on Mike

Prerequisites: Bedroom, 22:00-04:00, done Kylie gets jealous and said he liked target.

Mike tries to get some work done late at night, and discovers Kylie peeping on him. He can let her in or not, and either way she acts creepy.

Kylie's Christmas murder

Prerequisites: Home, Christmas, Kylie Yandere ≥ 90 .

Kylie brings Mike his Christmas present. At first Mike is excited.
Then he discovers it's Bree's head. Mike responds poorly, and Kylie murders Mike.

Outcome: *Game over.*

Stalking

Prerequisites: Any room in the house, 00:00-06:00.

Sometimes Mike will see someone outside the house, but that person will be gone by the time Mike can get out there.

Get rid of Kylie

Prerequisites: Yandere ≥ 50 , installed spy cam at the front porch.

Once you Mike has installed the spy cam he has to wait 7 Days until he can look at the footage. You will only have evidence about Kylie being a stalker when a certain event at night triggers, where Mike talks about the lights outside going on.

If you decide to not open the door you won't have enough evidence to get rid of Kylie when you visit the police station. Then you have to place the spycam at the front porch again and wait for the event to trigger again.

If you decide to open the door you will trigger an event where Kylie tasers Mike and tries to force him into having sex with her. You can avoid this if you already have the home harem. Then both Sasha and Bree will come to your rescue if you shout for help. Both will lose 25KP.

WARNING: If you shout for help when you don't have the home harem the one with more LP will come to check on you and will be removed from the game.

Just wait until its morning to check the spy cam footage. (you have to at least have 1 point in every need in order to check the footage!) After you checked the footage go to the police station to remove Kylie from your game.

Mike tells Sargent Camila Foglio everything he knows and hands her the evidence. After a while she calls him to tell him that Kylie will be put in prison.

Outcome: Kylie is removed from the map and will no longer appear at your front door at night.

Alexis

Acquisition	Promoted three times
Availability	Patreon only
Pregnancy	Yes
Collaring	Yes
Traits	Princess, Bitchy, Money
Desire factors	Fitness, Charm, Knowledge, Beach
Talk topics	LP>25: Sex, Love, Food, Travels, Books, People. LP<25: Politics, Fashion
DPL	Fitness, Charm, Knowledge
Marriage	No
Gifts given	Nothing

Alexis is Mike's ex-girlfriend, who he left after he found she was cheating on him. Once Mike achieves financial success, Alexis will suddenly return to his life, but her cheating ways have not been left behind. She has a younger sister named Kylie.

Note: Alexis has avoidable NTR.

Story Events

Reconnecting with Alexis

Prerequisites: Promoted 3 times, 10:00-20:00.

Alexis rings Mike up and wants to reconnect. She invites him to dinner.

Outcome: If Mike accepts: Alexis Max LP set to 20.

If Mike rejects: Alexis leaves the game permanently.

Kissable at 15 LP.

Dinner with Alexis (avoidable NTR)

Prerequisites: Fri-Sat, 14:00-15:00, Money >= 1000\$.

Note: This event has avoidable NTR. To avoid it, say something when Alexis is flirted with. Alexis rings up Mike for their planned dinner date. Against his better judgment, Mike goes.

While at dinner, another man flirts with Alexis in front of Mike. Mike can object if he has fitness >= 25 and charm >= 25. If he does, the man leaves and the meal ends.

If Mike does not object, Alexis goes to the bathroom and spends a long time there. If Mike goes to check on her, he sees her banging that dude in the bathroom, and he can either watch or leave and stick Alexis with the check. If he does not they finish their meal.

Outcome: Alexis Max LP set to 30.

Discussing the date with Alexis

Prerequisites: done Dinner with Alexis, saw her cheat OR told guy off.

Mike approaches Alexis to talk about her dinner. If he told the guy off, he can apologize for being possessive even though they weren't on a date, or he can tell her off.

If you want to avoid the NTR at the cinema date completely chose tell her off.

If he witnessed the cheating, he can tell her off and she leaves the game.

Alexis's angry call

Prerequisites: 09:00-22:00, done Dinner with Alexis and stuck Alexis with the bill.

Alexis calls and rants about being humiliated over being stiffed.

Mike can tell her to go away and she leaves the game, or he can lay some ground rules and she will stay.

Watch a movie with Alexis (avoidable NTR)

Prerequisites: Alexis \geq 30 LP, date with Alexis, watch a movie.

Non-NTR: Mike and Alexis will see a guy that is starring at her and will talk with Mike about that later during

NTR: If you watch a movie with Alexis, and Mike has low energy or did not object to the guy flirting with Alexis at dinner, Alexis can give some other guy a BJ. Mike can watch or confront Alexis; confronting her makes her undatable. To avoid it, confront the guy about the date OR get Alexis \geq 50 KP. Must have > 5 energy.

Beach date with Alexis (avoidable NTR)

Note: This event has avoidable NTR. To avoid it, have avoided the previous NTR scenes.

Prerequisites: Alexis \geq 40 LP, beach date with Alexis.

Non-NTR: Alexis will ask Mike if he can apply sun-cream on her.

NTR path: When Mike takes Alexis on a date to the beach, she have a MMF threesome with random guys at the beach.

Talk with Alexis

Prerequisites: Alexis \geq 50 LP.

Alexis talks with Mike about the Events that lead to their relationship breakup the first time.

Outcome: Max LP set to 60.

Police Path

Convince Alexis to go to the Police

Prerequisites: Alexis \geq 60LP.

Talk with Alexis. There should be an extra topic if you talk to her. When you talked to Alexis, got to the city. Here you will have the option to go to the police.

Invite Alexis on a date at home

Prerequisites: Went to the police with Alexis.

As soon as you invite her to the date you will watch the news together.

Self-administered justice Path

Hire a PI

Prerequisites: Alexis ≥ 60 LP.

Hire an PI over your phone (where you can hire a cleaning service). This will block you from going to the police.

Confront the culprit

Prerequisites: Alexis ≥ 60 LP, done Hire a PI.

The PI will call Mike back after a few days have passed and tell him, where he can find his old teacher. You have to trigger the scene manually by using the new extra symbol if you're on the street.

The following scene will change depending on whether or not you have bought the baseball bat.

Talk with Alexis in the Pub

Prerequisites: Alexis ≥ 60 LP, done Confront the culprit.

Mike talks to Alexis in the pub but they will be interrupted by a news show, where Alexis can see the results of Mike's actions.

Outcome: Alexis max KP set to 100.

Palla

Acquisition	Mall 14:00-18:00, > 10 days played
Availability	Patreon only
Pregnancy	Yes (must convince her to go off pill first)
Collaring	Yes
Traits	Princess, Bitchy, Submissive
Desire factors	Charm, Dance, Nightclub, Flowers, Sweets, Not Home
Talk topics	Travels, Sports, People, Food, Love (LP >= 40) Sex (LP >= 20)
DPL	Charm
Marriage	No
Harems	Bitchy
Gifts given	Cologne (5 charm, single use)

Palla is a model and Audrey's best friend. She is a confusing mix of bitchy and sweet, difficult to get to know. After date sex with Palla, she will fuck in the doggy position. Anal sex will increase her KP rapidly.

Story Events

Palla's introduction

Prerequisites: Mall 14:00-18:00, > 10 days played.

Mike sees Audrey talking to a cute redhead in the mall, and Audrey introduces her best friend, Palla.

Changing room sex

Prerequisites: Clothes shop, Charm >= 50.

Palla sees Mike in the clothes shop and demands he buy her a dress she wants. Mike can pay or refuse. Either way she goes to try the dress on and taunts him about following her.

If Mike follows her, they have anal sex while Palla pretends not to want it.

Outcome: Palla becomes available. Palla Max LP set to 20, Palla Max KP set to 60.

Learning to dance

Prerequisites: Nightclub, dance with Palla.

If Mike does not have the dance skill, Palla will teach him to dance.

Outcome: After 4 lessons, Mike gains the dancing skill.

Discussing the changing room

Prerequisites: Coffee shop, Palla >= 20 LP, done Changing room sex Note: Having had sex is not required to trigger this.

Palla confronts Mike in the coffee shop to discuss what happened. If Mike paid for the dress and did not accost her, she offers to pay him back. If they had sex, she berates him.

Either way she vacillates between being mean and sweet, and eventually leaves awkwardly.

Outcome: Palla Max LP set to 40.

Palla invites Mike to the nightclub

Prerequisites: 24:00-01:00, Palla LP >= 40, done Discussing the changing room.

Palla rings Mike up in the middle of the night and demands Mike go and dance with her.

If he refuses, Palla leaves the game.

If he accepts, they dance. If Mike has dancing skill, Palla is impressed, otherwise she is not. Then she goes to the bathroom and tells Mike not to follow her in a way that suggests Mike really should follow her.

If he does, they make out a bit until they are interrupted. Palla then runs off, leaving Mike hanging. If Mike does not follow her, Palla's storyline is temporarily halted.

Outcome: Palla Max LP set to 60 if he followed her, Palla will allow being kissed.

Palla is not impressed

Prerequisites: Mike did not go to the nightclub OR did not follow her to restroom, interact with Palla.

If Mike didn't accede to Palla's whims, Mike and Palla will have an awkward conversation where she is angry with him for turning him down.

If Mike rebuffs her here, she leaves the game. If Mike agrees to give her one more try, 3 days later her max LP will set to 60 and her storyline can progress.

Palla discusses the nightclub

Prerequisites: Palla present, done Palla invites Mike to the nightclub and followed her to the bathroom.

Palla approaches Mike the next time she sees him, and thanks him for coming when she really needed someone. They kiss, then she tries to pull away. Mike can let her for LP gain, or not let her for KP gain.

Palla invites Mike to the restaurant

Prerequisites: 23:00-24:00, gave flowers to Palla, gave candies to Palla, Palla LP >= 60.

Palla rings Mike up late at night and asks him to come to the restaurant with her. Mike can refuse, and she'll try again. But she will only try 3 times. If he refuses all 3 times, Palla's story will not progress further.

If Mike goes, she demands he shower first.

They have a nice date, and it ends with Palla giving Mike a BJ under the table.

Outcome: Palla Max LP set to 80, Palla is dateable.

Palla discusses sex

Prerequisites: Had post-date sex with Palla, Palla present

Palla approaches Mike and assumes Mike is going to dump her now that they've slept together. If Mike chooses not to dump her, they talk about their relationship.

Note: Palla needs >= 50 KP and you must select "I want you to be mine and mine alone" in order to increase Palla Max KP to 70. **This is needed to progress her storyline further.**

Outcome: Palla Max LP set to 100; Palla Max KP may be set to 70.

Palla boyfriend material

Prerequisites: Palla LP >= 70, Palla present, done Palla discusses sex.

Palla tries to talk to Mike about their relationship. Mike can establish that they are friends with benefits, or declare he wants her as a girlfriend, something she seems to resist. Mike can establish whether or not she should be allowed to see other men, but only if Palla KP >= 50.

Palla establishes boundaries

Prerequisites: 24:00, Palla >= 70KP, Palla >= 100 LP, done Palla discusses sex.

With Palla firmly in love with Mike, she calls to ask if Mike is okay with her dating other people. If he says no, Palla Max KP is raised to 100. Otherwise it stays at 70.

Is Palla dating someone else?

Prerequisites: Nightclub Mon-Fri 24:00-04:00, done Palla establishes boundaries.

Mike sees Palla go into the VIP with someone else. He can try to follow but will be prevented. He has no idea who this mysterious person is.

Mike meets Palla's mystery man

Prerequisites: Electronics shop, done Is Palla dating someone else?

Mike meets Palla's mystery guy, who turns out to be a man named Shawn who works in the electronics shop. Mike gently probes Shawn for information.

Mike asks Palla about Shawn

Prerequisites: Talk menu option for Palla, done Mike meets Palla's mystery man.

Mike asks Palla about Shawn and she comes completely unglued.

Outcome: Palla disappears.

Shawn confronts Mike about Palla

Prerequisites: Street 20:00-24:00, 2 days after Mike asks Palla about Shawn.

Shawn meets Mike in the street and angrily confronts him about what Mike did to hurt Palla. They can fight, but Shawn will always lose.

Shawn reveals he was not actually dating Palla, but instead is her roommate, and she's having trouble paying the rent. Mike can cover her rent by buying weed from Shawn.

Palla returns

Prerequisites: Living room 20:00-24:00, 7 days after Shawn confronts Mike about Palla.

Palla shows up at Mike's doorstep, clearly upset. She admits that she's been lying to Mike about her financial well-being, and apologizes.

Outcome: Palla is available again.

Palla explains her situation

Prerequisites: Mall, done Palla returns.

Palla asks Mike to have a coffee with her, and explains that her dreams have been crushed and she's been pretending that her career is great, but it's not. Mike offers to be her agent and help get her career back on track. Palla says she'll need to think about it.

Mike becomes Palla's agent

Prerequisites: 2 days after Palla explains her situation.

Palla agrees for Mike to become her agent.

Outcome: Mike can give Palla jobs on the smartphone.

Palla pill talk

Prerequisites: Palla > 50 KP, Command Palla to go off the pill

Palla will refuse. If Mike pushes it, she says she'll think about it. If you get Palla employed and get her career up to 75%, she'll call Mike and say she'll maybe answer differently if he asks again.

Palla mall date fuck

Prerequisites: Shopping spree with Palla date, had sex > 2 times **Repeatable.**

Mike can take Palla on a shopping spree, and they can have sex in the changing room.

Palla's career

Once Mike becomes Palla's agent, he can get her jobs. On her smartphone, he can find new jobs for her, as well as assign her to an available job. While employed, Palla will have a career gain based upon the job. Every week she will get paid, and Mike will take 10% after her expenses. However, each job also has a difficulty. If her career is too low she can get fired. However, if she gets fired 3 times, Mike can suggest that she does porn. She resists, but Mike can force the issue, and if he does, she can eventually become a porn star.

This char contains all the possible jobs. The minimum career is how high her career needs to be to get the job.

The maximum is how far that job can take her. The income is per week, and Career shows how many points of Career per week she can gain. If her career is less than difficulty, she **will** get fired.

Job	Minimum	Maximum	Difficulty	Income	Career
Nova Sportswear	0	10	0	50	5
Heirloom	10	25	0	200	8
Boréale	10	50	0	50	20
Chronicle Clothing	15	60	10	500	10
Spellbound	15	75	25	750	8
Flair	15	75	25	350	20
Grandeur	35	90	40	1250	5
Prodigy	35	90	45	1000	12
Escape Collection	35	90	50	1500	5
Mind's Eye Clothing	50	95	60	1750	5
Couture par Aurore	50	100	70	2250	5
Anomalie	50	100	70	2000	5
hawtbitches	0	50	0	500	10
sexypalla.xxx	25	60	0	1000	10
onlychix.xxx	50	75	0	1500	6
fucktoybitches.adult	60	90	0	2000	5
Palla Poundin	90	100	0	2500	5

Shiori

Acquisition	First promotion
Availability	Patreon only
Pregnancy	Yes (Shiori leaves if you tell her to abort)
Collaring	Yes
Traits	Submissive, Family, Slutty
Desire factors	Charm, Fitness, Money, Living Room, Not Park
Talk topics	Love, Sex, Travels, People
DPL	Charm, Fitness
Marriage	No
Gifts given	Shiori's Milk

Shiori is introduced as Mike's new secretary, though her competence is questionable at best. She makes up for her competence in her absolute devotion to her boss.

Story Events

Shiori's introduction

Prerequisites: Personal office, work hard.

After his first promotion, Mike gets his own office. When he works, he is introduced to his new secretary, Shiori.

Outcome: Shiori starts with 25KP, Shiori Max LP set to 10.

Shiori work event

Prerequisites: Work or work hard, Shiori ≥ 10 LP.

Mike scolds Shiori for poor performance as a secretary.

Outcome: Shiori max LP set to 15.

Shiori gets coffee

Prerequisites: Work or work hard, Shiori ≥ 15 LP.

Shiori gets coffee for Mike. He can take it black or milky. Milky leads to... milk fun, later.

Outcome: Shiori max LP set to 20.

Shiori work event 2

Prerequisites: Work or work hard, Shiori ≥ 20 LP, done Shiori scolding.

Shiori comes into the office and wants to bring some of the documents to the archives.

Outcome: Shiori max LP set to 37. datable at 25 LP, can be kissed at 28 LP.

Babysitting

Prerequisites: Talk to Shiori in the office, Shiori ≥ 37 LP.

Shiori asks Mike if he might be able to babysit her son Kanta.

The actual event will happen the same day between 19:00 and 22:00 o'clock if Mike accepts her request. If

you miss the event, you will have to talk to Shiori again to start the event again.
If your LP with either Sasha or Bree is < 75LP, the event will end will have a bad ending.

Outcome: +5/-5 LP (Good/Bad end), Shiori max LP set to 50.

Shiori work event 3

Prerequisites: Work or work hard, Shiori >= 50 LP, done babysitting.

Shiori talks to Mike in his office.

Outcome: Shiori max LP set to 55. If you reach 55 LP it will set the max LP to 60 automatically.

Go to the Stripclub

Prerequisites: Stripclub 22:00 - 04:00 Shiori >= 60 LP, done Shiori work event 3.

Mike visits the stripclub and sees, that Shiori is working there. She spots Mike in the crowd.

Shiori works as a stripper

Prerequisites: Go to your office, Shiori >= 60 LP, done Go to the Stripclub.

Shiori will talk with Mike about her working at the stripclub.

Outcome: Shiori max LP set to 65.

Get a lapdance from Shiori

Prerequisites: Stripclub 22:00 - 04:00, Shiori >= 65 LP, done Shiori works as a stripper.

Go to the stripclub and get a lapdance. This should trigger Shiori's lapdance scene.

Outcome: Shiori max LP set to 70.

Talk to Shiori

Prerequisites: Be at work, Shiori >= 70 LP, done Get a lapdance from Shiori.

Go to work and talk with Shiori. She will talk with Mike about her past.

Outcome: Shiori max LP set to 75.

Other Events

Shiori lapdance

Prerequisites: Finished "Get a lapdance from Shiori".

Go to the strippclub a second time and get another lapdance. This time Mike will get a special lapdance from Shiori.

Outcome: +5KP.

Shiori scolding

Prerequisites: Work or work hard, Shiori \geq 10 LP.

Mike scolds Shiori for poor performance as a secretary.

Shiori gets coffee

Prerequisites: Work or work hard, Shiori \geq 15 LP.

Shiori gets coffee for Mike. He can take it black or milky. Milky leads to... milk fun, later.

Shiori scolding 2

Prerequisites: Work or work hard, Shiori \geq 20 LP, done Shiori scolding.

Mike scolds Shiori for poor performance as a secretary again, this time threatening severe punishment if it happens again.

Shiori scolding 3

Prerequisites: Work or work hard, Shiori \geq 30 LP, done Shiori scolding 2.

Mike has had enough of Shiori's poor performance, and this time he spans her.

Shiori scolding 4

Prerequisites: Work or work hard, Shiori \geq 40 LP, done Shiori scolding 3.

Mike spans Shiori again. She seems not to be learning her lesson.
Not spanking here will prevent her storyline from progressing.

Shiori scolding 5

Prerequisites: Work or work hard, Shiori \geq 50 LP, done Shiori scolding 4.

Mike spans Shiori again. She still isn't learning her lesson. Or is she?

Shiori coffee 2

Prerequisites: Work or work hard, Shiori \geq 55 LP, done Shiori coffee, requested "milky".

Shiori provides Mike with coffee, creamed with her own breast milk while Mike watches.

Shiori office BJ

Prerequisites: Work or work hard, Shiori \geq 60 LP, done Shiori scolding 5.

Mike rewards Shiori with his cock. Aletta enters Mike's office while she's under the desk, and Mike manages not to let on to Aletta what's going on.

Cassidy

Acquisition	14 days after Office Party
Availability	Patreon only
Pregnancy	Yes (100 LP)
Collaring	Yes (Only as Pet)
Traits	Spoiled, Princess, Playful, Dominant
Desire factors	Dance, Charm, Fitness, Beach, Flowers, Sweets, Not Home, Not Park
Talk topics	Sex, Food, Fashion
DPL	Charm, Fitness
Marriage	No
Gifts given	Just Cake for now

Cassidy is the daughter of Dwayne, the company CEO. She is a bored, spoiled rich girl who decides to toy with Mike. She can learn her lesson...or Mike can learn his.

Cassidy can have Dom Points (DP) if Mike agrees to become her slave.

Upon Cassidy's introduction, Mike will be under investigation. Once the investigation begins, he has 7 days to collect enough information to clear his name, or he risks consequences.

If Cassidy becomes Mike's pet, and Mike plays with her too much while her LP is low, she'll get so humiliated she will leave. The easy way to deal with this is to get her LP > 60.

Story Events

Office party

Prerequisites: Promoted twice, invited to party by Aletta, Friday 20:00-22:00.

Mike attends an office party. He meets Lavish, Cassidy and Dwayne.

Cassidy bursts onto the scene

Prerequisites: Work or work hard, done Office party.

Cassidy bursts into Mike's office and demands Mike be her personal valet on a trip to Switzerland. Mike refuses and she goes on her merry way, but she is angry about it.

Mike is investigated

Prerequisites: Work or work hard, 7 days after Cassidy bursts onto the scene.

Aletta comes into Mike's office and informs him that he's under investigation for embezzling from the company. This prevents work and work hard options.

Once the investigation starts, Mike has 7 days to get 100 investigation points.

If Aletta > 50 LP when she informs Mike about the investigation, she gives him a folder of information for 20 points.

Mike can hack Aletta's computer every day when she is not there, either at 08:00 or 17:00. This is worth up to 13 points each, scaled by Mike's Knowledge, with a minimum of 5 points per hack. To have the best chance of succeeding this investigation, have a very high knowledge!

Mike can talk to Aletta, Lavish, Audrey and Shiori and ask them to help with the investigation. They will call back 2 days later, so this must be done early. Lavish provides a minimum of 15 points, Aletta and Audrey provide a minimum of 5, all scaling up with higher love (at approximately 1 point per 3.5 LP.) Shiori however, gives 10 negative progress.

A couple of days into the investigation, Cassidy will call Mike and ask for a midnight meeting. Mike can go to the electronics shop and buy a spy camera. If he installs the camera in his office, he can record Cassidy. This is critical to getting the best ending.

Mike can ask Cassidy 3 questions during the midnight meeting if he set up the spy camera. For maximum points they should be: "What do you know about the investigation?", "Who are you working with?", and "Where is the money?" Answering these questions provides 20 points.

If Mike asked who Cassidy is working with, Mike will have the option to call the accountant from his office. Calling Jeff provides 20.

7 days after the investigation is complete, Aletta will call Mike into the office. Cassidy will talk to him in the office beforehand.

If Mike gets 100% investigation points and recorded Cassidy, Mike presents his case to Cassidy. She agrees to become his pet in order to prevent Dwayne from being fired.

If Mike gets 100% investigation points but did not record Cassidy, she believes Dwayne will beat the rap. She is wrong; Dwayne gets fired, Cassidy leaves the game.

If Mike does not get 100% investigation points, but did record Cassidy, she will give Mike a tittyjob, then take the evidence and leave the game.

If Mike does not get 100% investigation points and did not record Cassidy, Cassidy asks him to be her slave. If he refuses, Mike is fired, and loses all access to the office and working. He'll have to get a job at the mall.

Mike's new assistant

Prerequisites: Personal office, finished Mike is investigated, Cassidy still in game.

If Cassidy is still around after the investigation, Aletta introduces her to Mike as his new personal assistant.

If Cassidy agreed to be his slave, Mike can play with her in the office. If Mike agreed to be Cassidy's slave, occasionally he has to give her oral.

Outcome: Cassidy Max LP set to 40.

Dwayne and Cassidy

Cassidy asks about Aletta

Prerequisites: Personal office, Cassidy >= 40 LP, done Mike's new assistant.

Cassidy asks about Aletta, and is coy about why.

Cassidy and Dwayne fight

Prerequisites: Coffee break, done Cassidy asks about Aletta > 1 day ago.

Mike overhears Cassidy accusing Dwayne of cheating on his wife.

Cassidy and Dwayne fight fallout

Prerequisites: Personal office, done Cassidy and Dwayne fight > 1 day ago.

Cassidy talks a bit about the fight. She reveals Cherie, Dwayne's wife, is her stepmother and they hate each other. But with Dwayne cheating on her, she's starting to wonder what actually happened to her own mother.

Outcome: Cassidy Max LP set to 60

Dwayne does not approve

Prerequisites: Personal office, done Cassidy and Dwayne fight > 7 days ago, Cassidy is pet.

Dwayne visits and tells Mike he does not approve of how Mike is treating his daughter. Mike makes it clear he can fuck off or Dwayne will be ruined.

Cassidy and Aletta fight

Prerequisites: Personal office, done Cassidy and Dwayne fight fallout > 7 days ago (or Dwayne does not approve if appropriate)

Mike encounters Aletta and Cassidy fighting. Mike learns that Dwayne has been using Aletta for sex; SHE is the one Dwayne was cheating with. Cassidy decides to take a break.

Outcome: Cassidy disappears.

Cassidy needs comfort

Prerequisites: Living room, 3 days after Cassidy and Aletta fight.

Cassidy shows up and tells Mike that she found her Mom. She learned that Dwayne paid her to leave, and a lot of her childhood has been a lie.

Note: Mike can get rid of her; if he does this ends Cassidy's story.

Outcome: Cassidy max LP set to 80. Cassidy returns.

Cassidy and Aletta make nice

Prerequisites: Work or work hard, done Cassidy needs comfort > 1 day ago

Cassidy and Aletta come together and work on a plan to punish Dwayne. Mike agrees to help.

Cassidy arranges a party

Prerequisites: 7 days after Cassidy and Aletta make nice, Cassidy present.

Cassidy explains she's arranged for Mike to get an invitation to a party at the mansion she and Cherie live at. During that conversation Mike has 3 different Options how he can react to Cassidy telling him that she will try to seduce her father to distract him.

Choice	LP	KP
Mike tells her not to do it	+3	+0
Mike tells her to do it	+0	+5
Mike tells her that she belongs to him:	-	-
He tells her that he cares about her	+3	+0
He tells her that he owns her	+0	+5

All these value changes are true if you play on normal

The party

Prerequisites: done Cassidy arranges a party, Sat. 18:00.

Mike visits the party and talks to Cassidy's stepmother Cherie. They talk for a while and before she leaves, she asks Mike for his name.

Talk with Cassidy about the party

Prerequisites: done The party, Personal office when Cassidy is there.

Mike and Cassidy talk about the party and Cassidy hints that Cherie might be slightly interested in Mike. Cassidy tells Mike to just drop by the mansion in order to meet Cherie again.

Meet Cherie again

Prerequisites: done talk with Cassidy, 11:00 to 14:00 Mon to Fri.

Mike visits Cherie and they have dinner together where they talk about Dwayne.

Talk with Cassidy

Prerequisites: done meet Cherie a second time

Mike talks with Cassidy about the things he talked with Cherie about during dinner.

Talk to Aletta

Prerequisites: done talk with Cassidy, talk to Aletta in her office

Mike talks with Aletta about his meeting with Cherie. Aletta talks about the need to make an alternative plan for herself if Cherie does not call Mike.

If Aletta's LP >= 50 the dialog will play out a bit different.

Dwayne confronts Mike in his office

Prerequisites: done talk to Aletta >= 5 days ago, Personal office, Cassidy is not in the office.

Dwayne comes to Mike's office to tell him to stay away from Cherie.

Cherie calls Mike

Prerequisites: done Dwayne confrontation >= 2 days ago, living room/bedroom 10:00 - 22:00.

Cherie calls Mike to break off whatever is going on between them because she won't let Dwayne destroy him. Mike then tells Cherie that he has a plan to get rid of Dwayne. She tells him that she will try to give him an opportunity to help him with whatever he has planned.

Talk to Cassidy and Aletta

Prerequisites: done Cherie calls Mike, Cassidy is at the office, Aletta is at the office

Talk to Aletta:

When Mike talks with Aletta she is relieved that Cherie called him back and that it'll all end soon.

If Aletta's LP >= 65 the dialog will be different. Aletta will ask Mike if he is going to have sex with Cherie. When he gets asked if he wants to have sex with Cherie he can either say yes or no to that.

If he says yes: Aletta will tell him that she knows that he is fooling around with some other women and asks him if he is willing to dump them all in order to be together with her after this whole incident. If he tells her that he is not willing to do so she will ask him if that's it for their relationship. If you choose "I guess so" she will be mad at Mike and her LP cap will be set to 12. She is no longer datable.

Talk to Cassidy:

When Mike talks with Cassidy about the call he got from Cherie he can either tell Cassidy that this might hurt Cherie or that he thinks that Cherie wants him. She tells Mike, that she is going to buy a gun just in case.

If her LP ≥ 50 , the dialog will be a bit different if Mike tells her that he wants to have sex with Cherie.

Mike can either teller her not to do so or encourage her to buy one.

Cherie calls Mike again

Prerequisites: done talk to Cassidy and Aletta.

This is a critical event! If you choose the wrong answers it will end here. You can see in the table below how to play this in order to progress!

Mike talks with Cherie about the safe he needs her to steal information from. She gets upset when she hears that Cassidy is involved in the planning and when he tells her that it's also for him to get revenge on Dwayne she questions his affection for her. He can choose if he either wants to tell her that he has feelings for her or that the situation is a bit complicated.

She will go to grab a drink, at this point Mike can stop her physically from doing so or just ask her to wait.

In the following dialog she tells him to leave the house right this instant, but before Mike can leave she asks him if she would offer him to have sex with her right now if he would do it.

This table shows the different combinations of you choices and how they will end. Note that the first no is part of the selection beside don' hesitate and hesitate and will branch afterwards in a yes or no answer.

The feelings are real	don't hesitate	hesitate	no	no	yes
ask her to wait	✗	✗		✗	✗
stop her physically(no promisses)	✗	✗		✗	✗
stop her physically(promisses)	✗	✓		✗	✓
It's complicated					
ask her to wait	✗	✓		✓	✗
stop her physically(no promisses)	✓	✓		✓	✓
stop her physically(promisses)	✗	✓		✓	✗

Wait for Cherie's call

Prerequisites: done Cherie calls Mike again ≥ 7 days ago, Cherie decided to help Mike, 22:00-23:00.

SAVE BEFORE YOU ACCEPT HER CALL!

It's recommended to learn the martial-arts skill before you accept Cherie's call. If you want to experience one of the ***Games Ends*** you don't have to.

Cherie calls Mike to give him a folder with information about Dwayne. Unfortunately, Dwayne shows up and begins to attack Mike.

If Mike has the martial-arts skill he will survive Dwayne's attacks. If not, he will die.

After Mike arrives home Cassidy will come to his house and they will talk about everything that happened. They will discuss their relationship and Mike has to choose if he wants to end their relationship, keep her as a slave or if he wants her to be his girlfriend. She won't accept you to have any other women beside her (this has no real impact at the moment other than changing the dialog) if her KP < 100 .

	LP	KP
Girlfriend	≥ 60	-
Slave	≥ 75	≥ 95

If she stays your Slave, nothing changes on the way you can interact with her during work.

If she is your girlfriend you can no longer perform any sexual activity with her during work. If she is your girlfriend, she won't accept the slave collar anymore.

Outcome: Cassidy Max LP set to 100.

Lavish

Acquisition	Office party
Availability	Patreon only
Pregnancy	No
Collaring	No
Traits	Submissive, Innocent, Workaholic
Desire factors	Knowledge, Charm, Career, Clothes, Cinema
Talk topics	Love, Travels, Food, Politics, TV, Fashion
DPL	Knowledge, Charm
Marriage	No
Gifts given	Lavish's Tie (50LP, Lavish DPL+1, +10charm, princess trait favored), Lavish's Lucky panties (50LP, 25KP)

Lavish is the new office intern. She is young, driven and somewhat innocent. She is determined to succeed and will work for it.

Lavish has the same Career stat that Palla has, however, it only represents her work toward getting promoted. After a date, Lavish will have sex in the missionary position. She will force condom usage unless she has ≥ 75 KP and > 62 LP.

On a date at home, Mike can fuck Lavish in the pool.

Story Events

Office party

Prerequisites: Promoted twice, invited to party by Aletta, Friday 20:00-22:00.

Mike attends an office party. He meets Lavish, Cassidy and Dwayne.

Lavish's introduction

Prerequisites: Work or work hard, done Office Party.

Aletta introduces Lavish as the new intern. Mike is her manager.

Outcome: Lavish Max LP set to 10.

Lavish does filing

Prerequisites: Work or work hard, done Lavish's introduction, Lavish employed ≥ 2 days.

Mike admires Lavish's figure as she does filing.

Lavish's first official review

Prerequisites: Work or work hard, done Lavish does filing, Lavish employed ≥ 4 days.

Mike has his first management meeting with Lavish. He tries to figure out if Lavish was flirting with him. In the meantime, Lavish expresses that she wants more interesting work.

Lavish's first project

Prerequisites: Work or work hard, done Lavish's first official review, Lavish employed ≥ 7 days.

Mike is overwhelmed with work and realizes he can give Lavish some of the work. He can choose to give her an easy but important project, a hard but less important project, or do the work himself.

Outcome: Lavish Max LP set to 15

Lavish turns in her project

Prerequisites: Work or work hard, done Lavish's first project, 2 days later.

If Mike assigned her a project, he gets the results here. If he did not give her a project, she asks for one. She explains that she is ambitious. If Mike has flirted with her, she can promise ambiguous favors for good projects.

Outcome: Lavish Max LP set to 20.

Lavish's next project

Prerequisites: Work or work hard, done Lavish turns in her project, Lavish employed ≥ 14 days.

Mike offers Lavish a project.

Outcome: Lavish Max LP set to 30

Lavish turns in her next project

Prerequisites: Work or work hard, done Lavish's next project, 7 days later.

Lavish turns in her next project. Mike can complement her work or not, and be sleazy or not. If Mike has been sleazy in previous reactions, she is more obvious about showing off for him.

Outcome: Lavish Max LP set to 40

Lavish at the pub

Prerequisites: Pub, interact with Lavish, done Lavish turns in her next project.

Mike interacts with Lavish in a less formal setting. It becomes clear that Lavish is willing to offer sex for status at work.

Outcome: Lavish Max LP set to 50.

Lavish seeks a promotion

Prerequisites: Work or work hard, done Lavish at the pub, Lavish days employed ≥ 21 .

Lavish tells Mike that she wants to apply for his old job. Mike can encourage her or discourage her. In some circumstances she'll straight up promise him sex.

Lavish needs guidance

Prerequisites: Work or work hard, done Lavish seeks a promotion, Lavish days employed ≥ 28 .

Lavish needs help with a technical screening for the interview. Mike can help and potentially ask for (and receive) a kiss.

Lavish needs coaching

Prerequisites: Work or work hard, done Lavish needs guidance, Lavish days employed ≥ 30 .

Lavish asks for coaching for her upcoming interview. Mike can help or not, can ask for a kiss.

Aletta asks Mike about Lavish

Prerequisites: Work or work hard, done Lavish needs coaching, Lavish days employed ≥ 35 .

Lavish has passed all the interviews and Aletta asks Mike's opinion.

If Lavish has career ≥ 50 , Aletta will hire her. If Mike says she should, this is reduced to only needing 40.

After Lavish gets her promotion, Aletta informs Mike that she's moving the position to work under him, so Mike will still be Lavish's boss.

Lavish got the job

Prerequisites: Interact with Lavish, done Aletta asks Mike about Lavish, Lavish was hired.

If Lavish was hired, she'll thank Mike for his help, kiss him if she promised to do so earlier (and say there's more coming).

Outcome: Lavish Max LP set to 70, is now kissable and datable.

Morgan

Acquisition	Cinema
Availability	Patreon only
Pregnancy	Yes (but LP limits prevent keeping)
Collaring	Yes
Traits	Rebel, Music
Desire factors	Fitness, Knowledge, Pub, Not Mall
Talk topics	Special
DPL	Fitness, Knowledge
Marriage	No
Harems	Tomboy
Gifts given	Cool sunglasses, Military boots

Mike knew Morgan in school, but he thought she was a boy, even though she clearly is not.

Morgan has a special statistic, "Masculine". This statistic can be adjusted by choosing weaker or more feminine options for her in various chat dialogues. As her masculine trait goes down, her outfits change:

Score	Hairdo	Makeup	Casual	Date	Gym	Swimsuit
>= 80	Boy	No	Black jacket, camo pants	Tux, black pants	Striped top, sweat pants	Blue & black Swimsuit
>= 60	Boy	No	Blue weater, black pants	Blue jacket, black pants	Striped top, sweat pants	Blue & black Swimsuit
>= 50	Girl	No	Black jacket, black pants	Blue jacket, black pants	Sweat shirt, sweat pants	Blue top, red & blue Bottom
>= 40	Girl	No	Red half shirt, black skirt	Black tube top, Black shorts	Sweat shirt, sweat pants	Blue top, red & blue bottom
>= 20	Girl	Yes	Red half shirt, black skirt	Black tube top, black mini skirt	Black sport top, black tights	Blue top, red & blue bottom
< 20	Girl	Yes	White tank top, black skirt	Dotted dress	Tight sport top, black tights	Blue top, blue Bottom

After a date, Morgan will do sex in the missionary position. She'll require a condom if LP < 75. She has different sex dialogue depending upon how masculine she is.

Story Events

Morgan's introduction

Prerequisites: Go to the Cinema before you get a phone call from Kleio.

Mike sees Morgan, who he remembers from school, and has weird feelings because he thinks she's a guy.

Morgan is a girl?!

Prerequisites: Pub, done Morgan's introduction.

Mike meets Jack and Morgan and learns that Morgan is a girl.

Outcome: Morgan Max LP set to 60, Morgan becomes available

Apologize to Morgan

Prerequisites: 10 LP with Morgan.

Talk with Morgan about the fact, that Mike thought she was a boy.

Outcome: Morgan Max LP set to 25 LP.

Pub date

Prerequisites: 25 LP with Morgan.

Invite Morgan to a Date in the Pub (this is a requirement for story progression with Morgan).

Outcome: Max LP set to 30 LP, you can kiss Morgan once you reach 27 LP.

Restaurant date

Prerequisites: Already went to the Pub date and 30LP.

Invite Morgan to a date in the Restaurant (this is a requirement for story progression with Morgan).

Outcome: Max LP set to 40.

Cinema date

Prerequisites: Already went to the Restaurant date and 40LP.

Invite Morgan to the Cinema (this is requirement for story progression with Morgan).

Outcome: Max LP set to 50, Doggy sex is available.

Waterpark date

Prerequisites: Spring/Summer season,saturday/sunday afternon date,already went to the cinema date and 50LP.

Invite Morgan to the Waterpark (this is requirement for story progression with Morgan).

Outcome: Max LP set to 60.

Another cinema date

Prerequisites: Already went on a Waterpark date and 60 LP.

Invite Morgan to the cinema at the evening (this is requirement for story progression with Morgan).

Outcome: Max LP set to 70, Cowgirl sex is available.

Harmony

Acquisition	Attend church
Availability	Patreon only
Pregnancy	No
Collaring	No
Traits	Religious, pacifist, innocent
Desire factors	Charm, knowledge, work, beach, not pub
Talk topics	Love, food, travels, TV, Books at high purity.
DPL	Charm, knowledge
Marriage	No
Gifts given	Bible, Crucifix

Harmony is teased when attending mass on Sundays at church.

Harmony has a special purity stat that needs to be lowered in order to advance her storyline. At high purity, Harmony will not kiss, date, dance or have sex. As purity goes down, some of those activities open up.

Story Events

Church girls are hot

Prerequisites: Church, attend mass, Sun 09:00-11:00.

While attending mass, Mike sees a girl so hot he has to masturbate. If he doesn't wait, she catches him in the act. It's awkward.

Harmony invites Mike to church

Prerequisites: Church, attend mass, done Church girls are hot, did not wait to masturbate.

Mike runs into Harmony again. They talk awkwardly. Eventually she decides he needs some Godly help and invites him to private Bible study.

Bible study

Prerequisites: Church, bible study, Harmony present, Harmony ≥ 10 LP, Sun 14:00 -16:00.

Mike and Harmony study the bible together.

By having Knowledge ≥ 10 you can have the option to find issues with the bible, which can lower her purity.

If Mike can offer an alternative meaning to the bible text, Harmony purity will be decreased by 5 points.

Outcome: Harmony Max LP set to 15, can be kissed at 13 LP.

Bible study 2

Prerequisites: Church, bible study, Harmony present, Harmony ≥ 10 LP , Sun 14:00 -16:00.

Mike and Harmony study the bible again.

By having Knowledge ≥ 20 you can have the option to find issues with the bible, which can lower her purity.

If Mike can offer an alternative meaning to the bible text, Harmony purity will be decreased by 5 points.

Outcome: Harmony Max LP set to 20, you can now give gifts.

Bible study 3

Prerequisites: Church, bible study, Harmony present, Harmony ≥ 15 LP.

Mike and Harmony study the bible more. Her purity can be lowered again.

If Mike can offer an alternative meaning to the bible text, Harmony purity will be decreased by 5 points.

Outcome: Harmony Max LP set to 20.

Bible study 4

Prerequisites: Church, bible study, Harmony present, Harmony ≥ 20 LP.

Mike and Harmony study the bible more. Her purity can be lowered again.

If Mike can offer an alternative meaning to the bible text, Harmony purity will be decreased by 5 points.

Outcome: Harmony Max LP set to 25.

Annual church dance

Prerequisites: Harmony ≥ 25 LP, interact with Harmony.

Harmony invites Mike to the annual church dance on Sunday at 14:00. When Mike dances with Harmony he can choose to pull her close for the dance or not.

Outcome: If Mike pulls her close it will lower Harmony's purity by -5 Points and she will lose a small amount of LP

Roller-skating

Prerequisites: Harmony ≥ 25 LP, Purity ≤ 75 , invite Harmony to a date.

Mike invites Harmony to go roller-skating next Saturday at 14:00. While roller-skating Mike can either choose to make it lewd or keep it Christian.

Make it lewd decreases her LP while keeping it Christian increase her LP.

Outcome: Harmony Max LP set to 30.

Picnic in the park

Prerequisites: Harmony ≥ 30 LP, Purity ≤ 70 , invite Harmony to a date.

The only way to reduce her purity to 70 at the moment is to gift her "Romance Novels"!

Mike invites Harmony to date in the park at the next Sunday 12:00. They accidentally kiss and Mike can either lean into the kiss or pull back from it.

If Mike leans into the kiss Harmony's purity will be reduced by -5 points.

Outcome: You can now date Harmony if her purity is ≤ 65 and her LP is ≥ 25 .

After Date Scene Requirements

To gain access to the after date scene you have to meet the following requirements: LP ≥ 25 , Purity ≤ 55

After the picnic event the only way to reduce her purity is through "Romance Novels".

Emma

Acquisition	Sleep with Fun >= 10
Availability	Patreon only
Traits	Playful, Family, Geek, Innocent
Desire factors	Charm, Knowledge, Home, Park, Flowers
Talk topics	Travel, Love, Sex, LP>40: Computers

Emma is a manic pixie dream girl that Mike can dream about.

Story Events

Dreams of Emma

Prerequisite: Sleep, Fun >= 10.

Mike has a horny dream about Emma.

Fucking the dream girl

Prerequisite: Sleep, Fun >= 10, Lucky Trait.

If you didn't choose "I'm lucky" at the beginning of the game, make sure to use a 4-leaf clover or you possess Lavish's panties to boost your luck.

If you did choose "I'm unlucky" you need both items at the same time.

Mike's dreams go all the way into the lewd.

Just a Glimpse

Prerequisite: Park 10:00-15:00.

Mike spots a girl in the park who resembles the one from his dreams. Regardless of how you choose to react, you can now go searching for her at the Gym, Mall, Park and University.

Samantha's Friend

Prerequisite: Bakery, Searched at all locations, Samantha Present, Samantha 60LP.

If you play Samanthas **Revenge path** you have to finish it and get the phone call from her to meet her in the park. Otherwise Emma will not appear.

Samantha introduces you to her friend from University, Emma.

A Friend Date

Prerequisite: Bakery, A day after the last event.

Samantha organizes to get together with Mike and Emma (Takes at 16:00 on the day of your choice). Choosing to joke about dating both of them gains Sam 5GP. After this event Emma will give you her number.

Talk About Samantha

Prerequisite: 10LP

Emma tells mike she is worried about Sam.

Coffee Confession

Prerequisite: Coffee Shop (Mon/Sun Afternoon, Early Wed Morning), 15LP

Emma tells Mike about some odd dreams she's been having.

Scavenger Hunt

Prerequisite: 20LP

Emma will invite Mike to go on a scavenger hunt with her around the city. There are three riddles that must be solved, hinting to a location and something within that location. Unlike a regular date you can move around the map. Your action bar also gains a button to have Emma repeat the hint and a button to guess if you are in the right place. If you are in the right location, you then have to choose which object from a list is the one the riddle refers to. Successfully getting all three answers will cause Emma to kiss Mike.

There is currently a bug in that the scavenger hunt is not fully completable on Mondays, Fridays or Sundays. For best result, set it up for Tuesday, Wednesday or Thursday.

Answers to the riddles are behind the spoiler tags. Hover over the text to read it. What has keys but unlocks nothing?

Electronic's Shop, Computer

It sits high glowing and watches the world go by, without it everything would seem dark and dangerous.

Park, Lamp

Elegant in public, a sign of power. Constricting in private, a sign of submission.

Sex Shop, Collar

Fate or Coincidence?

Prerequisite: Bar, 30LP, Buy Emma a drink.

Mike and Emma talk about their dreams. Saying you don't believe in coincidence gains 3LP.

Sleepover Time

Prerequisites: Living Room (Fri Evening), 40LP.

Mike and Emma have a sleepover to see if they can share another dream.

Wait for Emma to Reappear

Prerequisites: Had the Sleepover.

Emma won't appear on the travel bar to indicate she is at a location, you just have to run into her at one of her usual hangouts (there is a very high chance that you can meet her after the sleepover in the coffeshop at the mall). Mike talks to Emma about his latest dream. You can admit to having another dream, or lie and tell her it's better to stay as friends.

Outcome: Emma Max LP set to 60.

Minami

Acquisition	After she moves in with Mike
Availability	Patreon
Pregnancy	No
Collaring	Yes
Traits	Flirty, Playful, Geeky
Talk topics	Sex, Books, Computer, People, Fashion, Food, Travel, TV
Marriage	No
Places	University, Home, Movie theater (Fri evening), Pub (weekend)

Minami is Mike's adopted little sister. She lives together with Mike and his roommates.

She is described as a little bit self-obsessed or even entitled. In general, she has a very cheerful character and is a bit geeky.

She has an exclusive gameplay mechanic which is a bit like Harmony's purity system or Morgan's masculinity. You have to increase her siscon points in order to date her.

Story Events

First phone call

Prerequisite: Played days ≥ 13 .

Minami calls Mike to let him know that she will start with her first year in collage soon.

Second phone call

Prerequisite: Played days ≥ 26 , 10:00 - 14:00, done first phone call.

Minami will call Mike again and talk with him about where she will stay during her college days. Mike can talk with Bree and Sasha about Minami moving in.

Minami moves in

Prerequisite: min. 4 days passed after the second phone call.

Minami moves in with Mike and the girls. If Mike forgets to tell one (or both) of them the one he didn't tell will lose Sasha LP -25, Bree LP -15.

If you don't clean the attic Minami will lose 10 LP.

Outcome: You can now interact with Minami; She starts with 100LP and 0 siscon points.

Minami asks for a favor

Prerequisite: done Minami moves in, siscon points ≥ 20 , Minami is at home, talk with Minami.

Minami talks with Mike about going on training dates with him.

Outcome: Max Siscon Points set to 40.

Practice dating

Prerequisite: done Minami asks for a favor, Saturday 14:00, klick/press on the extra icon that appears

Mike goes to an aquarium practice date with Minami.

Outcome: You can now date Minami

Practices Kissing

Prerequisite: Siscon Points ≥ 40 , Minami is at home, 14:00-18:00, Living-room or Minami's room, done Practice Date.

Minami asks Mike to continue his lessons about dating and wants to practice kissing with him.

If Mike refuses to help her Minami will gain +50 GP.

If Mike helps her it will increase his Siscon Points by +5.

Outcome: Max Siscon Points set to 60(only if Mike kisses Minami).

Minami wants to learn about the ding-dong

Prerequisite: Siscon Points ≥ 60 , 14:00 - 18:00, Living-room or Minami's room, done practice kissing event.

Minami asks Mike if he can help her learn more about male biology.

If Mike refuses Minami will storm off angrily (she won't leave the game).

Outcome: Max Siscon Points set to 80(only if Mike shows his ding-dong) & + 5 Siscon Points.

People from her past

Meet Jack

Prerequisites: Minami is in the Pub.

Mike and Minami are tired from Mike showing Minami around, so they take a break at "The Winchester Arms" (the pub). They meet Jack and talk with him.

Meet Alexis

Prerequisites: Fri. 18:00, Alexis is at the mall, click on the Mall.

Mike and Minami walk through the mall and Minami gets excited about all the shops. They meet Alexis.

Meet Kylie

Prerequisites: Kylie is not in jail, Minami and Kylie are both at the university, 10:00-12:00 OR 14:00-17:00 on a weekday, university.

The times in prerequisites are only correct if you deactivate randomness.

Mike shows Minami the campus and meet Kylie.

Meet Morgan

Prerequisites: done Minami meets Alexis, Morgan masculinity ≤ 80 , BOTH have to be present at the mall (they don't have to be in the coffee shop), go to the coffee shop

You could need a lot of tries to accomplish the miracle of having both at the same time in the mall.

Minami and Mike talk with Morgan in the coffee shop.

Other Events

Minami struggling

Prerequisites: Minami is at home, living-room, Minami LP ≥ 95 .

Minami tries to bring her college books into her room. She asks Mike if he is willing to help her studying.

Refusing to help her has no negative effects, but the event will stop there.

Outcome: +10 siscon points (if Mike helps Minami).

Bathroom event 1

Prerequisites: Minami moved in, take a shower, Minami LP ≥ 95 .

Minami will interrupt Mike's shower because she has to go to the toilet.

Outcome: +10 siscon points.

Bathroom event 2

Prerequisites: Minami is at home, Siscon Points ≥ 20 , energy ≤ 2 .

Mike has to use the bathroom immediately, but Minami is using it right now.
Mike can either enter the Bathroom or go in the yard.

Outcome: +10 siscon points.

Band practice

Prerequisites: Joined Sashas band, go to band practice, Minami LP ≥ 95 .

Minami will show up to band practice. Here she will meet Kleio and Anna.
The decision you make has an effect on the KP of the girls.

Outcome: +10 siscon points.

Minami is afraid of the storm

Prerequisites: Minami is at home, sleep at night 21:00-23:00, Minami LP ≥ 95 .

Minami comes to Mike's room for a sleepover because she is afraid of the storm.

Outcome: +10 siscon points.

Minami is cosplaying

Prerequisites: Hallway, Minami is at home, Minami LP \geq 95, Sicon Points \geq 20.

Minami tells Mike that she started cosplaying and wants to show him something.
Mike can either refuse or go with her.

Outcome: +10 sicon points (if Mike goes with her).

Minami playing games in her underwear

Prerequisites: Minami & Bree are at home, living-room, Minami LP \geq 95.

Mike sees that Minami started to feel more at home and started to hang around in less casual cloths while playing games with Bree.

Mike can either refuse or stay with the girls and watch them play video games.

Outcome: +10 sicon points (if Mike stays).

Strip poker

Prerequisites: All three girls are at home, Minami LP \geq 95, Sicon Points \geq 40, living-room.

Minami suggests a game of strip poker.

Outcome: +10 sicon points if Mike decides to play.

Fun at the pool

Prerequisites: Minami and Bree at home, Bree or Minami are at the Pool. Spring/Summer, Minami LP \geq 95, Sicon Points \geq 60, go to the pool.

Mike applies sun cream ton Bree at the pool. Minami sneaks beside theme and asks Mike if he can also apply sun cream on her.

Outcome: If Mike accepts he will gain +10 Sicon points.

The Nightclub

Prerequisites: Minami is at the nightclub, Sicon Points \geq 80, Minami LP \geq 95.

Mike visits a nightclub in order to escape the boredom of his home. He spots a petite girl on the dance floor and starts dancing with her. As it turns out the girl is Minami and Mike can either choose to stop dancing or he can keep dancing with Minami.

Outcome: If he keeps dancing +10 sicon points.

Ayesha

Acquisition	Gym
Availability	Patreon
Pregnancy	Unknown
Collaring	Yes (KP >= 50)
Traits	Sportsy, Rebel
Desire Factors	Charm, Fitness, Beach
Talk topics	Music, People, Fashion, Sex(+KP/-LP)
Marriage	Unknown
Harems	None
Places	Gym, City, Mall, Cinema (weekend 21:00 - 23:00)

Ayesha is an extremely muscular woman of color, who Mike meets at the gym.

Story Events

Ayesha's introduction

Prerequisites: Gym, > 3 days played, Hanna present.

Hanna introduces Ayesha.

Ayesha's show

Prerequisites: 14:00-18:00 Sunday, Bree in game, done Ayesha's introduction.

Bree and Mike go see Ayesha do a wrestling show. During the match Mike has the choice to either protect Bree or to protect himself.

Protect Bree: Fitness >= 50 required, Mike will get Ayesha's phone number.

Protect yourself: Mike will use Bree as a human shield.

Personal trainer

Prerequisites: done Ayesha's show.

Hanna helps Mike to hook up with a personal trainer. It turns out that the personal trainer is Ayesha. After the workout session, Mike can either compliment her muscles or her beauty.

If he complements her beauty, she will thank him and tell him, that most of the people don't see it the way he does and that some people make fun of her.

Outcome: Ayesha Max LP set to 12.

Meet Ayesha in the city

Prerequisites: done personal trainer, go to the city when Ayesha is there.

Mike walks around the city and hears some people insulting someone. As it turns out they are insulting Ayesha and Mike has to choose if he either stands up for her or ignores it.

If he helps her, he will tell those guys off and intimidates a little bit. He and Ayesha become friends afterwards.

If he doesn't help her, he will see that she is going away from there and that it looks like she isn't taking the insults very good.

Outcome: If he helped her: Max LP set to 25.

Ayesha beach date

Prerequisites: done meet Ayesha in the city, Summer, weekend 14:00 - 16:00.

Mike calls Ayesha and invites her to a date at the beach, which she accepts reluctantly.

At the beach he notices that she isn't in a great mood and he tries to cheer her up.

As soon as he is laying out their towels someone jogs by them and accidentally kicks sand into Mike's face.

Ayesha does not find that one bit funny and she takes the poor guy into a submission hold.

After he apologizes Mike can either choose to tell her that it was an accident or keep quiet.

If he tells her that it was an accident her KP will be increased by +10.

If he does not tell her that it was an accident, her LP will be increased by +5.

Outcome: Ayesha Max LP set to 37, LP/KP gain depending on your choice.

Meet Ayesha at the cinema

Prerequisites: done beach date, LP \geq 37, not on a date, Ayesha is at the Cinema.

Mike goes to the cinema with Ayesha. Both of them don't know any of the movies which are currently displayed at the cinema. Due a lack of information about the current movies they decide that Mike should pick a one movie. He can either decide to pick between a sci-fi thriller and a historical drama.

Outcome: Max LP set to 50, historical drama will increase Ayesha's LP by +5.

Harems

Home Harem

In Love & Sex there are multiple harems you can achieve. One of them is the Home harem.

The Members of this Harem are Mikes roommates Bree and Sasha.

In order to unlock the home harem, you must meet the following criteria:

	LP	GP	Had sex
Bree	>= 75	45	>= 3 times
Sasha	>= 75	45	>= 3 times

Be aware, if you trigger the confrontation with Sasha and Bree without fulfilling the requirements for the love points (LP) and the lesbian points (GP) then one or both of the girls will leave. If both girls have < 63 LP they will both leave. Otherwise the girl with the lower LP will leave.

Events

Shower girl on girl

Prerequisites: Mike MC, bedroom 20:00-22:00, Bree GP >= 50, Sasha GP >= 50 **Repeatable.**

Mike watches Bree and Sasha have sex in the shower.

TV 3BJ

Prerequisites: Mike MC, Home Harem, Sasha LP >= 75, Bree LP >= 75, watching TV with both. **Repeatable.**

If Mike watches Porn with both of them, they will give him a tag team BJ.

Birthday 3BJ

Prerequisites: Mike MC, Living room on Mike's birthday 14:00-18:00, Sasha LP >= 75, Bree LP >= 75.

This special tag team BJ happens only on Mike's birthday. You can find his birth date in the phone.

Bitches

Prerequisites: Mike MC, Sasha collared, Bree collared, Sasha >= 90 KP, Bree >= 90 KP, Home Harem, watch TV (both present)

Mike can take both girls for a walk on their lashes.

Bitches 2

Prerequisites: Mike MC, Sasha collared, Bree collared, Sasha 100 KP, Bree 100 KP, Home Harem, watch TV (both present)

Mike takes his bitches for a walk, and they give him a double blowjob.

Band Harem

In Love & Sex there are multiple harems you can achieve. One of them is the Band harems which is formed by the members of the band The Deathless Harpies.

The Members of this Harem are Sasha, Anna and Kleio.

Band Events

Battle of the bands

Mike and the other Band members prepare for the Battle of the Band event. You don't need the band harem to finish this event successfully therefore you don't need to fulfill the band harem requirements.

You can practice every Wed from 18:00-20:00 and Fri at 20:00. The event will only trigger if you click on the practice icon on Fri between 18:00 - 19:00.

At the beginning of the Battle of the Bands event Sasha will tell the band members that they will have to compete on to evenings. You can choose how you want to react to this information. Your choice will have an effect on how the event will end:

charm < 80	practice	OR	charm >= 80	practice
positive	>=60%		positive	>=50%
negative	>=70%		negative	>=60%
angry	>=80%		angry	>=70%

You can trigger the second BotB event at the next Friday evening. To successfully finish the second event you have to meet one of the following criteria:

strength	practice	OR	charm	practice	OR	charm	strengt	practice
>=75	=100		>=80	=100		>=80	>=75	>= 80

Harem Events

In order to unlock the band harem, you must meet the following criteria

	LP	GP	Had sex
Anna	>=75	50	>= 3 times
Kleio	>=75	50	>= 3 times
Sasha	>=75	50	>= 3times

Threesome

In order to trigger the confrontation with Anna and Kleio you must have slept with both girls 3 times. If you have met the criteria, the girls will agree to stay and form the Band harem. If you do not meet the criteria, the girl with the lowest LP will leave.

Once you have successfully started the band harem you can overhear a conversation between Kleio and Anna in the pub (you have to interact with one of them) about anal sex.

In order to trigger the threesome with Anna and Kleio, both must have an LP ≥ 85 . They will approach you, at the studio, and tell you that you are taking them to dinner and you will be given the option chose a day.

Foursome

Once you have had the threesome an event will later trigger where Sasha will confront you about how you, Anna and Kleio have been spending time together. So long as Sasha meets the criteria, she will ask to join. If Sasha does not meet either of the criteria her max love is set to 0 and she is no longer dateable. If Sasha meets one of the criteria she continues as normal.

If Sasha asks to join it will lead to the band foursome, for this event to trigger you must be in the living room between 20:00 and 22:00.

Bitchy Harem

The Bitchy Harem consists of Audrey and Palla.

To achieve the bitchy harem, you have to meet the following requirements:

	LP	GP
Palla	≥ 80	≥ 50
Audrey	≥ 70	≥ 50

Also, you need to finish the Palla story event Palla establishes boundaries.

If these conditions are met you have to invite Palla to a date at the restaurant. While Mike is on a date with Palla, she decides to give Mike a BJ. However, Audrey shows up and sits down. She makes a scene when she discovers Palla under the table, and they are kicked out of the restaurant.

Eventually it turns out Palla and Audrey set this up in advance, and they both agree they should be punished. Mike can walk out here OR Mike can take them home.

Mike can spank either or both of them, and then there is a threesome scene.

If you finished this event once and talk with Palla afterwards you can repeat the threesome, there will be the option to set up a double date with Palla and Audrey, when you invite Palla to a date.

Jealous Harem

The jealous harem consists of Audrey and Sasha.

To activate the event chain to achieve this harem you have to meet the following conditions:

	had sex	KP
Sasha	✓	<=75
Audrey	✓	-

Invite Sasha to a date in the nightclub. You can do that by inviting her to a date and wait until 22:00 at the weekend. This event will only trigger if Audrey is also at the club at the same time (you can check the map before you start your date).

Initial Events

The nightclub

In the nightclub Sasha hears a song she wants to dance to, so she drags Mike onto the dance floor. Mike can soon feel someone pressing his body against his own which turns out to be Audrey instead of Sasha. Sasha gets mad, turns around and starts to storm off. Audrey realizes what just happened and steps aside to allow Mike to follow Sasha. He reaches Sasha and has to decide if he either admits that he cheated on Sasha or not.

If Mike admits that he cheated on Sasha, she will get mad at him and storm off, resulting in -5 LP

If Mike denies that he cheated on Sasha, she won't get mad at him but she will leave and her LP will be decreased by -10

Apologize to Sasha

After Sasha found out about Mike cheating on her with Audrey, Mike need to find someone to talk. Therefore, Mike has to talk to Samantha to progress (**you have to at least show Samantha the evidence that Ryan cheated on her!**). In the Dialog with Samantha she tells Mike that the only one how can resolve this problem is Mike himself.

After Mike talked to Sasha the problem is resolved and Sasha won't tell Mike to piss off anymore.

Harem Events

After you finished the initial Events there are a few more conditions required to progress:

	LP	GP	KP
Sasha	>=50	40	>=75
Audrey	>=50	40	-

Audrey has a proposal

To progress further in the event Mike has to go to work and either work or work hard while Audrey is also present. She will put Mike in a situation where he can't escape from her and asks him why he is avoiding her lately. She proposes to Mike that he, Sasha and Audrey should have a threesome.

If Mike doesn't accept the proposal then the jealousy harem will end right there.

Talk to Sasha

After Mike has accepted the threesome idea from Audrey he has to talk to Sasha (you should see an extra icon when talking to her). They will talk about the incident at the nightclub again before Mike asks Sasha if she would be ok with having a threesome. Sasha accepts after thinking about and Mike tells Sasha that because Audrey is the new one in this situation, she will be in an inferior position.

Talk to Audrey

After Mike has Sasha's blessing for the threesome, he tells Audrey the good news (talk to her at work, there should be an extra icon). Audrey somehow has predicted, that Sasha would accept this proposal and the they agree to meet on the next Saturday at Mike's house at 14:00.

The threesome

(you need to manually trigger the event by clicking on the date icon) Mike and Sasha sit in the living room waiting for Audrey to show up.

Tomboy Harem

Kleio and Morgan is a story line that you can follow after you finished the following Events for Morgan and Kleio:

Kleio event: Hang with Kleio the mall AND Morgan event: Cinema date.

This is relevant because you Kleio will talk with you about a bad breakup she had with her girlfriend that cheated on her. Morgan on the other hand will tell Mike about the first time you met her at the cinema. She will tell him how she cheated on her girlfriend with the girl Mike saw her at the cinema with.

After these Events it will trigger a confrontation between these two characters if you visit the Pub and both of them are there. During this confrontation Mike learns that Morgan and Kleio were together. Here Mike can choose to take either the side of Morgan, Kleio or he can choose to take neither Morgan's or Kleio's side.

After this event, there will be opportunities to talk to both girls about their relationship. It is recommended to increase their stats to the following in order to get the best possible outcome:

	LP	GP	KP
Kleio	≥ 63	≥ 45	≥ 25
Morgan	≥ 63	≥ 45	≥ 25

Once you have talked to each of them, about the relationship, they will confront you when both of them are in the pub.

If you don't meet the requirements in the table you have to choose one of them, the other one will leave the game permanently.

If you meet the requirements it will automatically lead to both of them accepting to share Mike. To see the threesome scene, you have

to offer both of them a drink in the pub, advance the hour and then offer them both another drink. When you end the interaction for the last drink, the event will trigger.

Other Characters

Reona

Bree can introduce Reona at the university once Mike MC has 50 LP.

Natalie

Natalie gives Ryan a BJ at Samantha's wedding, and dances with Mike.

Camila Foglio

Sargent Camila Foglio is working as an inspector for the local police station. Mike meets her the first time when he brings camera footage to the police station proofing that Kylie is stalking him.

Cherie

*Cherie is Cassidy's step-mother and Dwayne's second wife.
She can be met by following Cassidy's story.*

Gwendoline

You can meet Gwendoline when on your second date with Anna. She is one of Anna's ex's that she really didn't want to bump into again.

The Master

The Master is met at the Beach, and can teach Martial Arts.