



## 1 About Bright Past (BP)

Welcome to the next more or less silly story about a runaway girl becoming a woman in a ruthless, torn, man-dominated society, which offers a paradise for some and misery for many. You, the player, are writing the story of Alex by playing this game. Since it names itself a porn-game, you shouldn't expect deep dialogues about the meaning of life but also no trivial cascades of pole jumping.

If you are into a Female MC, don't mind some "grind" and like to add some fantasy of your own, this game will be a fascinating journey - kind of realistic, weird, shocking, beautiful, funny and mildly stimulating. It won't be a game for everyone but for every player a game to remember. A specs list:

- BP is a classical Renpy-game (**PC, Linux, Mac** are officially supported), based on Daz3D-tools and libs, its development is crowdfunded, its team is European with a Russian heart
- BP is a **sandbox game** that allows you to move "freely" and to play a multi-layered story based on your decisions, in original Russian, English and German **plus unofficial Italian**
- BP gets updates every month, a part of every update is based on a monthly supporter-poll
- BP tries to be realistic, it needs an active player putting some effort into moving forward; most events offer real selection options and thus enable a unique gameplay
- BP has a predecessor called *Bright Future* written in QSP, Russian, and Google-English. Hardcore fans may enjoy this even nowadays. It may give you hints about upcoming stuff.

Alex has one big goal: to become a rock star! You may go straight for this without compromising Alex' dignity too much. You may also make her into an unrestrained slut or an aggressive lesbian. Sad endings are to be expected too. You decide.

## 2 Contents


This guide is based on **Vo.70** – 06/2020. The 1<sup>st</sup> part is directed at bloody beginners and aficionados of the game, charts of the 2<sup>nd</sup> part more at seasoned "sandboxers".



The walk-through aims to open up all events and to get all points and gimmicks in this non-linear game as fast as possible. New things from **o.70** are marked **red**. Locations are **bold**, NPC's got *italics*. Events got more or less self-explaining graphics in the left column, tiny quest-numbers appear on the right. Many page numbers in the charts are clickable and should jump to the designated places.


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Enjoy reading, but above all: enjoy this wonderful game!

### 3 The first day


Put on your headphones, bring BP to full screen, choose your language, start a "New Game". Learn about the interface, take your time to settle into the story, arrive as **-\$600** Alex in the dirty *Factory district*, and get a little bit humbled by your friend Val(erie). –  It is *Sunday, June 4<sup>th</sup>, 2018*. It's time to explore the surroundings.

**Changes** in **Vo.70** are listed throughout the text. The sports system has been reset, there is a new quest. *Alcoholism* has been added, see **10.D**, p.22. The inventory has been overhauled. **First stop**: the drawer in **Alex' room**. Get used to its handling. To catch up with other changes, look out for  

 About the **MOOD** indicator: Alex starts with a **MOOD** of -8. Sounds bad. And it is. Click on the smiley on top and learn about the causes: Hunger and smoking addiction. Smoking is easy. Click on the cigarette symbol above-right Alex. She feels better now. Actions like working or doing sports require a minimum **MOOD** of  $\geq -5$ . The most significant positive impact on your spirit will have ... hey, it's a porny rocker game. Orgasms and music rule. ... Have a look at the **MOOD chart** on page 40 too.

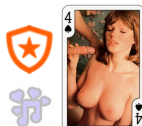
 A job has a top priority in the modern world. Go straight to the **Arctic Café**. Be-  come acquainted with the sound of the city, sung by *Amanda* ... better leave quickly.

Watch out for the exclamation mark on the right: your quest log tries to tell you something. Look at the changes in the first and basic quest. Return. – A dark red symbol on top tells you about being hungry. It allows for quick feeding yourself, with apples, chocolate, cookies, and so on. The pic nearby depicts exhaustion due to lack of sleep. Coffee and energy drinks may fight against. Later on.

Go into the **Breeze Store**: Boring, but it offers fast and easy life support. Locate the shopping button, then switch to **detail view**. Hell, this shite is expensive. And money will be tight for a long time. **Watch it: a single click on a product will buy it!**  – Alex needs something to eat. The pizza seems to be the best bargain. It allows for two portions. – The **ATM** button below will get its first gig quite some days later.

Makeup, beer, wipes, and wine will become essential, eventually. You may get beer for free too while working or by searching in special places later on. Cookies could be useful for dampening the hunger when being in other parts of the town. *But not now*.

Alex is a curious girl, so she goes on with her exploration. Next station: the **Park**. It looks good enough for some jogging, but you couldn't take your village sportswear with you. You may sit on an empty **Bench** (click on it). But then cut across the **Park** to the **College**. Maybe there's a job available? You rush through the **Entry** to the **Rector**. Excellent idea, the next warm welcome in town awaits you. But you have earned some **COURAGE!** Sneak in again: you'll spot a **CARD** this perv is hiding in the shelves – no need to touch it now. Try to bookmark the painting on the right too.



**COURAGE** is a mix of bravery, risk appetite, and corruption. Right now, the most daring actions need **30** out of a maximum of **39**. If you just want to move forward with your dream or limit yourself to a lesbian or a decent adult life, you only need to have something between **11** and **20**, for now.

**CARDS** seem to be one Russian fetish, maybe arising from the gruesome transformation period in the Nineties, when all the hell and waste of the western hemisphere flooded the country – like these corny porn cards from the 70s or 80s. They cause some arousal in you, no, hopefully not you but in the easily excitable Alex. This will be useful. Arousal is being represented in the hearts to the right.

Go back to the **Neighbourhood**. Explore the **Busstop**. Examine the **Map** besides Alex's picture. There are two locations visible, another two will arise later. A ride to **Downtown** is tempting but better save the \$15. – There is a **Sub-Station** too. Its map has two locations for now. The Sub is faster and only \$10. But **not** today.

The map remembers of Moscow. Not a bad choice for a greedy moloch. Travel is expensive, too, so plan ahead. You may move around by bus, metro/subway, cab, or even your own car later on. You can call a cab by *phone* (Contacts > Taxi). Buses pause their service between **11<sup>pm</sup>** and **6<sup>am</sup>**, the sub between **1<sup>am</sup>** – **5<sup>am</sup>**. So again, plan ahead. Save often. Expect surprises. With **COURAGE** < **11**, you are too anxious to run around at night: the taxi will be your only choice after **11<sup>pm</sup>** when being **downtown**.








Back to the **Busstop**. Explore the **Newsstand**. It is a nice trading place for small and useful things, not only newspapers and magazines. Take a look at its assortment. You'll need nearly everything, especially cigarettes ... later on. Try to spot the next CARD in front of the hut. But hands-off, for now.


Smoking is a bad habit. And bad habits are good for rock queens. *Alex's* addiction is quite strong. You may have already noticed that your mood is rather dependant on regular puffing. There will be chances to get away from the stubs. We'll look into one when time and money have come.

Back to your **Neighbourhood**.


By now, it should be around 2<sup>pm</sup>. For an efficient daily cycle, you should become a bit familiar with the time needed for running around. The **Neighbourhood** will be a place of a lot of action happening to you, day and night. It is not a bad idea to save a game before coming here or going out to.




Have a look in the **Street** to your **right**. Not much to see, just some windows and doors ... I hope you'll spot the new task by yourself. Return and look into the **Street** to the **left**: a *waste bin* ... boom, some key. Go back to the **right Street** and test it. So, admire your new property and recognize the CARD. You've finished your first quest!   



Now let's waste some time by exploring the **Street** to the **left** again. You go to the **Court** (for basketball) and get terrified by a bunch of muscular guys playing. Listen to the babbling of *Rudo* and *Broom* and turn to the **Wasteland**, some urban structure you're strangely familiar with. Enjoy the **Quarry**, and start to miss your swimsuit. 





Go back and endure the next hell of surprise at the **Old bus**. Sneak into again and try to spot (not grab) the next CARD. End your journey at the **Highway**. Congratulations! You have explored your new home district. Kinda cozy, isn't it? 

These locations will come to life later on. The **Quarry** may cheer you up with its beach. The guys at the **Court** have different roles, and even the area around the wastebin holds some secrets. *Alex* is too much of a good girl to walk in these scary places after 11<sup>pm</sup>. COURAGE 11 will change this – but risky it is indeed. – **One secret for "speedies": you can also use your keyboard to move around.** 




Go back to the **Neighbourhood**. It should be around 3<sup>pm</sup> (upper left). You will need the next puff, probably. And maybe you detect a *cute cat* and give it some attention.  

Anyway, it is time to gain entry into your new **Home**. *Alex* has changed into something comfortable and is standing on the floor. You really want to enter **Your Room** first. Well done, this is your private space for quite some time from now on. Learn about and change it by using all these ?-marks. But don't forget to explore the clickable objects too, like the **wardrobe**, the **bed**, and the **drawer** below your desk.  


Question marks are being replaced by clickable objects. So better explore new locations thoroughly.



Go back and enter the **Kitchen**. You're hungry, remember. Preparing meals is being started by clicking on the kitchen part with the oven. A modern girl like *Alex* knows three recipes. Frozen Pizza is it. Click on it and **Prepare** it. And now? Now it is hidden in the fridge. Open it and devour your first portion made in the new **Kitchen**. Don't forget to reveal the secret behind the ?-mark and to recognize another CARD. – *Alex* is happy now! 

When playing a smart game, you won't need your cooking skills at all, except for the first days; just don't miss family breakfast and dinner. Later on, you get some benefits from dining at a restaurant. But *Alex* may soon find a new **powerful recipe** too. So, don't forget about your cuisine skill too early.



*Alex* could use a bath. Let's spy out **Barbara's room** for some reflections, then jump into the **Bathroom** afterward. Get undressed and enjoy the *selfie* button in front of the mirror. Now **take a bath**. ... Try *this selfie* in three weeks again ... 



Please recognize the increase in *Alex*' MOOD. But the changes in her face too: she lost her make-up. Sleeping has the same effect. Make-up and perfume (*later on*) are quite expensive, sleeping is kinda natural, but **stinking is only implemented for sports activities plus some rare nightly events yet.** 📱  
Organize your day. Don't waste money on triple make-up!

Return to **Your room**. It should be around 5<sup>pm</sup> now. Click on the bed and take a nap for one hour. If it is too close to 6<sup>pm</sup>, you may train some time-wasting by clicking on the clock top left and by selecting the appropriate time of waiting.

If you were able to nap, please pay attention to your clothes. *Alex* wears sleepwear afterward. She can walk around the flat with it as she can with their home wear. Additional options may come up. Some scenes look different in other clothes. One event won't even start before you're not wearing a more daring home outfit. Check the wardrobe from time to time.

📱 Did you like your first *selfie*? Rush to the **Kitchen** to snap another one. *Val* should be back home at 6<sup>pm</sup>. You'll see her mini pic on her room button. But go to **Valerie's room** around 6:15<sup>pm</sup>. She is doing some stretching by then. Click on sporty *Valerie* 📱 and learn about *yoga*, *yeti*, and her younger sister *Evelyn*. You solved one quest, new ones arrived. And a "relationship point" (RSP) too! Study the quest log and the NPC screen. 📱 Afterward, enjoy the small dialogues around the ?-marks in **Val's room**. 📱

The mini pics are quite helpful in the game. But they need to be activated first. So be a good girl and click on every person being new to you - it's like greeting them in RL. – You may explore **Val's room** and the question marks on your own - but you will miss the neat dialogues with your BFF.

Get to know your NPC. There is appendix A on p.26, telling more about them and their schedules. The in-game NPC screen is still being reworked and of limited use.

📱 📱 Are you one of the attentive kind? Then you have noticed an arousal heart right beside the MC, just after the dildo talk. *Alex* is feeling some heat! Let's work on it. Move to the remaining room, the **Living room**. You could switch through the TV there. But after being turned on, *Alex* wants this new CARD so badly ... look at your heat level! Time to **Go outside** again and to remember **one** of the other CARDS ...

There are **39** CARDS in the game. Use them wisely. Six filled hearts are needed to release some steam and to get the big mood boost from it. One action needs all hearts filled, wet dreams seven. The time will come. – Is there still a question mark in front of the house? Very disciplined. It is not much to it, so just click on it. The writer of these lines still hopes for some extra action behind this button.

📱 📱 Now you have some time, so walk around and take **one** CARD from where you want (perhaps the most distant?). By now, *Alex* should have seven filled hearts. Stroll around until you feel comfortable in your new home area, maybe enjoy the atmosphere of the evening. But try to be **Home** at 10<sup>pm</sup> latest. Don't forget the goodnight cig in the evening sun. Smoking is forbidden inside.

Some may object, that *Alex* miss dinner this way. Correct, dinner is between 8:35<sup>pm</sup> and 9<sup>pm</sup>. But *Val* is an even worse cook than *Alex*. Without her mom, no dinner and no breakfast will take place. – If you know your area now, you should consider switching off the descriptions for the location buttons. Click the tiny T-Button besides the hearts or just press "t". Looks better now, IMHO.

📱 Enter **your room** and recognize the new **Relax** button. Poor *Alex*, but please don't use it now. Go to bed for 8 hours **between** 10<sup>pm</sup> and 11<sup>pm</sup>. If *Alex* sleeps in a heated state, she may experience strange dreams: collect your next COURAGE point! 📱

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#### 4 The first week

Monday it is, before 7<sup>am</sup>, puuh. Being an early bird has its benefits. But the powder room is the limit in a girls' community. So, jump up and put on make-up in the **Bathroom** (click on the mirror). Grab your last piece of pizza in the **Kitchen** on your way. Then **Go out** and enjoy your morning puff. Happy? Check your MOOD. Likely, it will be the only day you may roll out completely fine that early.

Val should be around too and blocks the critical chamber from 7<sup>am</sup> until 8<sup>am</sup>; soon, her mom *Barbara* from 6:20<sup>am</sup> until 7<sup>am</sup>. Breakfast is from 8<sup>am</sup> until 8:25<sup>am</sup>. Later on, additional activities will be available in the morning. A healthy sleep (8 hours) without accidents gives a nice bonus to the MOOD too.

Val told you something about yoga. If you have the \$90 left in your pocket, you could make a sweep to **Downtown**. Do you remember? **Sub** is fast and cheapest.

You're in the heart of the city again. Go straight to the **Sports center**. You should see two women arguing. Ask the impressive redhead *Margie* about the facility. After this, ask her again about *Penelope*. Yes, you **really** want to buy a pass for yoga. You should have \$80 left, so do it. Quest completed, *Alex* is broke. Don't worry about it.

Please follow *Penelope* with the **Elevator** and have a look from above (no yoga yet!). Explore the city afterward. Try to be back in **Val's quarter** around 11<sup>am</sup>. It would be a smart move to collect **two** CARDS on your way back, to get you ready for work ...



Take a stroll in **Downtown**: There are CARDS in the **Beauty parlor**, the **Patreon Bank**, and the **Sub-Station**. A spare one awaits your return in the **Hospital**. Try to do some chit-chat when possible to activate the mini pics on the locations. Working in the (now hiring) **Casino** seems profitable and visually appealing, but you lack some externals for it. No worries, we will fix this in no time.

You're back with the help of your credit card? Sadly, it is limited to traffic expenses. It's time to try your luck at this **Arctic Café** again – wow, you got it! Money's ahead. Now you know *Jane* and *Lucas Fry*. Did you recognize the CARD inside the **Chief's** bureau? Or even found the hidden special *recipe*? – The framework around your life is now set for the upcoming days. **Change clothes** and off to hard work! ... But of course, a selfie goes first. And a “mood machine” awaits you in the **Bar**.



Some hints about the drill: Your income in the **Café** depends on your CHARM, so never forget to doll yourself up to the max (make-up, – perfume, hair, tanning will follow). Remember, you need MOOD >= -5 to be able to work. Being sexually satisfied gives you enough stamina to work a whole day but puffing, licking an ice cream, and nibbling a cookie help too. There are irregular chances to get extra money or products. Don't waste them. The **Casino** will be slightly more profitable in the long run, but a lot of action happens in and around the **Café**.

You should earn \$21 - \$27 plus extras in your first hour. Have a look at your mood level. If you have picked up two CARDS, you have an ace up your sleeve. Go to the **WC**, find a free stall and do it! Take a puff afterward, and *Alex* will fly through!

Val comes back home at 6<sup>pm</sup>. Leave work in a timely fashion. Go **Home**. She should be in **her room**. Tell her about *Penelope* first and listen attentively. Afterward, tell her about the job. Now you know *Barbara* too, hell yeah. Check your quest log.





Again: You don't have to follow this guide like a slave. By now, you have quite some options to carve your own way through the game. This guide is about speed and efficiency. The first week is kinda critical, but it makes no big difference when doing many actions one or two days or even weeks later.


You could go straight back to the **Café** to make some more money. But my *Alex* prefers to buy some “cheap” perfume at the **Newsstand** before. If you had a lucky day at work, you might even be moneyed enough to buy new make-up in the **Store**.


There should be quite some time (at least 40 minutes before 8<sup>pm</sup>) to have some fun in the **Café**. Change into work clothes if necessary and check the **WC**. The last stall  looks interesting. Follow the sequence with *Jane* and the **WC**. You unearthed the first dirty secret in town, bringing COURAGE and tremendous excitement upon you! 





Whatever you do, just make sure you're back home not later than 8<sup>pm</sup> today. The following scene isn't that easy to find.

   Go **home** and into **Val's room**. She will be there at 8<sup>pm</sup> (or between 9<sup>pm</sup> and 11<sup>pm</sup>) in an exciting outfit. *Alex* will learn something about herself during gossiping ... Don't forget about your first communal dinner with *Barbara* and *Val* at 8:35<sup>pm</sup>. 


No, the day isn't over yet. Make some more money in the **Café**. Learn about the strange last hour and the closing procedure (*Jane* or *Amanda* are cleaning the rooms from 11-11:29<sup>pm</sup>). In any case, pop up into the **Neighbourhood** between 11:30<sup>pm</sup>  and 0<sup>am</sup>. Did you meet *Jane*? Fine, now wait for her call.

What a day! Don't worry, only two others will come close to this again. You have earned some sleep but ... *Alex* needs to be up at 6:37<sup>am</sup> at the latest. She wants to peek on *Barbara* in the **Bathroom** (6:10-6:40<sup>am</sup>). So, sleep 4 hours, rest 2 and maybe  another one. Learn about the changes in your MOOD and level of arousal at night.




 Tuesday: *Alex* doesn't do mornings, but after *peeking*, remember the first trick: puff a cig. Outside, you may notice a *new* or a *known* face in the **Park**. Have a look and some small-talk. Go back. *Val* is already gone today. Use the time but be in the **Kitchen** around 8<sup>am</sup>. Enjoy the first communal breakfast. Bye-bye pizza, never again! 

Afterward, you may have a look at the mysterious **Barbara** in her **room**. She seems calm about her lack of cloth (H-key!). But, your own daily make-up (and perfuming) procedure in the **Bathroom** is more important. Never ever forget about this.


There is a chance of doing *Barbara* a small favor on Friday or to have a missed chat, so remember to look after her in her room from time to time.



It is around 9<sup>am</sup>. If your arousal has been dropped below 6, you may collect another CARD from known locations. You may refuel your make-up in the **Store** now **or** buy the newspaper #1 at the **Newsstand**. In any case, jump into the **Neighbourhood**  between 10 and 11<sup>am</sup>. Enjoy your ride with *Valerie*. Another COURAGE point caught!







 Nice start. It is 1<sup>pm</sup> now, and the work is calling. Bad mood? You know the trick:  Puff, ice-cream, and an orgasm in the **WC**. 

There should be two cards left in the **Café** if you need some power. Remember, 6 hearts are enough.

 Work some time. I suggest returning for the communal dinner in the **Kitchen** between 8:35<sup>pm</sup> and 9<sup>pm</sup>. When you leave your workplace, *Jane* will probably call you if she hasn't already. Bookmark your first getting to know in town!

 Explore **your room** before or after dinner again. Enjoy! The quest for *Eve* is out of your orbit for now (see 8.E). Hey, but you got a new toy, disinfected hopefully ... 

Your dark age has begun. ;-) The next levels of COURAGE and story need money you have to work for, day by day. Reaching COURAGE 6-9 is kinda hard and tedious. But beauty and money are key to *Alex's* progress to whatsoever. – If *Jane* doesn't call you during this day, she will do it in the next ones.

   But this day isn't over yet. Waste some time until midnight, maybe work and TV. Go into **your room** after 0<sup>am</sup>. Wooooah! The next big dirty secret has been unveiled.  And it left a big impression on *both*. Relax or just go to sleep. If it isn't later than 0.22<sup>am</sup>, you may even enjoy 8 hours of sleep. Remember the communal breakfast!

☺ It is Wednesday. You should know about a proper morning by now: puff, breakfast, beauty. But today you shouldn't miss *Barbara's* passport **before** you **Go outside** ... 14

OK, you're free to run but if you like to follow my advice ... how about this **Casino** job? Make sure it isn't later than 9:55<sup>am</sup> when being ready in the **Neighbourhood**. Ideally, you have plenty of money (around \$320) and a **CHARM** of 65 (the "cheap" perfume makes the extra points). Check your bag if you have a beer. If not, damned, you have to buy one in the **Store**, here or later in the **Downtown Mall**.

If you haven't enough prerequisites for the first part (>\$310 + any negative amount on your card!), postpone the shopping tour and the first Yoga session. In any case, getting this **Casino** job should be possible. Work your ass off there to earn the rest then. Don't forget about your mood.

\$10 \$300



Use the **Subway** to go to **Downtown**. Buy the sport(s) suit in the **Clothing store** inside the **Mall**. Do you see *Margie*? Talk to and help her. Insisting seems advised ...

You'll need most of the other items in the **Clothing store** soon. Have a look around and at the prices. But time is critical. You need to be at the **Sports center** before 11<sup>am</sup>.

Move to the **Sports center**. There is a new girl, *Ruby*, at the counter. Click on her and return, this is how to greet new people to get her mini pic. ;-)



It's yoga time finally! Go up to *Penny*. Enjoy the session and the correct **Shower** 7 afterward ... kinda frightening, isn't it? Use the **WC**, if your **CHARM** has dropped.

You may pump up *Alex'* arousal by looking into *Penny's* **Shower**, declining her invitation, coming back again, and jump finally in. **Hint**: This shower is the only action adding **RSP** with her repeatedly.

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Do you have a net \$50 left? You could add some **CHARM** by using the solarium in the **Beauty parlor**. No *selfie* yet, but – if you cannot control yourself any more ... ♥ Now hurry up, the new job is calling. You have the beer? Into the **Casino**!

6 65



Now, your appearance should be good enough for this shady business. Go and ask *Molly* ... . No, I didn't trick you. Click on the greyed-out button and look at the condition: "Need Courage (6)". Go out again, drink your *beer*, and go back into. Wow, the job is yours now. And you have an idea about the function of beer in this game. The effect is temporary but quite long – notice the new yellow symbol above.

There are different sources for alcohol, but for now, only beer and mulled wine (**Smartbucks**) work out for you. If the drink doesn't kick in immediately, just take an extra step. **Be careful**: Addiction and side-effects have been implemented. Look at 10.D and p.42 for this task in progress. !



The **Casino** drill is similar but smoother. Max **CHARM**, get changed, work. If the mood drops, go for a smoke, eat a cookie, or do mom's best: rub one out in the **WC**. The mirror there works being in street clothes only. – A random event offers interesting options but not for the shy girl *Alex* is for now. But you're working on this. See 8.E on page 19 for all the details. Anyway: Don't miss the two *hidden* CARDS.

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Make some money and return **home** between 7<sup>pm</sup> and 8<sup>pm</sup>. Meet *Barbara* in the **Living room**. Ask about her passport. – Remember the dinner. Afterward, you may admire *Barbara* in her "home office": heavy stuff for a village girl. But stay calm: It should be time for another work-hour in the **Café**. Now enjoy a healthy sleep. 13 14 14



Thursday – your first day of "slick freedom". Start your day as usual. You may sacrifice some time and have a look at the **Park**. Mr. Scary Fry could be there with his dog and for a chat. Or *T(h)omas*, a dream of every mother-in-law or ... village girl. Try it daily until you have met them both. It's *raining*? Oops, see the next page. ☁



Return for the family breakfast. Pay a visit to *Barbara* before or right after it. She may offer you another secret and a tough decision to make. In the end, **Go out** in a good mood and with optimal **CHARM**, 65, maybe even 68.



Have a look at the quest log. There are no tasks *Alex* could solve immediately. Buying a laptop seems to be wise. But it is expensive, and you have no idea where to get one. By the way, if you didn't already buy **and read** the weekly *Jade News* #1 at the **Newsstand**: do it now. Do the things you couldn't do yesterday. Whatever, go to **Downtown**, enjoy a Yoga-session with a sly hot shower to get you going.



You'll notice and maybe admiring *Val* there. Do you remember her offer to go together to Yoga in the morning? I won't forget about, stay tuned.

Enhance your **CHARM** in the **Beauty parlor** further (for now, ignore **Sauna** and **Tattoo Studio**). Waste some money (\$55-75) to drink your first overpriced coffee at **Smartbucks**. Work in the **Casino** with the tricks you've learned until it is time to go back for dinner. Use the **Subway** if you didn't before. The **MOOD** is still high? Work in the **Arctic Café**. That's your bitter fate for now ... Try to sleep soundly.

**A** A bad surprise may await you en route: sudden rain. Don't panic. The only way is the way home. You even earn an achievement for this. Take a bath and think about it. A sturdy umbrella is \$250. It looks like an urgent task. Please note that your phone shows you the actual weather. Just wait until it is over. Smoking still works ... – Curious? See **p.21 10.B** for the **Tattoo Studio** and the **Sauna**.

**F** Friday – are you already bored? At least *Barbara* may have a domestic task (see **06/16** for details). Other than that: the same procedure. Try to get the umbrella. If you had a coffee at **Smartbucks** before, make another visit and learn about *Kevin*. A new quest starts. Do the guy a favor and return with the bad news. That's all for a while.

The laundry event is available on every Friday. I have explored it on **06/16** since it felt a little bit too early for now ... – A new parameter shows off: **RHETORIC**. *Alex* is at 10 in this skill. She will learn about an essential location tomorrow and will be able to amend herself. In the future, you will steer situations with **CHARM** or **RHETORIC**, sometimes with **POWER** or **COURAGE**.

Now make money where you want, finally. Dinner will be a nice break before rushing to the **Café** again. Or even to the **Casino** for the nightly special rate? Your decision. The mood flies on the orgasmic wave, I hope. At the end of this week, you should have >\$300 and the umbrella. Congrats! My *Alex* is off to bed at 11<sup>pm</sup>.

**H** Going to bed with filled “hearts” may end in another wet dream about your first and like this. It is just for fun, but you awake as hot as you went to bed. That's a nice bonus for the day.

The weekend is there but of course not for you. Make yourself presentable as always, you have a date today. Enjoy the family breakfast.

**B** Some bores about the cloth: There are 2 everyday outfits: your cute village-wear and the rocker-dress. The latter gives more **CHARM** and allows for the essential *no-panties* option later on. – At **Home**, you may run around with the *home* clothes or your *sleepwear*, later on in black or sexy underwear. *Alex* may sleep naked too. – There are two bikinis you can buy and choose from. They will be used on the right occasion. The *sports*, the *festive*, and the *stage* outfits are mostly utilized automatically too. The *rain* clothes are more like a simple raincoat you are always having with you to use it during rain and the night. – Maybe you take yourself some extra time to play a little bit with the **Wardrobe**.

**F** You should really storm into the **Kitchen** after 9<sup>am</sup> and try to help *Barbara*. It gives you one “relationship point” (short: **RSP**), again and again. Now you may **Go out** in your best shape to waste some time. Stay in the area. Refuel your cigs if necessary, try to charge your money card at the **ATM**, or play a shuffling game on your phone.

**H** Anyway, around 11<sup>am</sup>, your meeting with *Jane* is starting ... It wasn't very personal or heart-warming, was it – but you've learned a lot. The next big step has been made.



After one week between rotten and polished ruins, *Alex* is quite overwhelmed while being amidst such real beauty. This is the **Rose street** with a **Library** and the gourmet café **Havana**. Go to the right and detect the other part. A **Cinema** and a **Pharmacy** (CARD) will come in handy too. Other locations are to be expected.



06 09



06 10

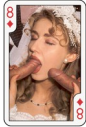




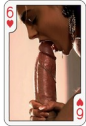
Did you know that the morality in the Middle Ages before the Great Plague allowed for bordellos and open prostitution? **Rose street** is a typical name for such a street where women were offering their services. Now this street seems to be the opposite - or is it just the surface above a darker truth?



On a sunny day, you should see a mysterious *fiddler* in the right part of the street. Give her some money and try to spot the next **CARD**. The girl will have another function later on. And I'm sure you noticed the little increase in *Alex'* **MOOD**. Did you meet the guy on the other side? Currently he's distracting - more in **8.A**.



Go back and into the **Library**. There is another **CARD** and a book in the middle, symbolizing your point of reading. Reading takes a long time, but you have to sacrifice the latter to improve your **RHETORIC** step by step.



Use the easiest book first, »The Small Prince«. Read it 3 times when having **MOOD** >5, 4 times to get a new **CARD**, 5 times to finish your first book -- if your mood allows for it. Notice the slow improvement of the skill mentioned. 14 is needed next!

Besides, the order in which you are reading the books in the **Lib** seems not important. Only the brick on the right should be last. There are 2 additional **CARDS** hidden in the books.



The **Havana** looks tempting, not only the **CARD** there. Some day, you may eat here more often than at **Home** but it is too early in the game to start squandering now.

It is still weekend and *Amanda* is in charge in the **Arctic**. Are you up for her? Enjoy 17 the next empathic dialogue with this lady after getting changed. Likely, your mood will be low but your hearts at six or more. Do it ... Work some hours until the end 11 but try to be at **Home** before 11<sup>pm</sup> to meet a new character called *Matthew*. -- No Saturday night fever yet, just get some sound sleep.



Sunday it is and no church in sight. Your quest log is full but nearly nothing can be done today. My proposal: Make the usual sweep stopping by at *Penelope*. Afterward, go to the **Mall** and into the **SportHero**. Buy *sneakers* and the *yoga mat*. Improve your **CHARM** at the **Beauty parlor** if possible. Earn some money in the **Casino** with the usual tricks. Go **Home** for dinner. Look into **Your room**. You are able to do some sports now. You're free to walk around but be at **Home** around 11<sup>pm</sup>. The lovebirds 11 will move into the **Bathroom** then. Surprise them. Now you've earned your sleep.



You could also improve your **RHETORIC** in the **Library** til 7<sup>pm</sup> today. Maybe you are tempted to buy a bikini to enjoy some sun and water finally. Have in mind that you will need a large towel too. --

If you followed my path: The new sportswear allows for more creative mornings. You may and should do some gymnastics in your room or go for a jog in the **Park** from 6 to 9<sup>am</sup>. It even helps *Alex'* mood. Jogging makes for a sweet *selfie*. But have a close look at the clock and **your body odour**. Breakfasts and **CHARM** rule.



The effect of home sports is limited. Training in **Alex's room** adds **POWER**, jogging and basketball add **AGILITY** (including former stamina). When reaching 9 in these categories, *Alex* needs to move to the **Gym** for more. There, a new quest starts on level 11. See **10.E** for details. The mood-boost remains. !


OK, this first week was quite something. It gets (even) more tedious now. **COURAGE** is like gold and has to be ground out until the next super-day. You know how your *Alex* can survive and blossom into a special girl. From now on, my main focus is on the single future events and how to get them as elegant as possible.

06 11  
\$200 \$100


## 5 The first month

06 12


\$50 + \$130

Monday, it's the usual blues. You know the drill now. Check your log. The rockers are coming! Not in the log: *Jade News* #2 came out. Buy it at the **Newsstand**, and  **read it**. Now you know where and how to order a laptop. Being still at the **Newsstand**, carry off the flash-light too. And maybe some cigs.

The rockers won't be inside the **Café** for long. You could read two hours at the **Library** before, but then you'd better go to work. Change and follow the funny dialogue with the strange couple. Don't forget to ask *Jane* about *Amanda*. Recheck the last stall. Try to keep the mood up, don't work too long. Go **Home** at around 6<sup>pm</sup>.

 Change the poster in **Your Room** immediately. Afterward, talk to *Valerie*. Enjoy the girlz's time ... a short day it is. 16 11

06 13


 You awake on Tuesday morning: **smelly**, with severe headaches (new icon) and the old make-up. You should have some aspirin (directly usable by the icon). 18


\$150

Try to have a regular morning. **Don't forget to shower**. Arrive at the **Rose street** between 9 and 10<sup>am</sup>. Join *Jane* in the **Havana** and lend her some money. You will be in the **Café** at opening time and can give the poster to *Ash*. 16 19




Leave the **Café** and explore the **Right Side** of the **Street** and the **Old factory**, according to *Ash's* info. 19


Try to concentrate on earning money again, so make use of the remaining CARDS. Remember, you need \$1000 for the laptop ... so go for the **Casino**. But something strange will happen at the **Busstop** before and around noon: the Great Knight **T(h)omas** will come to your rescue! 

Finally, get to work at the gambling hall. You will be able to earn quite a lot until you have to leave around 10<sup>pm</sup>. Back in your district, follow the main quest and try to enter the **Old Factory** at night – if you have the flash-light. End the day afterward.  19


06 14 


Wednesday has come. You need manly help to proceed with your main task. Of course, you remember superhero **T(h)omas** first, so call him. Ooooh, you learned a good lesson. After your usual preparations, go to the **Court** and ask big *Rudo* for help. He won't deny your request if you are honest. Rain? No *Rudo*? Try again later.  3 19

\$100 You need to do something about your knowledge. Read a book at the **Library**. Check your progress. You will need RHETORIC at 14 soon. Reaching 13 will be ok for today. Go to work in the **Café** afterward. *Jane* will give you the money back. Maybe you still have the two CARDS in the café – they'll come in handy today.

\$1000 

You should be close to the \$1K by now. If you're lucky, you will be able to load your money card with \$1000 at the **ATM** in the **Store** – but please no later than 8<sup>pm</sup>. Call the electronics store then. The laptop will be delivered to your desk at **Home** immediately. Go there and test it if you have the time. 6

About the laptop: Porn is the most essential feature there, of course. Try to consume the first category. It adds quite some hearts. And: Looking at all categories (one per day!) is one of the most important activities to earn the next COURAGE point now. 

 Register at "work.bp", results from "blah.bp" will already follow tomorrow. The mugbook is not yet developed. – If you are using the laptop on this particular day, please be aware of a bug: You shouldn't use it after 9:20<sup>pm</sup> to avoid problems with the upcoming Big *Rudo* event.



Alex will remember the meeting with *Rudo* around 10<sup>pm</sup>. A gigantic experience and a massive step to dreamland! Recall *Ash's* instructions, and you will be occupied until you return to the **Street** to the **right**, tired, and hungry. This could be the beginning of your career, whether as a singer or as an **alcoholic** (see 10.D) or both ...

3  
19  
!

06 15

Get in shape and mood. Rethink your options. If you have the laptop, enjoy the *next* porn section, like every day from now on. If not, try to get it today and start the fun.



The next step in your career leads to *Owl*. But you have some time left to acquire RHETORIC 14 or more at the **Library**. Afterward, try to find *Owl* at the **Jade Mall** in her **Owl Music** shop. She won't be there in between 1<sup>pm</sup> and 4<sup>pm</sup>. Greet to *Bonnie*. So refill your purse by working at the **Casino** in the meantime or after meeting her.

19  
21

Leave in time to enjoy the *Fagots* on the tick at 6<sup>pm</sup>. They have their »**Rehearsal room**« in the **Street right** from your **Home**. Buy *Wet wipes* in any **Breeze Store!**

21  
22



After these impressions rush back to **Owl Music** and complain. Convince *Owl* to give you a useful address. Now it shouldn't be later than 8<sup>pm</sup>. You'll need \$36 to go by *Bus* to **Pearl Beach**. Check for top appearance before and ... after the ride! If you detect white traces somewhere (new icon!), use your new wipes ... what a town.

22  
22



Go to *Falsetto's Studio* there and receive the next task. Return as soon as possible to the *fagots* and offer the only reasonable guy the equipment. Hmm. Do you have another idea? Of course: the *barkeeper* at midnight. Farewell again, sound sleep.

22

It's after 11<sup>pm</sup>? Asking the *fagots-guy* about the list is optional. – My *Alex* is tired and hungry now but still flying from a **Casino WC** orgasm. If you set up your "work.bp" yesterday: Have a look at your mail: money, *writing experience*, and boosts to the stats will come by day by day now. After 8 articles and reading two journals, you'll be a *professional* ...



\$60



14

\$36



65



66

30

20



\$10,000

Go to the **Rock-Bar** at midnight. Speak to the guy. \$20,000 and "Don't bargain" will do it. You have the \$10,000! Talk to *Leo* again. Be nice. *Alex* earned her first date too! Drink a beer, enjoy the show, rush **Home**. Sleep clever, don't miss the breakfast.

22  
23

06 16

A lucky Friday lies ahead: lots of money and a date. Remember to enjoy some *new* porn today, now or later. Check your mailbox for an assignment from the online job.



Don't miss *Barbara* in **her room** around 8:30<sup>am</sup>. If you didn't catch the domestic task last week, you should be lucky today. It will lead you to the **Laundry**. Investigate and choose wisely there, maybe wait for the *no-panties* option ... use your wipes if something goes wrong ... nice achievement. You'll survive. What a town.

!

After leaving this hell of a place, have a look at the **Bench** in the **Park**. You may peek on a well-known couple. What a town.

24

Thrifty type? Do without shower, make-up, and perfume, just leave before 11<sup>am</sup>. Think about your options. Big money, no pressure ... my smelly *Alex* speaks to the cashier at the **Patreon Bank**, opens an account with \$8150, moves \$800 onto the card, and goes shopping, one bikini, and the towel. She buys a pass for the **Gym**, talks to *Fred* there, changes clothes in the **Locker room**, investigates (poster!), and trains. Spot the **CARD**. Finally, beautify *Alex* in the **WC** and find a *hidden* **CARD** too.

!



\$170

\$200

Surely, you noticed this strange message about getting a new *Song theme* **Sports**. There were already other ones about the *theme* **Crime** or **Harmony**. The first theme, **Dreams**, is known to *Alex* for a long time ... With *song themes*, *Alex* may write meaningful lyrics later on. See 7.D for details.



Take your time to earn some money at the **Casino**. The date will start at 5<sup>pm</sup>. Horny *Leo* won't waste time with a rocker chick in his shack. Whether you stay away from him or give in to his rough advances – another **COURAGE** point arrives!

23



## 06 17

= \$800

It's the weekend and Saturday again. Your wild ride ended after midnight. Try to get an apt sleep to get new porn and breakfast in the morning. Help **Barbara** in the **Kitchen** after 9<sup>am</sup>. Do some other things like writing or sports (with shower) until 11 or 12<sup>am</sup>. Blitz-Order the *most expensive perfume* in the webshop before doing make-up. With it, your **CHARM** is close to its maximum now.

Morning porn gives you kind of a ... head start into the day. Only one additional heart is needed to get you ready for a full working day. If you're lucky, you will pick it up in the **Metro/Subway**, **during work** in the **Casino** or in its **WC**. **Penelope** will be behind your back too until 11<sup>am</sup>.

But today it's time to observe **Amanda** in the **Café**. If you got that eyeful in the **Park** 24 yesterday, **Ash** would pull your chain there. Anyway, just jump into your work clothes, no tricks today. Click on **Amanda** – the day will be nearly over afterward ... 17

You've earned yourself some easy money today. A disciplined **Alex** will remember the things left: daily porn, writing, home sports, reading. But a real **Rock Diva** should party on Saturday, shouldn't she? Midnight, Rock-bar, inspiration. **And another start for her alcoholism-story** too, see 10.D.

## 06 18

Sunday, the day of rest, usually. You may skip breakfast, but don't forget the porn. Check your progress after your morn' program: **CHARM** 84 outside, **RHETORIC** 14 or higher, **COURAGE** 6, \$1200 cash, or more. Plan ahead to have 2 or 3 beers ready soon.

It's all about money now – but some steamy basketball on the **Court** or a bikini-selfie at the **Quarry** could make life less boring.

Go to **Rose street** and eat at **Havana** for the first time. It gives you a «Gourmet Bonus» to the mood. Read some books too – you'll need **RHETORIC** 19. Take the ride to the **Casino** soon and work your ass off until 10<sup>pm</sup>. You'll reach the maximum hourly rate of \$61. Get the 8-hour sleep. You created the blueprint for next week.

## 06 19|20|21|22

Life becomes dull. You should work like a clockwork for Friday. You'll need ~\$2800, two or three beer, wet wipes, **RHETORIC** 19, and the porn achievement (watched all nine categories) at the end of this week. Money problems? The **Casino** offers 20% more from 11<sup>pm</sup> to 6<sup>am</sup>. Check **Alex'** **CHARM**: if the rate drops – a fresh haircut or some rays at the **Quarry** or **Beauty parlor** will help most of the time.

You may change the rhythm on Tuesday and Thursday to go to Yoga, together with **Valerie**. You need to be in **her room** between 6<sup>am</sup> and 6:20<sup>am</sup>(!). It will give you a relationship point **every time**. – If you did home sports regularly, you'll possibly start the big task in the **Gym** this week. See 10.E.

## 06 23

After three weeks in **Jade City**, **Alex** has to make some decisions. The next days will cut deep into her life. Her career will start. She learns about her dispositions, how far she would go for money, and some innate desires she wants to live out. This guide will make a bisexual slut out of her -- but you are free to choose.

**A** **Alex** needs some porn every day to get into the flow ... and today (or even earlier), you will earn the **COURAGE** point and the «**Movie Enthusiast**» **Achievement** for enduring all actual categories on your laptop. The most intense days of **Alex's** young life start now. Recheck the preconditions. Be ready and fine around 10<sup>am</sup>. Dinner at the **Kitchen** at 8:35<sup>pm</sup> is a marker you shouldn't miss today.



19



Go to the **Sports Center**. Drink a beer. Attend the yoga lesson with **Penny** and make the first fateful decision ... ♥ Leave for the **Patreon bank**. Withdraw enough money to have \$10,800 cash on you. Go to **Smartbucks** and tell Kevin to fight (next **RHETORIC** goal 22-30). Work at the **Casino** to cover at least your expenses today.

**Q** **Alex** Go to **Pearl Beach** and **Falsetto**. Give him his big money and attend your first lesson. 22 25

♥ **Alex** Go **Home** by bus, into your room, and finally take this damned video on your bed. 14

9

👩❤️ There should be enough time left to do sports or to write an article. For aesthetic reasons only, make sure to wear *sleepwear* to dinner ...

10

❤️ \$700 ⚙️ Take the next step with *Barbara* in the webcam story (in short: go into her room 14 after 9<sup>pm</sup>) and get the magic COURAGE point to enter adulthood, to name it positive.

11

You earned some coin and the guts to go out at night. Take care and watch your step, for now at least! Go **out**, take a puff, and move further to the **Busstop**. Investigate the crime, nope, the business. But don't go back! Move to **Rose street** and call a taxi 25 to go back to the **Neighbourhood**. – Rain? Damned. Wait or try again tomorrow.



The **Red Quarter** has been opened as you have noticed for sure. You'll find it near 26 the **Old factory: Street right > Old factory > Red Quarter**. Take a peek into the **Sex shop**. Greet fluffy *Vanessa*, but definitely talk to your lovely *future fellows* outside... go straight back **home** and get some sleep ... but ...

06 24



... be awake before 8<sup>am</sup>. *Alex* is cool or depraved enough to run around in *underwear* 14 with *sexy stockings* at home. Check the **wardrobe** and make it happen. Enjoy the next surprise with *Barbara* in the **Kitchen** at breakfast time. Make the desired decision. You may ask *Barb* about her backdoor experiences too. More the next day.

Prepare yourself. Don't help *Barb* in the **Kitchen** this time. Go out around 9:30<sup>am</sup>. Go to the **Wasteland**. *Jane* should be there in some strange company. Talk to her. You'll jump back to the **Neighbourhood**. Drink a beer and go to the **Court**. Play some basketball with the guys ... and do what *Alex* always wanted afterward. Pull out the noodle (see 9.E too). The «*Face Mask*» Achievement will be unlocked.



⚙️ *Alex* is overexcited and messy now. How about *Albert* in the **Café**? Budgeting the wipes saves the environment ... don't forget to dress for work before and to clean *Alex* afterward ... more *Albert* soon. An impressive hourly rate it was ...



Move to **Downtown**. *Val* is in the **Beauty parlor**, before 2<sup>pm</sup>. You may suggest a change of style to her. *Margie* and *Penny* wait for you in the **Sauna** from 2<sup>pm</sup> to 4<sup>pm</sup>, but you lack a single point. They will be back tomorrow ... see 10.B.

Work in the **Casino**. Enjoy new options (8.E)! Be back at **Home** in time for dinner. Afterward, *Barbara* awaits you in her room for the next intense session. Her skills 14 are impressive. And bi-Curious *Alex* can take a naughty bathroom-selfie now ... ❤️

13



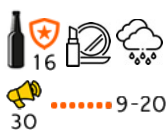
Count the money and go to sleep for **8 hours** between 11<sup>pm</sup> and 0<sup>am</sup>. *Jane* will call you during the night. Enjoy the next strange Girl-Girl-action. Earn COURAGE 15. ❤️



**What a ride!** I hope you enjoyed these intense days. – Even more events could be put into there (*Fantasies* on Saturday). Or you do it sober. Try it yourself! Maybe you also got the «*Smoker*» Achievement; see p.14 too. Remember the **Solarium** now: Girls like to save naughty *selfies* on their phones ...

06 25



Late Sunday morning, it is. Beautify *Alex* and check the weather. Rain gives you a chance for another COURAGE point you wouldn't find in ages. Otherwise, skip the next paragraph and **come back later** when it is **raining** between 9<sup>am</sup> and 8<sup>pm</sup>.





Go out in the rain and drink your (last) beer. Go left as far as possible. You'll reach the **Highway**. Meet the friendly "Siberian" *trucker*. Decide on the money, but check the other option too. Look, RHETORIC 30 will make this business even better. Your life has a new goal ... and the next increase of COURAGE. Wipes recommended.


*Some thoughts:* *Alex* needs to attend a lot of quite expensive vocal lessons (~\$270 incl. transport) now. Hard (nightly!) work in the **Casino** and blowing someone (*Albert*,


Trucker) are currently the most efficient repeatable activities. Try to create a blueprint for such a profitable day. It won't be easy to get forward in VOCALS, RHETORIC, money, strength, and side stories in parallel.

 **Some suggestions:** – After you reached the «Smoker» achievement by puffing 50 stubs, you should consider switching to electronic cigs. Fill up your card at the **ATM** with \$800 again and buy the **E-Cig** at the webshop. You get the liquids at the  **Newsstand**. E-Smoking will give you a bigger boost to the mood.

 – You may save some hearts from going to waste by activating the only bonus in the game by now, «Erotic dreams». It will help a lot when cards got scarce.


 – If not already done, you may start Alex's anal career now. Consult expert Barb. Buy a lubricant at the **Sex Shop**. A bed will be the best place for daily experiments.

 – Remember the «Gourmet bonus» from eating at **Havana** from time to time. And Morn-Porn is still giving 5 hearts to Alex. Get the sixth one with luck (**Sub, Casino**) or enjoy Penny before 11<sup>am</sup> or **get closer to Ash** soon, in this guide after July 2nd (p.15 & 19). Don't forget to attend the lesson at Falsetto til 10<sup>pm</sup> latest. 25

 – A weekly fun with benefits pops up when having written 6 online articles. Check “work.bp” again, see 8.F. But please, **don't start** it before the ugly event below now.


Today: let the Sunday fly by as you like. Remember the **Sauna**? Or the **Gym**? Be at home before 11<sup>pm</sup>. Don't forget to check for pending tasks. Sleep soundly ...





Monday, hell yeah. The new Alex needs a new plan for the day: Prepare as usual, but check the weather and use rain after 9<sup>am</sup> for trucking. Or just try to reach the **Sports Centre** before 11<sup>am</sup>. Enjoy Penny's technique. You have to buy a new pass, eventually.

 Extra for today: you may force the Kevin-story forward. Go to **Smartbucks**, ask 15 Kevin about his successes. Leave him and check the **Sports Center**. Help Ruby.

Go to work at the **Casino**. Keep the rate at \$61 until 4<sup>pm</sup> today or 7<sup>pm</sup> on other days – you know all the tricks. Afterward, learn something from Falsetto at **Pearl Beach**.

Another special for today: Try to be back in the **Neighbourhood** before 8:50<sup>pm</sup> (on any other day you may work further). Go to the **Café** and try to get changed. After 26 the scene, follow the new girl Paris to the **Chief** and talk to her. –

OK, Alex had your fun. ;-) Save the game. Now get ready to be mistreated ... go to the **ATM** and move as much cash as possible to the card! 

    There are several possibilities to get this ugly event now. One idea is to go to the **Busstop** and wait until 11<sup>pm</sup>. Rain will block this crime, then waiting will “hopefully” help. The necessary shit will happen when you try to go **Home**.

This event can be avoided by a clever squeamish: Stay clear from the **Neighbourhood** between 11<sup>pm</sup> and 5<sup>am</sup>, use the taxi or your own car if you can't. On “days of the cat” (the cat is sitting in front of the door), you're safe before midnight. Then you can trigger the Ash-event below; see the next page. Being extra ugly and dirty helps also ...

Enduring it isn't really necessary for other essential game events. But it is a bold ending of the lucky and playful part of Alex' new life. You should also consider the cultural differences regarding these issues. In Russia, crimes without corpses may not be regarded as severe.

\$150

  
11

06 26

  
60



## 6 Heaven and Hell

Alex will be released from the **Hospital** in a terrible state: hungry, tired, depressed (check the new red sign above). You should care about the latter. But first, refill your cash: Get some money back from your card at the **Patreon's bank ATM**.

Go and find the **Pharmacy** in the **Rose Street**. Buy the antidepressants. Take one?

☺ Read further. In any case, do yourself something good, puff a liquid, eat at **Havana**.

Return to your **Neighbourhood** and listen to the heroic police. Working will be

🌴☺ difficult today. Enjoy a bath or the sun at the **Quarry**. When it rains, remember the 26 nice source of money, the "Siberian" *trucker*. If you feel it ...

👁️ \$400 🛡️ Waste some time until 3<sup>pm</sup>. Go into the **Arctic café** then and dress into work clothes. Take note of the mini-pic on the **WC** button. Go there and help ... the prostitute *Paris* from the **Red district**. COURAGE plus some money!

And here comes the *mysterious* hardcore proposal giving you two COURAGE points and a new location: Check if the *cat* is sitting in front of your **Home**. If it does, go to the **Cinema** and watch a movie. Recheck the cat. It needs to be gone, in daylight. 🖱️

☺

Now: get some sleep till 10<sup>pm</sup>. Beautify *Alex* to the max again. Save. Go to the **Park** at 11<sup>pm</sup>. You should see some people. Go through the **Park** and endure the next special treatment. ❤️ – If the scene doesn't get triggered, try the next day again. Remember the cat. ;-)

🔑🛡️👄👁️👤 But that's not the end. Now go to the **Court** and from there back to the **Neighbourhood**. A slightly nicer event is starting. Try to enjoy one of the choices. ❤️ 24

☹️ Wow, you are tired, raped again, triple-depressed, and possibly pregnant. Want to make sure not to breed an idiot's copy? Run to the **Pharmacy** again, buy and take "Plan B", the "pill afterward". Use the (next) antidepressant too. You have saved one or two expensive pills by this. But how could anyone survive this *Hell on Earth*?

See the FAQ on p.24 for more information about pregnancy in the game. There isn't much to it yet.

☺ Love is the answer. Be kind to yourself, sleep, eat, lick, puff. Do some sports too, if possible, or enhance your writing. Go to **Downtown**, maybe catch *Val* playing tennis at the **Sports ground** (before 4<sup>pm</sup>). Check on *Ruby* and *Kevin* at **Smartbucks** 15 (after 4<sup>pm</sup>). But afterward, the best option seems sleeping throughout the day.

Depression/stress spoils most of the possible fun. There are only some activities left not being affected, but that may change later on. You could finalize your **WRITING TALENT** with buying and reading two literary magazines from the **Newsstand**. It would give you the «Professional» achievement if you wrote all 8 online stories before. It is a big help in pursuing the main task (see p.17 7.D).

👤 Some early yoga with *Val* today? Being in **Downtown**, make sure to surprise *Ruby* 15 doing *Kevin* something good at **Smartbucks**. Don't overwork, take your vocal lesson, and return for dinner. A pleasant evening with *Val* will need some alcohol 15 🍷 ... so buy one, no, *two* bottles of wine on your way home – if you can achieve them.

The first month in town and the first part of this guide are over. You're on your own now. Push forward. *Alex* needs a lot of money to gain a sufficient singer's performance level and career. Remember all options for a successful day. Working at the **Casino** is the primary source of income now, rain allows for "trucking" (see 06-25) and maxed hearts for "glorious" extra money. Other profuse sources will emerge soon – COURAGE 20 opens up the next level of debauchery too ...

👤👤 Speak to *Val* in her room. She will explain her idea. Talk to her again afterward. A 18 strange girlish event should start now and will end this day. A guide through the 27 options isn't necessary. Anyway, the three party-cipants will learn a lot about each other. *Alex* gets *Ruby's* phone number and her lipstick on her mouth. 📄

🏋️🍷👄🛡️📄👤

07 02

07 03

07 04

\$300

\$420

Alex awakes in **Val's room** with a now-familiar feeling – headache. But you know how to help her with all these issues. Go on, go down – as you want. This guide will continue to illuminate events and quests, but no longer in a strict time frame.

For efficiency and least boredom, it is best to mix all the events below. The main task («7.A-J BARS») is quite long now. If the money allows, it should be pursued every day. Mix it with the many side-tasks and games to your liking. The **College**, **Ruby**, the **Red Quarter**, or **Broom** are waiting for a hardened Alex ...

Side-careers are branching out. Alex may try to become the town's top whore (8.B), a lovely **College** teacher (8.C), or a Mafiosa (8.A). But money stays tight as long as you take singing lessons. The **Casino** (8.E) will be your second home. Getting your own car (11.A) would be great. Don't forget makin' friends (9.A-H). Play **your** game!

Don't want too much too soon! Freedom can be overwhelming. My plan: daily work in the **Casino**, daily *Falsetto*, start the deepthroat course at 9<sup>pm</sup>, afterward «Red Quarter Queen» 8.B p.19, register for the «Fantasy Worker» 8.F p.20, meet *Ruby* on Thursday 9.A p.20, help *Barb* in the Kitchen on Saturday morning 9.D p.20, get closer to *Ash* next Monday 9.F p.21, start Mafia career on Sunday 8.A p.18 ... finally, jump into the band-creation 7.A-I and buy the car. – Or start drinking, 10.D p.22?



**Hint:** Orgasms stay key. *Broom* (see 9.E) and *Ash's* machine (see 9.F) will be reliable and cheap providers, but a rub in the **Casino** is still the most practical. Don't forget about the **Gym** (10.E) and the **Library**. Your RHETORIC will need level 22 soon. Go for 40 in the long run (7.J). You will earn some CARDS from inside the books too.

## 7 Become A Rock Star (BARS)

Hopefully, Alex can work on her dream day by day now. While reaching VOCALS 10, 25 you'll notice an interesting guitarist in *Falsetto's Studio*. *Michael* will talk to you 23 after getting VOCALS 13. Now the main quest really revs up.

For the first concert, Alex' vocal skills need to be improved to level 20. Go slowly, learning music is expensive. – The strange girl you may see at *Falsetto* will have her event later (see 7.A and 9.G).

*Michael's* tasks are straightforward but allow for a few variations. You should now be in a comfortable position to tackle one after the other without interruptions.

### A. Finding Jill

23

*Michael* feels guilty after leaving the talented daughter of the old bassist behind without a word. His bad conscience sends Alex ahead. Go straight around the corner. Convince the new owner of Jill's house to give you some stuff. – Anyone having RHETORIC 40 yet? Wow. – *Jill's* diary is being readable in **your room** only.

Take the natural way to learn about the *Director*: First, ask your best friend *Val* and then the big “good” guy *Rudo* about this scumbag. Afterward, you have to wait until *midnight* to jump into the **left Street** and the **Old school**. There is currently no heroic feat to accomplish. Tell *Michael* about the mess the next day.

After this mission, the odd event **Niece Kink** (see 9.G) is available.

### B. Finding Kian

23




This setback has to be dealt with first. *Falsetto* will give you some advice. It should be a piece of cake. Go over to the **Birch Motors**, chat a little bit, and convince the lonely guy in the way you prefer and can do.

The seduction scene looks different when having your village-wear on. Did I forget to mention this for the laundry and the bus event? Sorry about that. ;-)

**Kian's cabinet** has been opened. Attend the office show. Go back to the **Studio** afterward. Bassist caught.

### C. Finding Rick ... and Tanya

22  Mikey's description leaves no doubt: Alex knows who this Rick could be. Go to **23** the **Old bus** between 9<sup>am</sup> and 8<sup>pm</sup>. Talk to Rick/Roman and try to convince him with compliments and alcohol. Drummer caught.



This triggers a big surprise. Alex' sister Tanya calls. You get a cute event and the new location **Dorm** near the **College** to explore. Some family so close feels nice. And it starts a complete new side-life, see **9.B/8.C-D**.



Return to Michael with the news about Rick. The next stage starts tomorrow. **28**

### D. Finding inspiration

**29** Your rock band is complete, for now, wow. The men will be fighting with their instruments for quite some time. Now, Alex has to deploy all her WRITING TALENT to create meaningful lyrics for Michael's music. She needs to create **three** songs to reach the next step and **six** songs to make it to her first concert.




You may have seen all the messages in the game and the icons in this guide: THEMES offer the ideas; INSPIRATION and WRITING TALENT decide about the quality of songs. See the charts on p.42. **29**


 **Three** songs in max quality need three THEMES, INSPIRATION 30 and WRITING TALENT 10. Places of INSPIRATION can be visited every day. Three THEMES seem to recharge too. One scene yields two points, any other one point every day. Check the screen icon on top for your actual INSPIRATION. 

Ready for the first **three**? Use your phone and the "Note" function to create the titles of the songs and their entry. The input is a little bit weird, don't be mad.


### E. Found a band

 Following your return to Michael (**Studio** > **Rehearsal room** at 3<sup>pm</sup>), he tells you **30** **29** the good news: the rehearsals will start daily between 3<sup>pm</sup> and 8<sup>pm</sup>. Afterward, **30** Alex meets HER in the **Studio** ... what a happy shock.

### F. Finding the chords



Rehearsals are crucial for song quality, teamwork, and mood. Try to be punctual, **30** it is getting serious in the Studio's **Rehearsal room** around 3<sup>pm</sup>. After five  sessions, Alex gets a sacred task: to name the band.

After six sessions, Michael will ask you to learn basic guitar play to accompany **35** him from time to time. Be in the **Studio** around 2<sup>pm</sup>. After the first lesson, he wants Alex to buy a guitar to practice at home. Do this at **Owl Music**, if possible. **35**

 You have to get four training courses at the **Newsstand** too. Now you can play at home, no, not naked ... but don't forget to attend Michael's lessons further. **35**

### G. Finding a manager

The stuff sounds good, and Alex is fitting in. Return to the **Studio** after using three of the four guitar courses. Now, Owl, in her **Music Store**, needs to be **30** convinced to manage the group's business. She feels that this project will be interesting and just asks for a second saleswoman for her **shop**. **30**

 Do you know an attractive girl crazy for music and Rock'n Roll especially? Of course, you do: Ash. Just have a look at her schedule in the *appendix* below (p.28) to meet her. If you catch her on a Monday's very morning in the **Secret room**, **30** you may enjoy the event from **9.E**, if you didn't already detect it before. Anyway,  after offering the job to her, she will call you someday from **Downtown**. Owl seems to be very happy with her. And Ash with Alex. Manager caught.



22



5

\$1500  
\$400





## H. Finding a "Pyroblast"

Return to the **Studio**. Owl goes to work immediately. Michael wants to show off and dreams about a pyro-show during the first concert – the next task arrived. A new location can now be reached by bus or car: The **Old mine**.



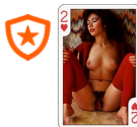
The **Forest Road** leads to the **Castle**. Some interesting characters are waiting inside. Talk to **Condor**. The task of getting a discount is indescribably simple. Look at the scene in the **Council Hall**, too. Come back for your reward in the same location the next day. «Fire workers» caught.

\$2000 || \$0  
70

## I. Finding the bandstand

Return to the **Studio**. Talk to Michael and tell him about your success. Owl will surprise the group during the next rehearsal (RR 3<sup>pm</sup>) and seems confident to get a lovely location for your first gig. But she notices Alex' insecurity too ... a new place becomes available: the **Dance School** in the right **Rose street**.

\$1000   
10 10



You may try to reach it right after the rehearsal (10<sup>am</sup> – 6<sup>pm</sup>). Ruth awaits you. If Alex meets the preconditions, she may start the 5-lessons course immediately. Stupid Tina from Kian's firm and shy Corey will accompany her.

|| ||



The last lesson (one lesson per any day) holds an unavoidable porny surprise. Seems to be essential for a rockstar. At least, Alex may choose her companion. Afterward, VOCALS, Guitar and rehearsals, need to be maxed out. Owl will present the place of the big event to everyone before the 9<sup>th</sup> rehearsal.

## J. First concert



This journey is coming to its first end. Write three new songs. Let Michael buy the stage costume at the next rehearsal. Complete the remaining tasks, see the quest log. Michael will invite you to his home, for a harmless chat between colleagues, yet. Owl takes the last step. She will call Alex. Enjoy the big Saturday.

|| \$1000  
40



colleagues, yet. Owl takes the last step. She will call Alex. Enjoy the big Saturday.

20 17 15

## 8 More jobs to BARS

### A. Babe in the Mafia woods



There is another permanent job available: as a flyer girl at the outer **Rose Street**. Talk to the guy Victor on the left several times between 1<sup>pm</sup> and 4<sup>pm</sup>. Contrary to the comments, the job isn't bad and has a decent pay when Alex is at her best.

If you prove your perseverance by "flyering" three days in a row, Alex gets a small but suspicious delivery task ... just do it. You get the money from Victor the day after. A mysterious Boss will call you short of **one or two weeks later** for another special mission – for a well-known citizen.

\$350 Pick up the package for Lucas Fry in the **Wasteland** and deliver it soon. Lucas will tell you nothing but enough to get the creeps about your innocent job. However, the money is so easy ... just take the next package and bring it to the lovely **Rector**. He is happy to see you ... leaving.

\$1600

The Boss will call Alex again the next morning. From small packages to a suitcase – looks like a promotion. Secret agent Alex is frightened by this task from the beginning – but does she have a choice now? Go to the **Downtown Subway** station and pick up the suitcase between 1<sup>pm</sup> and 3<sup>pm</sup>. Everything else will run on its own. Bloody hell. With benefits.

## B. Red Quarter Queen

★  
19

After helping *Paris* in the **Arctic** (p.15/07-02), you may revisit the **Red Quarter** 26 at night. *Paris* will invite *Alex* to join the squad. Having remnants of modesty, *Alex* decides to give only the beginner's event on *Wed evening* a try ... for now.

\$200



Striving hookers need a doctor's certificate about the absence of STD's. Go to the **Hospital** during the next days and ask about it. Pay the price, enjoy the inspection full of surprises, and get your piece of paper from *Martin-a*. ♥ – There is a **CARD** hidden in the **Gyn**.

●●●●●●21



\$900



*Alex* is a licensed prossie now and may make a lot of extra money when arriving 26 in the **Red Quarter** on a *Wed* between 9<sup>pm</sup> and 10<sup>pm</sup>. Don't miss the Small-talk with milfy *Catherine* from the **Cinema**. The entry-level work itself needs not to be described. It is a nice boost to *Alex's* income every week.

★  
30



\$1200



The next step on this career ladder is a one-time event. A proper depraved *Alex* may ask *Catherine* about going further. Yummy. Look out for your belly afterward. *Paris* will now arrange a meeting with the «Madam». Next update or so. ♥

\$500



A top-class whore needs special skills: After you've found *Ash's* hideout by accident (p.15/07-02 24), *Ash* invites you to a *deep-throat* seminar. Meet her in the **Red Quarter** at 9<sup>pm</sup> and attend the three daily sessions inside the **Sex-Shop**.

## C. Replacement teacher

🔪 \$700 📁  
13



\$80

The first big get-together with your sister *Tanya* (see 9.B) opens up a huge side-job career too. Meet *Tanya* and *Bonnie* in the **College Entry** again. Talk to the Vice-rector *Ms. Carter* afterward, accept the task and buy the formal suit at the **Clothing Store**, if possible. Return with the good news. Now the **College** will open up all its doors for you.

*Alex's* wage isn't impressive. You would have to work 9 times (5 is max now) to get the money back for the formal dress. But good teachers don't just work for money, am I right?

📅 ⌚  
●●●●●●9

Try not to miss more than one session in a row, otherwise, you may lose the job. 33 – The in-game jump is kinda shaky. But by now, *Alex's* morning routine should be fast enough to arrive in the range of tolerance on *Mon* and *Wed* by foot or car.



*Alex* seems to be a natural. The eyes of most of her students are glued to her lips. And not only to them. After the fifth lesson, she notes some strange movements of her mobile. Take a look at the **WC** afterward. Corrupting the **College** 101! 33

## D. Nearly nude model

★  
8 ●●●●●●11



\$70

*Tanya* (see 9.B) invited you to her **Painting class**. It opens up when starting the teaching career (8.C). Talk to *Adele* weekdays between 11<sup>am</sup> and 1<sup>pm</sup>. After the first chit-chat, repeat your visit the next day, agree to the conditions and present your flawless body to the young artists. Easy money, every weekday.

## E. Night-Frog and VIP-Toady

🏋️ || 11  
12 📢  
15



\$50



\$100



After the first weeks, your focus will have moved from the **Arctic** to the **Casino** as your main income source. A proper hardened *Alex* may get a raise of 20% by **working at night** (11<sup>pm</sup> – 6<sup>am</sup>). Randomly, she may also earn arousing extra money or get a boost to the mood during work. This, together with this fishy event at the **Casino WC**, raises questions about the reality behind the curtain.

★  
20 📅 ●●●●●●23



\$400



*Molly* becomes visible from time to time during the work (dark-haired girl with a ponytail, left at the main table). Ask her about special tasks. Attend the intense trainee session on *Sunday*, 11<sup>pm</sup>, with some awkward reunion ... 33

## F. Fantasy worker



Re-check your “work.bp”-Account after writing *six* online articles for “blah.bp”. Serve the fantasies of pervs around the town – and get some electronic pocket money **every week**. Study the descriptions of the registration event (*memorize!*) and of the tasks (*cloth!*). You have the standard one-hour tolerance, so stay calm.



Do without the car. Just step into the location to trigger the events – except for task 1: there you have to talk to *Sarah* after 2<sup>pm</sup>. Look out for the symbol shown. Be smart: order the first fantasy immediately after the registration event. More inside the “Hot” Scenes-table, p.37

## 9 Better relations to BARS

### A. Shine with Ruby ...



Ruby is interesting and interested. She works on *Wednesdays* and on *weekends*. So call her on **any other day** between 9<sup>am</sup> and 7<sup>pm</sup>, then call her again on the next possible day. Surprise her, and don't get discouraged. She will surprise you back when you pop into the **Neighbourhood** in the *afternoon* of the next feasible day.



These lovely events are repeatable (call again after lunch when being in the **Neighbourhood**). The night in the **Motel** needs a deepened relationship.



There are issues with the translations and the game. To be clear: *Ruby's* affection should only be available on Mon, Tue, Thu and Fri. And always call her from the **Neighbourhood**.

### B. Family ties



There is a lot to discuss with your *sister* after she turned up (see 7.C). Meet her on the **College ground** or inside the **Dorm** (see her schedule at p.29). Enjoy the reconciliation ... attempt. New job opportunities open up, see 8.C and 8.D.

### C. Best Friend+



Alex owes *Valerie* a lot. And some cash too. Clear the debt with her if you can really spare the money. Go to **Yoga** together on *Tue* or *Thu* early mornings to pile up more RSP (Relationship points). Meet her in **Val's Room**. --



*Valerie* opens the **Bathroom** and the tub at some point ... and a slutty *Alex* may take advantage of her genetic weakness **twice**. What friends are good for.



A drunk *Alex* can wake *Val* to show her gratitude. Hick. Apologize the next day.

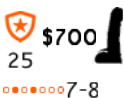
### D. Best Friend's Mom



*Alex'* relationship with *Barbara* is getting more and more complicated too. The regular helper task in the **Kitchen** on a Saturday's morning (see also 06-10) will come to a halt when *Barbara* decides to approach her sexy nurse *Alex*.



Talk to *Barbara* afterward. She will beg for a new team webcam show. *Alex* needs to purchase an expensive dildo at the **Sex shop** before. Then at 9<sup>pm</sup>, her room.







It's time to reward *Barbara* for her relentless education. Buy the next expensive artificial member in the **Sex Shop** and surprise her in the **Kitchen** when feeling safe, *Tue* and *Thu* between 7<sup>am</sup> and 8<sup>am</sup>. Again and again, if you want ...

### E. Playing basketball, too



The guys at the **Court** are kind of fun and helpful, and regular sports help your stats. *Rudo* seems to be the caring giant, whereas *Broom* plays a role as a relentless womanizer. It is difficult to get rid of him. If you don't care about values or







   STD's *Alex* may have limited (see p.13) or after the first oral service, even the **full fun** in the open. This sport-fun combo is a **good start** to the day by now ... 


*Broom* and *Rudo* move to the **Old factory** on Wed and Thu, after you finished the first jobs for the Mafia (8.A). They will tell you a little more about the criminal structure of the town and will be of further help in the future.

### F. Juliet & Romeo




Do you remember? *Ash* and *John* rescued poor *Alex* (07-02). The dangerous night ended hot and comfy. *Alex* likes the couple, maybe *Ash* a little bit more, and their cosy den, the **Secret room**. You have its key and may come and go as you like. Additionally, both get an appearance in the **Red Quarter** after 9<sup>pm</sup>. See 8.B.

  Walking in on Monday in the very morning between midnight and 5<sup>am</sup> unveils  some hot show with *Ash*. Furthermore, you get permanent access to a neat sex-machine afterward – stepwise usable with **5 hearts only** ... 

 Subsequent visits to lonely *Ash* allow for nice chats which are getting more and more intimate. The threesome scene from 07-02 is repeatable when making a visit on *Wed*, *Sat* and *Sun* between 0<sup>am</sup> – 5<sup>am</sup>.

### G. Musicians' love life

 After completing the group (7.F), *Alex* and *Rick* may have a pleasant *nightly* chat at the **Old bus** now. He will tell her about the magic headlight. Now you're able to **enter his bus** during the day. Sometimes *Alex* may stumble over a free beer.






Play a commercial puzzle on your phone to get a glimpse at *Rick's* historic conquest ...







You met a slutty punk girl during your lessons at *Falsetto*. *Michael* told *Alex* something about *Leila* being a niece of *Falsetto*. After detecting *Jill* (7.A), you may pay *Falsetto* a surprise visit by taxi or car at his **Studio** after 11<sup>pm</sup>. Kinky niece.

Players of the old game "Bright Future" won't expect sexual relations with the band members. They see *Michael's* sad story with his wife developing again. Some fun with *Leila* and *Owl* too.

### H. A not so Arctic Cafe

  20    The interactions with "Albert" evolve systematically, with rising COURAGE: daily stretching and daily extra money, risky and with no release. You decide.

 11-15

   *Amanda* (see p.12) may need your help in the **Café** on some weekend again. This time, the humiliation is too much. Enjoy a classic Women's-rights party. 

## 10 Special locations to BARS



### A. The Motel



You may have a look at this sleazy but quiet location (without mobile connection) after buying a car (11.A) – or you'll learn about it when coupling with *Ruby*. When being there on your own you can rent a **Motel Room** and let *Alex* spend the night. She will earn +1 COURAGE, new material for your gallery and maybe future action too. – Don't miss the CARD in the entry «hall».

### B. Glamour

The **Beauty parlor** offers a **Sauna** for a deeper relaxation after buying a pass.

 Normal use yields only some mood points. But if *Alex* enjoyed *Penelope* thoroughly and helped *Margie* in the **Clothing store**, she may play a pretty embarrassing game with them on *weekends* or *Wed* between 1<sup>pm</sup> and 4<sup>pm</sup>. 



\$150

\$550

Rock Queens just love **Tattoo Studios**. Alex may think about adding some ink to her pristine body. Think twice: It stays forever. And not all images have been adapted to it yet.

### C. The College



This location got massively extended to house a lot of events in the future. The two new **classrooms**, the **Vice-Rector** and the **WC**, see already some action, check **8.C & D**. The **Library** houses a **CARD** at least. And enjoy the lively **Entry**. More to come, for sure.

.....0-7

### D. The Rock-Bar



It's a magical location for a Rocker-Chic. The **Stage** gives 2 **INSPIRATION every time**. **Leo's Bar is the door to alcoholism**: start with *daily* drinking, as much as possible. Drinks are expensive, so launch this new hobby only, when you can afford it. Alex develops her tolerance for alcohol, along with the addiction to it. The process has 4 stages and takes about 6 weeks. Better stop it on a funny level.

\$60-150



-\$2XX (R)  

A *drunk* Alex will be able to wake up her BFF, at least. A repeatedly *wasted* one will get a treatment so typical for this town ... more to come, for sure. For now, getting Alex clean again is easy: Stay sober for some time. Or, when Alex has been sunk to level 4, go to the **Hospital** and pay. Details on **p.42**.

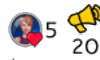
\$500

.....7-23

### E. The Gym



Fred seems lazy, but not dumb: When Alex needs him as a trainer for her **POWER** skill, he uses her for his business. She has to bring in 3 or 4 new customers.



\$50



Ask Barbara, Valerie, Rudo, Leo, and Margie. The latter needs some affection. Chat with her at **Smartbucks** or run a few laps together on the **Sports Ground**. See Margie charts, **A.7 p.29**. You'll meet all participants in the Gym between **11<sup>am</sup>** and **7<sup>pm</sup>**, Barb on the weekend only. Fred comes up to you when you were successful.



You'll be the matchmaker in the following **Gym** drama. Persuade Margie or **Ingrid**. Supporting Margie feels natural ... but maybe Alex wants Fred for herself?



The event isn't perfectly streamlined yet. Instructors for **AGILITY** (Penny?) and **HIT POWER** (Leo?) are not available now. But **AGILITY** can be still increased by basketball and yoga. – Leo is optional.

## 11 The little things to BARS

### A. The first car

\$20,000



Your bassist Kian owns a car dealership, **Birch Motors**. His staff has a bargain for Alex: A Smart ForTwo for **\$20,000** only. If you blew the money together, you should invest in this little piece of freedom. Two new locations become available: The **Motel**, see **10.A** and the **Gas station** (**CARD**) during refueling.



\$200

\$300

If the new button with the car symbol glows red, it will show you your *Smart's* current location after clicking. Smart, isn't it. – Also on the car map: the refuel option (leading to the nearest **Gas station**) and the **tow service**, if your car is unreachable. Of course, a drunk Alex doesn't drive.

For a housewifely Alex the car isn't a big help. But she will be very quick near the **Highway** on a rainy day ... More useful scenarios may follow.

### B. The Last CARD



There are **39** **CARDS** in the game for now. If you were able to catch them all – congratulations and respect. I missed one for quite a time. This Easter egg can only be grabbed between **6<sup>am</sup>** and **9<sup>am</sup>** at the **Quarry**. Really, I have no clue why.

## C. Snippets

To make Alex' everyday life more interesting and lively, small extra events without an actual connection to the story or a follow-up are being added from time to time:

### Metro / Subway / Bus

♥ There are 3 scenes in the **Sub** showing a coupling couple, open school uniforms and the usual pervert. The latter can be embarrassed by Alex later on. And maybe the same perv causes the mess in the **Bus**. Don't forget to clean up afterwards.

### Quarry

The beach is a nice crossing point on weekends. You can meet Jane on Saturday between 12<sup>am</sup> and 3<sup>pm</sup>. Barbara will be there on Sunday between 1<sup>pm</sup> and 3<sup>pm</sup>.

Impressive exhibitionists perform on Wed and Thu between 11<sup>am</sup> and 6<sup>pm</sup>. Get your special pic – if you dare! The nudies like to nab curious girls to introduce them to the strange world of nudism and exhibitionism. A “progressive” Alex may enjoy the sun and the water in the nude from now on, after getting caught.

During sunbathing some perv may randomly unload himself on Alex. According to her COURAGE she may get turned on or disgusted and frightened by this.

### Rose street

Victor, the fiddler and Jane have been mentioned in this guide already. Owl will be in the **Library** every day between 1<sup>pm</sup> and 3<sup>pm</sup>, the reason isn't known yet. A ♥ masturbating student girl may appear randomly on any other time too.

### The Bench

Alex looks good when sitting on it. A proper depraved MC may relax herself there in the evening after 8<sup>pm</sup> when feeling standard arousal in her rocker cloth. ♥

## D. Other

- Some indecent activity behind Alex' seat in the **Cinema**, randomly
- Tanya and Bonnie sit together in front of the **College**, Sat/Sun 9<sup>am</sup> to 11<sup>am</sup>
- Ruby and Valerie are playing tennis on the **Sports ground** between 2<sup>pm</sup> and 4<sup>pm</sup> on Ruby's free days. A dialogue with Valerie gives a RSP
- Margie runs around the **Sports ground** between 10<sup>am</sup> and 12<sup>am</sup> on days Ruby is working. Alex can join her for a RSP
- Margie drinks a coffee at **Smartbucks** on Ruby's work days. Alex can join her for a RSP and some mood points
- When Alex is having power > 31 the weights in the gym change
- A suspicious girl is refreshing herself in front of the **WC-mirror** in the **Arctic Café** from time to time
- The **College entry** shows varying backgrounds depending on the progress of the Teacher story
- The occasional **cat to pet** in front of the house in the Neighbourhood
- You will see Penelope in the Downtown **Subway** station between 11.10<sup>am</sup> and 11.40<sup>am</sup>
- The lonely **Street** to the **right** got three random sprites in 0.63
- More small happenings can be derived from the NPC-schedules



15

20  
25

10

19



## E. FAQ

- *My old savegame seems not to be compatible ...*

Only saves from the *closest predecessor* are being made compatible with every new version. Details are listed in the announcement of the actual version.  
– In former times, updating an old save needed the player to open the **wardrobe** after loading this savegame. The wardrobe has no character information or stats and allows to add, change and remove variables from the game without errors. It may still help you with ancient saves.

- *The scene / event / quest is unfinished / too short ...*

This game has no linear development. Events and quest stages are being steered by the community but have to grow in the pace of the main story to maintain a realistic vibe. No one should expect *Alex* to blow ten cocks at the **Glory Hall** in her first week. And it really helps to read the changelog and announcements closely.

- *What about the extra for the bonus points?*

The «**Erotic dreams**» bonus may indirectly help a little bit making money by preserving strayed hearts. After getting access to *Ash's* sex machine its effect is diminished. But it may help you a lot when you are an *Albert* fan and all the cards in the game are used up.

- *How does **pregnancy** shape the game?*

There is no real *concept* for pregnancy in the game yet, only the *conception* and the trouble connected. Having unprotected sex leads to a 4-days conception-risk. If it meets the internal conception time *Alex* will be pregnant. There were rumours, that a prolonged pregnancy will end the story. Right now, the pregnancy indicator just changes from “possible” to “actual”. If you missed taking the pill-afterwards, your only way out is an expensive abortion at the hospital then.

- *There is a faster way to move forward ...*

Congrats, yes, I am sure that some days could be won by being more house-wifely and changing the cascade of events between **COURAGE 5** and **9**. But a rewriting of the walk-through does not currently seem justified.

- *This walkthrough is so confusing ...*

... as much as this ever-growing game is. The first part of the WT wants to bring a complete rookie to **COURAGE 20** and to the “game’s feeling” as fast as possible. The second part tries to help the experienced one to don't miss any new additions to the story. There may be a gap for the intermediate player searching for single storylines with specific characters. On the other hand, this game isn't a typical character hunting one. Maybe there will be a better hint sheet out there, one day.

- *There are bugs in the game ...*

Yeah, they will be many, it is a complex one. We are happy about every precise bug report. So, please try to describe the problem, copy any error message and list the things you did. Write all this into the **F95**-thread or in the community part of the Patreon-page of «kosmogames». Thx a lot.

## F. Known unresolved bugs

- the jump routine to the **College** can stop the game
- the puzzle games in the phone may lead to a dead end
- ~~the schedules of quite some NPC need to be harmonized~~
- the NPC-screen is being reworked and doesn't reflect the game status
- the alcoholism system is limited to the **Rock Bar** for now
- Sports need trainer for agility and hit-power

You have reached the end of the unofficial game guide for BP v.o.70. All events in the game should have been touched at least. For corrections and additions contact me on F95/members/ernst-kurz.67698 or Discord <https://discord.gg/Kup5vx7>

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## A. Important characters – Schedules & RSP (Relationship Points)

+ after condition has been, - until condition is being ... reached / ∞ repeatable, x repeatable for x times, ∞ – repeatable until some event, · one-time action / **Only standard appearances are being listed** ! RSP are being reworked for most characters



### A.1 Barbara (Barb)

**First appearance:** After dialogue with Val about getting a job (p.5)

Time / Day	Mon-Fri	Sat	Sun
6:10 <sup>am</sup> – 6:40 <sup>am</sup>		Bathroom, closed	
6:40 <sup>am</sup> – 7:00 <sup>am</sup>		Bathroom, open	
7:00 <sup>am</sup> – 7:59 <sup>am</sup>		<b>Kitchen, oven</b>	
8:00 <sup>am</sup> – 8:24 <sup>am</sup>		Kitchen, table	
8:25 <sup>am</sup> – 8:44 <sup>am</sup>		Barbara's room	
8:45 <sup>am</sup> – 3:59 <sup>pm</sup>	Work, possibly		
8:45 <sup>am</sup> – 9:59 <sup>am</sup>		Kitchen, cleaning	
10:00 <sup>am</sup> – 3:59 <sup>pm</sup>		Work	
8:45 <sup>am</sup> – 12:59 <sup>am</sup>			?
1:00 <sup>pm</sup> – 2:59 <sup>pm</sup>			Quarry
3:00 <sup>pm</sup> – 3:59 <sup>pm</sup>			?
4:00 <sup>pm</sup> – 4:19 <sup>pm</sup>		Bathroom, closed	
4:20 <sup>pm</sup> – 4:30 <sup>pm</sup>		Bathroom, open	
4:31 <sup>pm</sup> – 4:59 <sup>pm</sup>		Kitchen, oven	
5:00 <sup>pm</sup> – 7:59 <sup>pm</sup>		Living room	
8:00 <sup>pm</sup> – 8:34 <sup>pm</sup>		Kitchen, oven	
8:35 <sup>pm</sup> – 8:59 <sup>pm</sup>		Kitchen, table	
9:00 <sup>pm</sup> – 0:59 <sup>am</sup>		Barbara's room, "working"	
1:00 <sup>am</sup> – 6:09 <sup>am</sup>		Barbara's room, sleeping	

	Type	Event   Page	Description
+I	·	<b>22</b>   16	Surprise Barbara after midnight
+I	·	17	Ask Barbara about her passport
+I	·	<b>23</b>   17	Attend the first webcam event
+I	·	18	Ask Barbara why she isn't married
+I	∞	<b>93</b>   18, 11	Help Barbara in <b>her room</b> , Friday after breakfast
+I	∞ – <b>28</b>	<b>28</b>   18	Help Barbara in the <b>Kitchen</b> , Saturday after 9 <sup>am</sup>
+I	·	<b>16</b> <b>24</b>   13	Attend communal dinner/breakfast after taking the video
+I	·	<b>25</b>   13	Attend the second webcam event
+I	·	<b>26</b>   13	Dinner/breakfast after 2 <sup>nd</sup> webcam & in sexy home cloth
+I	·	<b>27</b>   13	Attend the third webcam event
+2	·	<b>28</b> <b>29</b>   20	Prepare and attend the 4th webcam event
+2	∞	<b>210</b>   20	Surprise Barbara in the <b>Kitchen</b> on Tue & Thu morning










### A.2 Valerie (Val, Lera)

**First appearance:** Game start

Time / Day	Tue Thu	Mon Wed Fri	Sat	Sun
6:00 <sup>am</sup> – 6:59 <sup>am</sup>				Val's room, Yoga
6:00 <sup>am</sup> – 6:20 <sup>am</sup>	Val's room, Wardrobe			
6:21 <sup>am</sup> – 6:59 <sup>am</sup>	Transfer			
7:00 <sup>am</sup> – 10:59 <sup>am</sup>	Penelope			

Time / Day	Tue Thu	Mon Wed Fri	Sat	Sun
7:00 <sup>am</sup> – 7:29 <sup>am</sup>		Bathroom, closed (open when rel >= 16)		
7:30 <sup>am</sup> – 7:49 <sup>am</sup>		Bathroom, open		
7:50 <sup>am</sup> – 7:59 <sup>am</sup>		Val's room, Wardrobe		
8:00 <sup>am</sup> – 8:24 <sup>am</sup>		Kitchen, table		
8:25 <sup>am</sup> – 8:44 <sup>am</sup>		Val's room, Wardrobe		
8:45 <sup>am</sup> – 8:59 <sup>am</sup>		Newsstand		
12:00 <sup>pm</sup> – 1:59 <sup>pm</sup>			Beauty parlor	
2:00 <sup>pm</sup> – 3:59 <sup>pm</sup>	Sports ground			
5:45 <sup>pm</sup> – 5:59 <sup>pm</sup>	Newsstand			
6:00 <sup>pm</sup> – 6:09 <sup>pm</sup>	Val's room, Wardrobe			
6:10 <sup>pm</sup> – 6:59 <sup>pm</sup>	Val's room, Yoga			
7:00 <sup>pm</sup> – 7:44 <sup>pm</sup>	Bathroom, closed (open when rel >= 16)			
7:45 <sup>pm</sup> – 7:59 <sup>pm</sup>	Bathroom, open			
8:00 <sup>pm</sup> – 8:09 <sup>pm</sup>	Val's room, Wardrobe			
8:10 <sup>pm</sup> – 8:34 <sup>pm</sup>	Kitchen, fridge			
8:35 <sup>pm</sup> – 8:59 <sup>pm</sup>	Kitchen, table			
9:00 <sup>pm</sup> – 10:59 <sup>pm</sup>			Living room, Boyfriend	
9:00 <sup>pm</sup> – 10:59 <sup>pm</sup>	Val's room, Bed			
11:00 <sup>pm</sup> – 5:59 <sup>am</sup>	Val's room, sleeping			




	Type	Event   Page	Description
I	·	Start	Base value
+I	·	14	Ask Valerie about her exercises
+I	·	15	Give Valerie regards from Penelope
+I	·	15	Tell Valerie about your first job in town
+I	·	 16	Help Valerie with her underwear
+I	·	16	Meet Evelyn and get closer to Val
+I	·	    10	Have the first girlz evening
+I	∞	1   2	Go to Yoga with Valerie on Tue and Thu morning
+I	·	1   5	Talk to Valerie on the Sports Ground
+I	·	   15	Have the second girlz evening, with Ruby
+2	·	20	Give Valerie the money back (\$600)
+2   +I	2   ∞	    20	Enjoy a special   normal bath with Valerie




### A.3 Ruby

First appearance: In the Sports center

Time / Day	Mon Tue Thu Fri	Wed	Sat	Sun
7:00 <sup>am</sup> – 10:59 <sup>pm</sup>		Sports Center, working		
2 <sup>pm</sup> – 3:59 <sup>pm</sup>	Sports Ground, tennis			
+ second date				
1 <sup>pm</sup> – 6:59 <sup>pm</sup>	Date by phone, call from Nh			

	Type	Event   Page	Description
+2	·	1   4	Help Ruby with Kevin
+I	·	   15	Have the second girlz evening, with Valerie
+I	·	   20	Kiss Ruby on the first date




	Type	Event   Page	Description
+1	∞	34   20	With Ruby in the Cinema
+1	∞	35   20	With Ruby to the Quarry
+1	∞	36   20	With Ruby in the car
+2	∞	37   20	One night with Ruby in the Motel



#### A.4 Ash

First appearance: In the Arctic Café, during Main quest

Time / Day	Mon	Tue Fri	Thu	Wed	Sat	Sun
+ key for Secret room						
0 <sup>am</sup> – 4:59 <sup>am</sup>	Secret room			Secret room, with John		
- Finding a manager						
11:00 <sup>am</sup> – 1:59 <sup>pm</sup>	Arctic Café					
+ Ash is working						
7:00 <sup>am</sup> – 8:59 <sup>pm</sup>	Owl Music		Owl Music		Owl Music	


	Type	Event   Page	Quest   Description
+1	·	10	16   Give Ash your poster
+1	·	11, 12	24   Spy on Ash & John, meet Ash in the Café
+2   +1	∞	62   15	24   Get rescued by Ash   Repeat the 3-some
+1	·	63   16	Learn about Ash's machine
+1	∞ / max 3 RSP	16	Chat and get closer to Ash
+1	·	17	30   Organize a job for her
+2	·	65   19	Deep-throat course



#### A.5 Penelope (Penny)

First appearance: In the Sports Center, MC looking for yoga lessons

Time / Day	Mon Tue Thu Fri	Wed	Sat	Sun
6:00 <sup>am</sup> – 11:00 <sup>am</sup>	Sports Center, Yoga, working			
4:10 <sup>pm</sup> – 4:39 <sup>pm</sup>	Downtown, Sub station			
+ Advanced shower, Helped Margie				
1:00 <sup>pm</sup> – 3:59 <sup>pm</sup>			Glamour, Sauna	

	Type	Event   Page	Description
+1	∞ – 73	71   7	Communal shower
+2	∞ / max 2 RSP	72 73   12	Extra Session & Deep Shower
+2	·	33   16	Sauna Games



#### A.6 Jane

First appearance: In the Arctic café, weekdays

Time / Day	Mon-Fri	Sat	Sun
11:00 <sup>am</sup> – 11:29 <sup>pm</sup>	Arctic café, working		
12:00 <sup>pm</sup> – 2:59 <sup>pm</sup>		Beach	
+ first date			
9:00 <sup>am</sup> – 10:29 <sup>am</sup>	Havana, coffee		



### A.7 Margie

First appearance: In the Sports center

Time / Day	Mon Tue Thu Fri	Wed	Sat	Sun
7:00 <sup>am</sup> – 10:59 <sup>pm</sup>	Sports Center, Reception, working			
10 <sup>am</sup> – 11:59 <sup>am</sup>		Sports Ground, Running		
2:00 <sup>pm</sup> – 2:59 <sup>pm</sup>		Smartbucks, Coffee		
+ Helped Margie, Advanced shower with Penelope				
3:00 <sup>pm</sup> – 3:59 <sup>pm</sup>		Glamour, Sauna		
+ Convinced Margie during Gym task				
4:00 <sup>pm</sup> – 5:59 <sup>pm</sup>		Sports Center, Gym		

	Type	Event   Page	Description
+1	.	33   16	Sauna Games
+1	∞		Jogging together
+1	∞		A nice chat / + MOOD



### A.8 Tanya

First appearance: After finding Rick/Roman during the Main quest

Time / Day	Mon-Fri	Sat	Sun
5:00 <sup>pm</sup> – 8:59 <sup>am</sup>	Dorm		
12:00 <sup>pm</sup> – 8:59 <sup>am</sup>		Dorm	
9:00 <sup>am</sup> – 10:59 <sup>am</sup>		College Ground, with Bonnie	
+ 1 <sup>st</sup> Sister sleepover, ready to apply for teaching job			
8:00 <sup>am</sup> – 8:59 <sup>pm</sup>	College Entry, with Bonnie		
+ Hired as a teacher			
11:00 <sup>am</sup> – 12:59 <sup>pm</sup>	Painting Class		

	Type	Event   Page	Description
+2	.	120	Reconciliation



### A.9 Amanda

First appearance: First day, first action in town

Time / Day	Mon-Fri	Sat	Sun
11:00 <sup>am</sup> – 11:29 <sup>pm</sup>		Arctic Café, Working	

	Type	Event   Page	Description
+2	.	85   12	Help a colleague in distress
+2	.	85   43   21	Help again, enjoy her freedom-party



### A.10 Ingrid

First appearance: Gym, after bringing in new customers

Time / Day	Mon-Fri	Sat	Sun
5:00 <sup>pm</sup> – 6:59 <sup>pm</sup>	Sports Centre, Gym		

	Type	Event   Page	Description
+1	.		Workout

## B. Quests / Courage

No	Quest	Pages with steps	Type	Dependencies	Importance	Dev status	Hot scenes
0	Money for Valerie	2, 20	♥		█	C	
1	Job search	2, 2, 5	🔍⚙️		█	C	
2	The key to the basement	3, 3, 3	🔑		█	C	
3	Do you like basketball?	3, 10, 11		19 >	█	A	82
4	Mr. Yeti	3, 4		< 28	█	C	
5	So different ...	3, 4, 6, 6, 19	♥		█	A	14 8 18
6	Connection to the world	8, 10, 10			█	C	
7	The benefits of yoga	4, 5, 7, 12	♥		█	B	71 72 73
8	Almost a journalist	6	🔍	1 > < 9	█	C	
9	Holes of glory	6	🔍	8 > < 10	█	C	41
10	Unexpected advice	6, 6, 8	🔍	9 > < 16	█	C	
11	Valerie's private life	6, 9, 9, 10,	♥	< 18	█	A	51 53
12	A guy from the dreams	6, 10, 10			█	A	
13	Ancestry	7	♥	< 14	█	A	
14	Show yourself	6, 6, 7, 7, 7, 13, 13, 13, 20	♥⚙️	13 >	█	A	23 16 2 10
15	Touching love confession	8, 8, 12, 14, 15	♥	< 18	█	C	31
16	What a useful acquaintance	8, 10, 10, 10	🔍	10 > < 19	█	C	
17	Harsh waitress	9, 10, 12, 21	♥	< 26	█	C	85
18	Innocent fun	10, 15, 15	♥	15 > < 27	█	C	54
19	The rock is outside the law	10, 10, 10, 10, 11, 11	🔍	16 > < 21	█	C	
20	Errand girl	18, 18, 18, 18, 18, 18	⚙️	10 >	█	C	
21	Combat fagots	11, 11	🔍	19 > < 22	█	C	
22	Vocal lessons	11, 11, 11, 11, 11, 12	🔍	21 > < 25	█	C	
23	Quiet place	11, 11	♥	22 >	█	C	83
24	Romeo and Juliet	11, 12, 15	♥	16 > < F	█	C	61 62
25	Hard work	12, 14, 16	🔍	22 > < 28	█	C	
26	The oldest profession	13, 13, 15, 19, 19, 19	⚙️	... 17 >	█	C	94 95 8 10 8 14 9 17
27	Date with Ruby	15, 20, 20, 20	♥	18 >	█	A	32 - 37
28	We are looking for talents	16, 16, 16, 17, 17	🔍	25 > < 29	█	C	8 15 9 8 8 12 8 11
29	A talent for writing poetry	17, 17, 17, 17	🔍	28 > < 30	█	C	
30	Everyone is here	17, 17, 17, 17, 17, 17, 17	🔍	29 > < 31	█	C	
31	Give the heat!	18, 18, 18	🔍	30 > < 32	█	C	8 12 8 14
32	Performing Arts	18, 18, 18	🔍	31 > < 35	█	C	8 15 8 16
33	Teacher of the year	19, 19, 19	⚙️	30 > < 34	█	A	8 17

№	Quest	Pages with steps	Type	Dependencies	Importance	Dev status	Hot scenes
34	Don't move	19, 19		33 >		A	
35	Guitar lessons	17, 17, 17		30 < 36		C	
36	Last preparations	18		32 >		C/A	
37	Unreachable level	18		Sports		C	
<b>Non-quest event chains</b>							
Ⓐ	Inside Jane	8, 10, 10, 13, 13		10 >		A	42
Ⓑ	Inside the Casino	5, 7, 7, 7, 7, 19				A	81 91 818
Ⓒ	Inside the washer	11, 11				C	93
Ⓓ	Penny inside	7, 12, 14, 21		7 >		A	73 74
Ⓔ	Broom inside	12, 13, 20		3 >		A	86 I-4
Ⓕ	Romeo, Julia and	21, 21, 19		24 >		A	63 64 65
– Main quest line /  – Main Side quests /  – Steady jobs /  – Benefiting a relationship /  – Forced / A – Active quest / C – Completed quest / B – Broken quest / ( ) > (This) quest is a precondition of the actual one / < ( ) The actual quest is a precondition of (this) another one							

Courage №	Page.Pos	Type	Quest	Description / Remarks
1		init	--	Arriving in town
2	2	b	-	Ask the <i>Rector</i> in the <b>College</b> about a job
3	4	d		First erotic dream
4	6	bd	8 9	The secret of the last stall
5	6	b		Meet <i>Evelyn</i>
6	11	bd		Date with <i>Leo</i> / X not necessary
7	12	d		Enjoyed all of Pornhub
8	12	d		Get closer to <i>Penny</i>
9	12	b	22	Earn the first lesson with <i>Falsetto</i>
10	12	d	14	Take a self-vid on the bed
11	13	d	14	Attend a webcam event with <i>Barbara</i>
12	13	bd	26	Open up and visit the <b>Red Quarter</b> , talk to the whores
13	13	d		Blow <i>Broom</i> the first time
14	13	d	14	Attend a webcam event with <i>Barbara</i>
15	13	d		Help <i>Jane</i> during a stormy night
16	13	d		Blow a trucker on the <b>Highway</b> , in the rain
17	15	bd	26	Help <i>Paris</i> in the <b>Café</b>
18	15	bd		Try to cross the <b>Park</b> at night / forced X



Courage №	Page.Pos	Type	Quest	Description / Remarks
19	15	bd	24	Nightly walk <b>left</b> of the <b>Home</b> Quarter / X not necessary
20	15	d	27	Girl's night in
21	16	b	28	Find the "director"
22	20 9.A	db	27	Surprise <i>Ruby</i>
23	21 9.G	d		Peek on <i>Falsetto</i> at night
24	21 9.F	d		Surprise <i>Ash</i> and learn about her secret machine
25	20 9.D	d	14	Attend a webcam event with <i>Barbara</i>
26	20 9.D	d		Surprise <i>Barbara</i> in the <b>Kitchen</b>
27	19 8.B	d	26	Get the prossie cert
28	19 8.B	d	26	Entry-level whoring
29	18 7.I	b	32	Attend the second lesson of the on-stage course
30	18 7.I	db	32	Finish the on-stage course
31	21 10.B	d		Attend a special <b>Sauna</b> event
32	18 8.A	b	20	Deliver the suitcase for the Mafia
33	20 9.C	d		Take advantage of <i>Val's</i> weakness
34	19 8.B	d	26	More money with advanced whoring
35	19 8.C	db	33	"Punish" the thief at the <b>College</b>
36	21 10.A	b		Spend a night at the <b>Motel</b>
37	23 11.C-2	d		Take a naughty selfie with nudists at the <b>Quarry</b>
38	19 8.E	db		Work as a VIP <i>Waitstaff</i> at the <b>Casino</b> for the first time
39	19 9.C	d		Take advantage of <i>Val's</i> weakness again
init – initial value / b – bravery / d – debauchery / bd – b and d combined / 6-9 critical points / 20 end of the "guiding guide"				

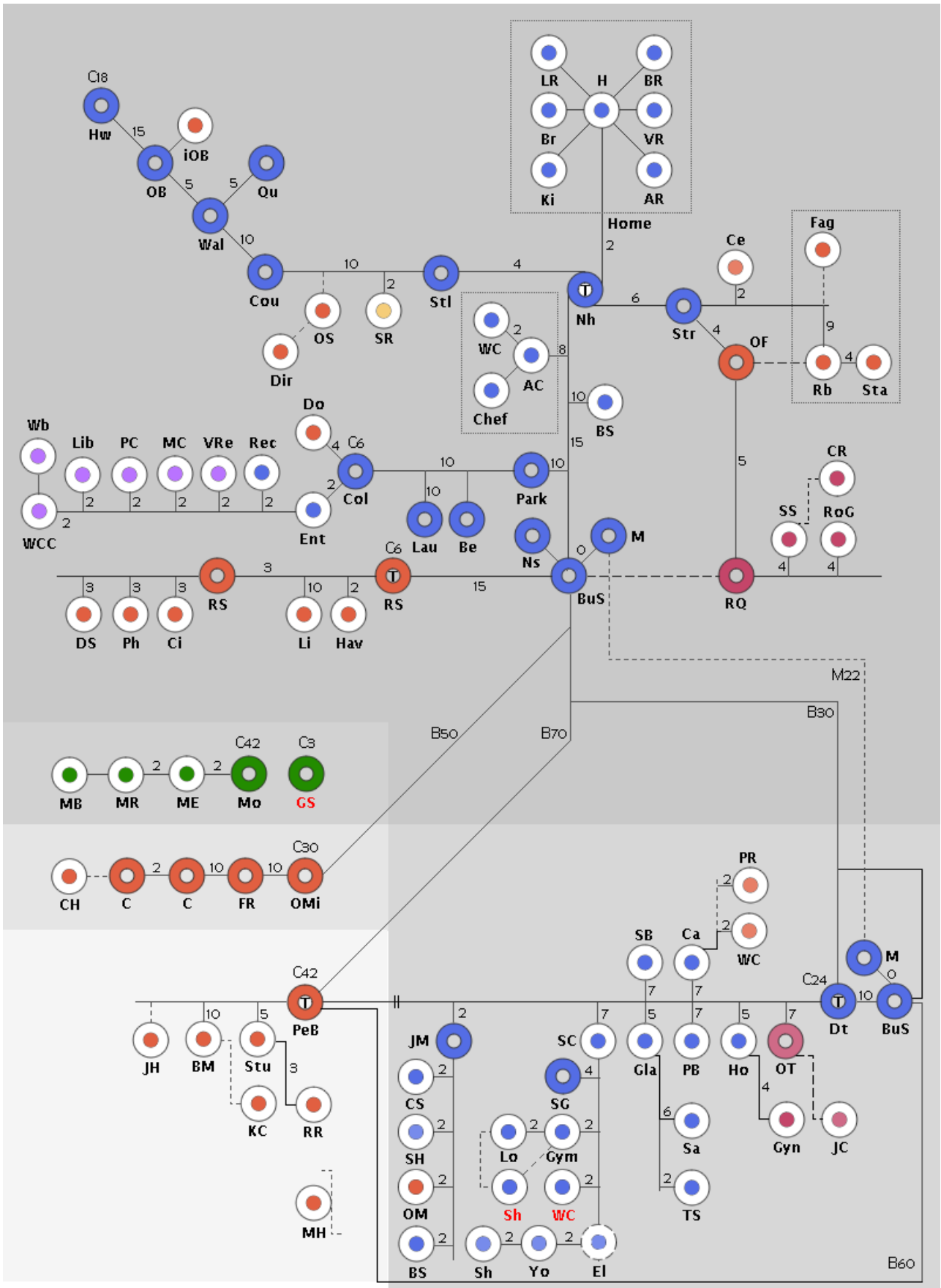
## C. Items

Item	Where to get	Price	Effect	Relevance
Antidepressant	Ph	\$200	Duration of depression from 72h to 720min	Yellow
Apple	BS	\$15	- Drunkenness / - Hunger / for → Apple Pie	Green
Apple pie	BS/ Ki	~ \$70	Needs recipe from Chef & ingredients from BS - Hunger / + Mood, + Power after 5 <sup>th</sup> piece	Green
Aspirin	Ph / CP / ED	\$150	Duration of headache from 20h to 70min	Yellow
Beach Towel	CS	\$200	Needed with Bikini	Green
Beer, bottle	BS / CP	\$50	+ COURAGE (temp.) / + Drunkenness	Red
Beer, glass	RB	\$70	+ COURAGE (temp.) / + Drunkenness	Red
Bikini, 1 & 2	CS	\$170	+ Mood, CHARM by sunbath, swimming	Green
Black underwear	CS	\$170		Green
Capo(daster)	MH	--	playing guitar, probably	Green
Car, Smart Fortwo	BM	\$20,000	+ Speed, Range	Yellow
Cereal Bar	Ho / CP / M	\$35	+ Mood / - Hunger	Red
Cigarettes	Ns	\$20	+ Mood / - Smoking desire	Red
Coffee Machine	Web	\$700	Needs Coffee pack	Green
Coffee pack	BS	\$100	+ Mood / - Weariness	Green
Coffee, various	SB	\$45-55	+ Mood / - Weariness	Green
Cookies	BS	\$60	+ Mood / - Hunger	Green
Dildo, pink	SS	\$500	Quest / + Mood / - Arousal	Yellow
Doctor's certificate	Ho	\$200	Quest	Yellow
Dressing table	Web	\$1500	Automated makeup, + time	Green
E-Cigarette	Web	\$800	+ Mood	Yellow
Eggs, 6	BS	\$40	for Scrambled eggs / for → Apple Pie	Green
Emergency contraceptive	Ph	\$600	1:4 risk of pregnancy after bare x	Yellow
Energy drink	BS / CP	\$50	- Weariness	Green
Flashlight	Ns	\$130	Quest	Red
Formal suit	CS	\$700	Side-job, Quest	Yellow
Guitar, Merlin	OM	\$1500	Quest	Red
Guitar course 1,2,3,4	Ns	\$100	Quest	Red
Honey	BS	\$150	+ Vocal	Green
Hotdog	Ns	\$40	+ Mood / - Hunger	Yellow
Jade News #1 (Week 1)	Ns	\$50	Info	Yellow
Jade News #2 (Week 2)	Ns	\$50	Quest	Yellow
Jill's Notebook	JH	--	Quest	Red
Key to basement	WB	--	Quest	Red
Key to Ash's Hideout	Quest	--		Green
Key to the Last Stall	Quest	--	Side job	Yellow
Laptop	ES	\$1000	Quest / Shopping	Red
Liquid for E-Cig	Ns	\$20		Yellow

Item	Where to get	Price	Effect	Relevance
Literary magazine #1 & #2	Ns	\$150	+ Writing	Yellow
Lubricant	SS	\$150	For anal experiments	Green
Makeup, 20 pt.	BS	\$120	+ CHARM	Red
Milk chocolate	Ho / M	\$60	+ Mood / - Hunger	Green
Mulled wine	SB	\$70	+ COURAGE (temp.) / + Mood / + Drunkenness	Green
Olive Oil	BS	\$50	for Scrambled eggs / for →Apple Pie	Green
Packages, Mafia	various	–	Quest	Yellow
Perfume 1 - 4	Ns / Web	\$100-800	+ CHARM 5 -13	Red
Pineapple can	BS	\$35	+ Mood / - Hunger	Green
Pizza, frozen, 2 pt.	BS	\$30	+ Mood / - Hunger	Yellow
Poster, Alisa Dark	–	–	Quest / + Ash	Red
Pregnancy test	Ph	\$200		Green
Rock costume	CS	\$1000	Stage outfit, Main Quest	Red
Sex machine	SR	Shared	Fixed / + Mood / - Arousal	Yellow
Smartphone	–	–	Essential	Red
Sneakers	SH	\$200	Needed for Sports	Yellow
Sport Suit	CS	\$300	Needed for Sports and Yoga	Red
Spring Rolls, 2 pt.	BS	\$75	+ Mood / - Hunger	Green
Strapon	SS	\$700	Quest / + Arousal / + Barbara	Yellow
Sugar	BS	\$70	for →Apple Pie	Green
Suitcase	M Dt	–	Quest	Yellow
Tattoo	TS	\$550	Permanent	Green
Umbrella	CS	\$250	Protection	Red
Vibrator	ED	–	+ Mood / - Arousal	Green
Vodka, glass	RB	\$70	+ COURAGE (temp.) / + Mood / ++ Drunkenness <sup>3</sup>	Green
Wet wipes, 10 pcs.	Ph / BS	\$60	+ CHARM when being soiled	Red
Wheat flour	BS	\$60	for →Apple Pie	Green
Whisky on the rocks	RB	\$170	+ COURAGE (temp.) / + Mood / +++ Drunkenness <sup>3</sup>	Green
Wine, Red, bottle	BS	\$210	Quest	Yellow
Wine, Red, glass	RB	\$70	+ COURAGE (temp.) / + Mood / + Drunkenness	Green
Yoga mat	SH	\$100	Home sports	Yellow

BS – Breeze Store / CP – Purse in the Arctic Café / ED – Eve's drawer in Alex' Room / ES – Electronics store (Phone) / Ho – Hospital / JH – Jill's House / M – Sub-station / CS – Mall, Clothing store / SH – Mall, SportHero / Ns – Newsstand / OM – Mall, Owl Music / RB – Rock Bar / Ph – Pharmacy / SB – Smartbucks / SR – Secret Room / SS – Sex Shop / WB – Wastebin in Street, left / Wal – Wasteland / Web – Webshop (laptop)

# D. Locations



**LOCATIONS**

- Outside
- Inside
- XX New locations
- Taxi destination
- Path/Place only temporarily available during special events

**OPEN(ED)**

- From the beginning
- During the Main Story
- > Cou 11 & Red Quarter
- Having a car

**Side-Stories**

- Val
- Ruby
- Ash
- Other
- College story








The numbers are showing the time in minutes being necessary to reach the next waypoint by foot or “Bx” for Bus x minutes or “Mx” subway/metro x minutes, measured from the next main point on the straight line or around the corner. Time of 1min isn't shown. “Cx” shows the time in minutes to go by car from the Neighbourhood. Taxi/Cab takes the same time.




































































### Legend chart with opening hours (in 24h-format)

AC – Arctic Café	11 – 23	En – Entry		<b>Mo – Motel</b>	<b>24h</b>	<b>RQ – Red Quarter</b>	
AR – Alex' Room		Fag – RR Fagots	°18 – 23	MB – Motel Bathroom		RR – Rehearsal Room	15-20
Be – Bench in the park		FR – Forest Road		MC – Music Class		RS – Rose Street 1&2	
BM – Birch Motors	9 – 21	<b>GS – Gas Station</b>	*	ME – Motel Entrance		Sa – Sauna	
BR – Barbara's Room		Gla – Beauty parlour	9 – 22	MH – Michael's Home	°	SB – SmartBucks	6 – 21
Br – Bathroom		Gym	7 – 23	MR – Motel Room		<b>SC – Sports Center</b>	7 – 23
BS – Breeze Store	7 – 1	Gyn – Gynaecologist		<b>Nh – Neighbourhood</b>		SG – Sports Ground	7 – 23
<b>BuS – Bus stop</b>		<b>H – Hall, Home</b>		Ns – Newsstand	8 – 20	<b>Sh – Shower, Gym</b>	*
C – Castle		Hav – Café Havana	9 – 0	OB – Old Bus		Sh – Shower, Yoga	*
Ca – The Casino	24h	Ho – Hospital	24h	OF – Old Factory		SH – SportHero	7 – 23
Cel – Cellar		Hw – Highway		<b>OMi – Old Mine</b>		SR – Secret Room	
CH – Council Hall	°	iOB – inside Old Bus	6 – 23	OM – Owl Music	7 – 21	SS – Sex Shop	24h
Chef – Lucas Fry (AC)		JC – Jazz Club	*	OS – Old School	°0 – 6	Sta – Stage, Rock-Bar	
Ci – Cinema	24h	JH – Jill's House	8 – 22	OT – Old Town		Str / Stl – Street, r./l.	
<b>Col – College ground</b>		<b>JM – Jade Mall</b>		PB – Patreon Bank	9 – 20	Stu – Studio, Falsetto	8 – 23
CR – Course Room	°	KC – Kian's Cabinet	°	PC – Painting Class		TS – Tattoo Studio	
Cou – Court, Basketball		Ki – Kitchen		<b>PeB – Pearl Beach</b>		VR – Valerie's Room	
CS – Clothing store	7 – 23	Lau – Laundry	8 – 21:30	Ph – Pharmacy	24h	VRe – Vice Rector	
Dir – “Director”	°	Li – Library	8 – 19	PR – Poker Room	°	Wal – Wasteland	
Do – Dorm	9 – 20	Lib – Library, College		Qu – Quarry/Beach	(11-17)	Wb – Washbasins	
DS – Dance School	10 – 18	Lo – Locker, Gym		RB – Rock-Bar	0 – 7	WC – Arctic	
<b>Dt – Downtown</b>		LR – Living Room		Re – Rector		WC – College	
El – Elevator	7 – 11	M – Metro/Sub	5 – 1	RoG – Room of Glory	Wed 21	<b>WC – Sports Center</b>	*
						Yo – Yoga	7 – 11

\* Only temporarily open ° One-time-event only

## E. «Hot» scenes

**Bold** – MC is involved / **Red** – added lately //  RSP,  Arousal,  Finished “Hot event”,  Quest,  COURAGE ... needed  
<sup>1,2,3</sup> Scenes steered by menu choices, listed as one

ID	NPC Title	Occurrence	On page	Pre-   Conditions	Category
<b>1 M'baton / Dreams</b>					
1	Manual	∞		   AR / Br / WC / Sh	
2	Vibrator	∞		 14    AR / WC	
3	Dildo	∞		 29    AR / Br / WC	
4	Eve's drawer	·	6	AR	
5	Machine	∞		 64    SR	
6	Selfvid	·	13	 23  9   AR Bed	
7	Hot dreams 1&2	·	4 / 8	   AR Sleep 22 – 3	 
8	Bench Marking II	∞	23 C4	 19    Be 20 – 0	
9	Back hole explorer <sup>1,2,3</sup>	13		 25  19 Lubricant   (AR) Bed 6 -23	
<b>2 Barbara</b>					
1	Bathroom peeking	·	6	Br 6:20 – 6:40    Br 16 – 16:20	
2	Surprising Web-Barb	·	6/7	 21   BR 0 – 5	 
3	Cam 101	·	7	 5   BR 21 – 0	 
4	Breakfast/Dinner 1	·	13	 16   Ki 8    20:35	
5	Cam 201	·	13	 24  10   BR 21 – 0	 
6	Breakfast/Dinner 2	·	13	   Ki 8    20:35	
7	Cam 301	·	13	 26  13   BR 21 – 0	
8	Brooming	·	19-5	 27   Ki Sat 9	 
9	Cam 401	·	19-5	 28  19   BR 21 – 0	 
10	Modern kitchen help	∞	20-5	 28  25   Ki Tue & Thu 7 – 8	 
<b>3 Ruby</b>					
1	SmartSucks	·	14	Helping Kevin   SB Mo Tu Th Fri	
2	3 Girlz In	·	14	 31  7   VR Mo Tu Th Fri 18 – 23	 
3	Closing in	·	20 9A	 32   Mo Tu Th Fri 13 – 19	
4	Cinema	∞	20 9A	 33 Nh      Mo Tu Th Fri 13 – 19	
5	Quarry	∞	20 9A	Same      – 6+1	
6	Car riding	∞	20 9A	Same      – 22	
7	Farewell	∞	20 9A	End of 456	
8	Motel	∞	20 9A	Same     13   – 7+1d	
<b>4 Jane</b>					
1	A Glory start	·	6	Glory Hole Investigation   AC	
2	A Rainy night	·	13	Sat Met Jane in Wal   AR Sleep 22 – 0	 
3	Women's rights	·	21	 85   AC Sat Sun 11-15	
<b>5 Valerie</b>					
1	Girlz Help	·	6	Job   VR 20 - 23	

ID	NPC Title	Occurrence	On page	Pre-   Conditions	Category
2	Hot dream 1	.	4	♥   AR 22 - 3	*
3	Bathroom peeking	.	9	Knowing Matthew   Br Sat Sun 23	
4	2 Girlz In	.	10	53   VR 18 - 23	
5	3 Girlz In	.	14	31 🍷🍷   VR Mo Tu Th Fri 18 - 23	♀️ 🍷
6	Bathroom sharing <sup>1,2</sup>	./∞	20	👤 16/20   Br	♀️ *
7	<b>Drunk and Grateful</b>	.		🍷   VR 0 - 6	♀️
<b>6 Ash &amp; John</b>					
1	Bench Marking I	.	11	Poster sacrificed   Be 9 - 20	🍷
2	Hot Rescue	.	15	👤 11   Stl 23 - 5	♀️ 🍷 🍷
3	Shared Horse	.	21 9.F	62 🐎   SR Mo 0 - 5	🍷
4	Hot Review	∞	21 9.F	62 🐎   SR Wed Sat Sun 0 - 5	♀️ 🍷 🍷
5	Hot Rod Deep	.	19 8.B	62   RQ/SS/CR 21	🍷
<b>7 Penelope</b>					
1	Communal Shower	∞	7	Yoga   Sh 7 - 11   until 73	♀️
2	Extra Session	.	12	👤 8   Yo 7 - 11	♀️
3	Deep Showers	∞	14	72   Sh 7 - 11	♀️ 🍷
4	Sauna Games	.	21 10.B	73 15   Sa Wed Sat Sun 9-12	🍷
<b>8 Acquaintances</b>					
1	Molly loses a colleague	.	5	First time at Ca	
2	Big Rudo	.	11	👤 🕒   OF 23	
3	Leo the Barkeeper	.	11	Sold equipment 👤 🕒   18 - 6	🍷 🍷 🍷
4	The Flaccots	.	11	👤   Fag 18 - 22	
5	Helping Amanda <sup>1,2</sup>	.	12, 21	Asked Jane   AC Sat Sun 11 - 15	♀️ *
6	Broom <sup>1,2,3,4</sup>	∞	13, 20	👤 13 20   Cou / Stl 9 - 20	🍷 🍷 🍷 🍷
7	The Trucker	∞	13	👤 🏠 📄   Hw 9 - 20	🍷 🍷
8	«Albert» <sup>1,2,3,4</sup>	∞	13	8 7 14 20 🍷   AC WC	🍷 🍷 🍷
9	Whore Games	.	15	Paris known   AC WC Sat Sun 11 - 23	🍷 🍷
10	Leila's Uncle	.	21 9.G	Jill found   Stu 23 - 5	🍷 🍷
11	Cheating Kian	.	16 7.B	👤 98   BM 9 - 20	🍷
12	Condor's Pole Position	.	18 7.H	👤   CH 9 - 20	🍷
13	Martin(a), the doctor	.	19 8.B	89 19   Ho 9-20	🍷
14	Director's Cock	.	18 7.H	👤   OS 0 - 7	🍷 🍷
15	Emancipation with Ruth <sup>1,2</sup>	.	18 7.I	👤   DS 10 - 18	♀️ 🍷 🍷 🍷
16	Teddy's spear	.	19 8.C	WCC 11 - 18	🍷
17	Pathetic Eve	.	19 8.E	PR Sun 23	🍷 🍷 🍷 🍷
18	<b>Fred &amp; Ingrid</b>	.	22 10.E	Gym Lo	🍷
19	<b>Fred &amp; Margie</b>	.	22 10.E	👤 9   Gym Lo, Sat/Sun	🍷 🍷 🍷

ID	<u>NPC</u> Title	Occu rence	On page	Pre-   Conditions	Category
<b>9 Strangers</b>					
1	Casino Rules I	∞		Work   Ca WC	 
2	The Busstop Perv	·	10	Thomas & Ash known   BuS 9 – 20	
3	<b>Inside the washer</b>	·	11	Friday 8.45 BR   Lau 8 – 21.30	 
4	Whore Lovers	·	13	   BuS 23 – 5	
5	Whore Fighters	·	13	   RQ 23 – 5	
6	<b>The Real City</b>	·	14	   Nh 23 – 5	 
7	<b>The Ritual</b>	·	15	Ci    Park 23 – 5	  
8	<b>Birch Seduction</b>	·	17	   BM 9 – 20	
9	Coxplay	·	18 7H	CH 9 – 20	 
10	Modern schoolgirls	∞	23 11C	M Train	
11	Fleshy beach <sup>1,2</sup>	∞/·	23 11C	Qu Sat Sun 11 – 18	 
12	<b>Suncream</b>	∞	23 11C	Tan    Qu 11 – 17	 
13	<b>The Metro Perv</b>	∞	23 11C	   M Train	  
14	Sub Love	∞	23 11C	M Train	 
15	The good student	∞	23 11C	Li 8 – 19	
16	Applying the law	·	23 11C	Car, \$50   MR sleep 22-7	
17	<b>Red Quarter<sup>1,2</sup></b>	∞	19 8B	    RoG Wed 21 – 22	   
18	<b>The Bus Perv</b>	∞	23 11C	While using the Bus	
19	<b>Casino Rules II</b>	∞	7, 13	 Work   Ca	
20	<b>Drunk as a skunk</b>	·	19 8B	   Rb 0 – 7	   
<b>10 Fantasy Worker</b>					
			Income	D, D-noP Dress, no panties	
1	<b>Registration<sup>1,2</sup></b>	·	\$150/400	    Sat 13   Nd, Park→Bench, VW	
2	<b>Spectacular ride</b>	·	\$150	   Nd, 14 CS, Mall, talk to Sarah	
3	<b>Bus tour</b>	·	\$300	   Nd, 15 Bus Stop, VW	
4	<b>Under the table</b>	·	\$400	    Nd, 18 Havana, D-noP	
5	<b>Knowledge is power</b>	·	\$350	   Nd, 15 Library, VW	



## F. Mood













! Actions like smoking/eating/sleeping may influence the mood by levelling desire/hunger/tiredness plus their positive effects. A mood level below -5 blocks activities like working, doing sports and reading at the library.

Action	Mood +/-	Duration / per time unit / after time	Remarks
Smoking a cigarette	+2	250 min	
Smoking a fluid	+3	250 min	
Home breakfast/dinner	+2	<= 350 min	
Havana dish	+8	<= 350 min	"Gourmet Bonus"
Ate self-made food	+2	<= 170 min	"Culinary skills", "Gourmet Bonus"
Pineapple	+2	<= 350 min	
Pizza	+5	<= 350 min	
Spring rolls	+5	<= 350 min	
Fried eggs	+5	<= 350 min	
Cookies	+2	<= 350 min	
Milk chocolate	+2	<= 350 min	
Cereal bar	+2	<= 350 min	
Apple Pie	+2	<=170 min	Power +3 after 5 <sup>th</sup> piece
Coffee(s)	+1	<= 300 min	Sleeptime +100 min
Mulled Wine	+2	<= 300 min	+ Drunkenness
Ice cream	+2	<= 300 min	Bar in the Arctic café
Alcohol 0/1/2/3/4	0 +1 +3 +7 +1	<= 700 min	Reflects stages of alcoholism
Swimming	+2	<= 300 min	
Running / Home training	+2	<= 300 min	
Yoga	+2	<= 400 min	Agility +1
Basketball	+1	<= 400 min	Agility +1
Gym	+3	<= 400 min	Various +1 or +2
Sleeping for 8 hours	+3	<= 500 min	
Sunbath at the beach	+2	<= 400 min	Solarium effect +2 or +1
Forest walk	+2	<= 400 min	Castle need to be opened
Cinema	+3	<= 400 min	
TV	+1	<= 300 min	
Listened to Music	+1	<= 200 min	
Hairdresser	+1	<= 600 min	
Caressed a cat	+2	<= 120 min	Neighbourhood
Character shown	+2	<= 170 min	Being bitchy (Casino)
Bathing at Home	+3	<= 300 min	
Sauna	+3	<= 270 min	In the Beauty parlor
Nice talk	+3	270 min	for now, Margie at Smartbucks only
Spent time in a bar	+2	400 min	"Rocker bonus"
Sexual relief	+20	700 min	
Successful Concert	+20	1500 min	one-time event for now
Work in the café / casino	-1	200 min / h	-5 max.
Work as flyer girl	-2	200 min / 3h	-5 max.
Hunger	-3 / -5	// 350 min – 699 min // > 700 min	
Sleep deficit	-5	// > 2199 min	
Smoking addiction	-3	// > 300 min	
Want to drink 3/4	-2 / -10	// not limited	Reflects alcohol dependency
Headache	-10	// 600 / 1200 / 1500 min	Alc.stage 3 / Standard / Alc.Stage 4
Stress / Depression	-15	72 h    12 h	with antidepressant

## G. Stats / Achievements / Jobs / Themes / Inspiration / Sports / Alcohol

Game parameter	Value/s	New	Game parameter	Value/s	New
Max COURAGE usable/avail	30/39		NPCs	81	+4
Max CHARM inside/outside	90/85		male	43	+3
Max RHETORIC usable/avail	40/69		female	37	+1
Max Vocals	20		diverse	1	
Max Guitar	17		intimate known/anon	18/∞	/+2
Max Stage skill	6		animal	1	
Max Strength usable/avail	10/100	/100	Hot scenes	93	+4
Max Agility usable/avail	10/∞		Quests/Main/completable	33/13/24	+1//+1
Max Hit force usable/avail	0/11	/11	Achievements	6	
Max Vocal lessons	20		Locations	100	+3
Max Song themes/places of inspiration	6/13		Inside/Outside	66/34	+1/+2
Max Songs writeable	6		Bus/Sub/Taxi/Car	4/2/5/9	///+1
Max Rehearsals	15		Items	≈ 70	
Max Guitar lessons Studio/Home	13/4		Recipes	4	
Concerts	1		Sources of income reg /irregular	8/7	
Max Writing	10		Selfies/Photos	8 / 2	
Max Articles writeable	8		"Porny" Cards	39	+2
			Means of transport/Cars	5/4	

Achievement	Description	Remarks
<b>Movie enthusiast</b>	Alex had a look into all 9 pornhub categories	adds an important COURAGE point
<b>Without umbrella</b>	Alex got soaked in the rain	buy an umbrella afterwards
<b>Professional</b>	Alex got WRITING TALENT 10	Alex wrote 8 articles on the laptop and read two special magazines from the <b>Newsstand</b>
<b>Smoker</b>	Alex puffed 50 stubs	can be achieved together with the e-cig too
<b>Mask for the face</b>	Alex got something creamy in her face	Sources: <i>Broom, Albert, Trucker, Red Quarter, John, Park</i> ritual
<b>Punished Thief</b>	Alex got stuck in the washer	Task is given by <i>Barbara</i> on Friday morning, greed decides about outcome

Jobs	Description   Preconditions	Maximum pay   Extra income
<b>Waitress</b>	Arctic Café, 11-23   none, max CHARM sugg.	\$40/h   \$20 tips for specials, \$ or items by stealing out of purses left behind, random
<b>Croupieuse</b>	Casino 24h      6 65, max CHARM sugg.	\$61/\$74@night   +   \$50 or \$100, random
<b>VIP Waitstaff</b>	Casino Sun 23   	\$300/3h   one-time for now
<b>Flyer Girl</b>	Right <b>Rose Street</b> , 13-16   none, max CHARM sugg.	\$89 per 3h   Mafia path \$2500 one-time
<b>Trucker Whore</b>	Highway, 9-20     16	\$200    +\$100
<b>Red Quarter Whore</b>	Red Quarter, RoG, Wed 21     19	\$900 weekly    \$1200, one-time for now

Jobs	Description   Preconditions	Maximum pay   Extra income
Café Whore	Arctic Café, WC, 11-23    8 7 14 20	\$50 – \$100, one session per day
Replacement Teacher	College, MR, Mo & Wed 9-11    formal suit	\$80 per lesson
Nude model	College, PR, Mon-Fri 11-13	\$70 per session
Fantasy Worker	>6 articles, ourfantasies.bp, weekly    11 17 20 23	Reg. \$150, one fantasy/week, max. \$400

Theme	Triggered by	Theme	Triggered by
Dreams	Ready from the start	Harmony	Yoga with Penelope
Crime	Rudo's help, Mafia ending, Rape	Sex	Albert / Broom / Penny / Jane ...
Sports	Trained at the Gym	Summer holiday	Tan at the Quarry

Points of Inspiration	
+2 Concert in the Rock Bar / 0-7 / always available	Listen to the fiddler in the Rose Street, right, 13-15
Pet a cat / Neighbourhood / randomly, daylight	Equipment in the Studio
Painting in the Hall at Home	Speakers in the Rehearsal room
Radio in Val's room	Painting in the Rector's room
Radio in the Kitchen	The piano in the Owl Music Shop
Switching through all TV broadcasts, Living room	Painting made by Tanya in the Dorm
Beach at the Quarry	

Sports	Place	Effect
Jogging	Park 6-9; SG 10-12	2
Home Sports	AR; Yoga mat	2
Yoga	Yo 7-11	2
Basketball	Cou 9-20	2

Gym 7-23			
Bench press	3	Punching bag	3
Squats	3	Excercise bike	3
Dumbbell	3	Pull-ups	3
One-time power-ups			
Stage course	1	Article	1
Apple Pie, 5pcs.	3		

Home and outdoor activities are effective up to **level 8**. Gym activities are effective until **level 11 w/o**, until **level 100 with** a trainer. Rain blocks outdoor sports, automated/mandatory showers after Gym/Yoga remove the make-up and the B.O.

Alcoholism	Drinkables	Alc.Points	Daily limit	Max. State	Effects before / after // Events for max. state
0		0 - 10	1	tipsy	2 ("Rocker bonus")
1		10-19	2	tipsy	2  1
2		20-29	3	drunk	2  3 // Chat-up,  57
3		30-39	4	wasted	2  7 /→   -2 // Wambling home, 2 <sup>nd</sup> time  20
4		40-49	4	wasted	2  1 /→    -10  // ...

\* During sleep, one internal "Alc.Point" will be added when reaching the daily limit (-> next stage after 10 days) / One internal Alc.Point will be deducted when staying sober a day / Addiction can be cured in the hospital / Effects of alcohol outside the Rock Bar are inconsistent and buggy

## H. How to “hack” the game

*Bright Past* can be frustrating and boring, just like real life. Like any other Renpy-game, it can be hacked by editing savegames or game variables. So ,if you're stuck or in a hurry, read below.

The tool you would normally use is called “Unren.bat” or for the latest versions “Unren-dev.bat”. If you don't know it, you learn or better forget about it. The following hints are useful for players looking for some kind of “mild hacking”.

In any case, please have in mind that this is a non-linear sandbox-game. **Playing around with game variables may have strange effects**, especially in *Bright Past*. They may cause (un-)recoverable errors and may lead to missing scenes too. It is also possible that some variables will be changed by the developer in the future – shortly, be ready for surprises: **back up**.

There is a file you have to edit with Notepad on PC or TextEdit on Mac. Please don't use word-processors like Word, Wordpad, Pages and so on:

**BrightPastxxx/renpy/common/00console.rpy** on PC

**BrightPastXXX.app/Contents/Resources/autorun/renpy/common/00console.rpy** on Mac (needs to have “visible hidden folders” or to open the App's folder somehow)

In line 108 you will find (or use find/search for it)

**config.console = False**

change it to:

**config.console = True**

Save and restart the game. Load your save. You may access the console by pressing **Shift-O** now. Type **rain\_now = 1** and **exit** afterwards. Now it should be raining, outside. Some other “safe” commands you will find in the chart below. The | stands here for “or”.



























Command	Values / Conditions	Explanation
money e_money += x	x = 0-∞	Add x to cash   card
makeup = x	x = 0 1	Make-up off   on
sharm_perfum = x	x = 0 5 7 10 13	13 is like most expensive perfume
cloth_res = x	x = 1 2 / move afterward	outdoor clothes, 1 = village wear, 2 = rocker cloth
vozb = x	x = 0-8	Arousal (hearts)
orgasm_time = alltime	move afterward	fake an orgasm, mood +20
dirt_x_cum = y	x = face ass hands y = 0 1	ex.: dirt_face_cum = 1 → blowjob traces on
bag.append(35) beer = x	If no beer in the bag both commands are needed, x = 0-∞	Adding or removing beer bottles to/from the bag
bag.append(40) cereal_bar = x	If no granola bar in the bag both commands are needed, x = 0-∞	Adding or removing granola bars to/from the bag
car.append(1) car_place = 1 fuel = 200	If no car, first two commands needed	Get the car and beam it to the <b>Neighbourhood</b> ; refuel to the max
rain_now = x	x = 0 1	Actual rain
tanya_otn   val_otn   barb_otn   jane_otn   amanda_otn   ruby_otn   margie_otn   ash_otn   penn_otn   ingrid_otn   eve_otn   john_otn = x	x = 0-∞	Relationship points with Tanya / <b>Valerie</b> / <b>Barbara</b> / Jane / <b>Amanda</b> / <b>Ruby</b> / <b>Margie</b> / <b>Ash</b> / <b>Penelope</b> / <b>Ingrid</b> / <b>Eve</b> / John → <b>bold</b> : used in the actual version
bi_orient_points = x	x = 0-∞	MC's lesbian interest, min. 9 for bisexuality
alc_stage = x	x = 0,1,2,3,4	addiction level, defines drinkable amount of alcohol, level 3 allows for events as a drunk or wasted MC

The list is far from complete, but should include the main boosters.



## I. Legend chart

Icons on the left part of the side-column indicate needed items/traits, on the right part resulting changes in items/traits

	COURAGE added		Specific amount of CHARM needed
	Selfie/Photo needed   possible   made		Specific amount of RHETORIC needed
	Job or activity bearing money, repeatable		Specific amount of COURAGE needed
	Phone number received   used		Specific amount of power needed
	RSP added for person shown / xx = RSP needed ...		Specific amount of arousal needed
	Randomized event / different outcomes		Specific amount of vocal quality needed
	Important step in the Main quest (Rock-star)		Specific amount of agility needed
	Achievement gained		Specific amount of rehearsals needed
	Timed automatic event		Low level of Drunkenness needed   got
	Having headaches		Make-up needed
	Being depressed/stressed		Rain needed
	Action or event changing the mood (1 or by x)		up to \$ / Card- / Money needed   gained
	Same-sex interest needed   gained		Guitar skill needed   gained
	Event adding   reducing arousal, orgasm		(Two) bottles of wine needed   gained
	Forced sexual act		(One) bottle of beer needed   gained
	Oral		Car needed   got
	Deep-throat		Key needed   got
	Vaginal		Amount of beer   wine   whisky   vodka needed
	Anal		Body odour acquired
	Soiled by sperm		Theme for Song Lyrics (shown: Sex)
	Possible   Actual pregnancy		Point of inspiration
	Multiple penetrators, Gangbang		Weekly event, Mon-Sun 24h → here: Wed 9 <sup>pm</sup>
	Fetish of Domineering/Subjugating/Masochism		EVENT – may happen – HERE – (too/already)
	Specific clothes   underwear needed   got		LOOK – HERE
	Fetish of Exhibitionism/Nudism		Or
	Sex toy needed   gained		Start / End / Event of quest No. o
	No-panties necessary / extra scene available		Error in the game, should be considered
			A save-game is available (see archive)