



https://



Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

E2EGirl-welcome text

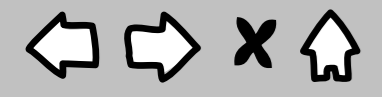
Name: E2EGirl | AP: 0 | Affection Level: 0 / 3 | Level Up

Care activity buttons have been removed

Spend AP button has been removed. Level up button has been added
Click "Level Up" whenever you are ready to see the monster girl's next scene

Click this





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Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:

The goal is to fill the monster girl's affection point bar before you run out of energy



Care Activities

Items

Run

This is like attacks/spells in a traditional RPG

Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.

This allows you to leave mid-"battle," keeping your remaining energy. The monster girl's affection point bar will return to 0 the next time you battle.



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Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:



Pet (5 energy)

Replace Bedding (10 energy)

Play Fetch (15 energy)

Back

These are care activities.

- They cost energy
- You learn more by leveling up.
- Some work better than others depending on the monster girl.

Click this one

Return to root menu

Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.



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You lost energy

Energy: 45 / 60

\$10

Next Level: 45 / 50

Status Effects:

You gained affection points

Affection Points: 20 / 40

You gained experience based off of affection points earned. If you run/lose/win, you keep this experience.



Care Activities

Items

Run

Click this and perform another care activity

Some custom text describing how the monster girl reacted to playing fetch. Placed below the buttons so the buttons don't shift around.

Side Bar



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Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:



Click this one



Pet (5 energy)

Replace Bedding (10 energy)

Play Fetch (15 energy)

Back

Back to Root Menu



Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.





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Side Bar

Energy:  20 / 60

Money: \$10

Next Level:  5 / 100

Status Effects:

Affection Points:  30 / 40

By performing "replace bedding," you lost energy because:
a. You performed a care activity
b. The monster girl "attacked" (i.e., performed an action that required your energy)

You gained enough experience to gain a level. If you run/lose/win, you keep this experience.

You gained affection points



Care Activities

Items

Run

Click this to use an item



Some custom text describing how the monster girl reacted to replace bedding. Placed below the buttons so the buttons don't shift around.



The monster girl made a mess on your floor. It took 30 minutes to clean up. You lose 15 energy.



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Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:



Chocolate Candy Bar (3 owned)

Dog Food (1 owned)

Back

Click either of these

Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.



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Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:



Eat Chocolate Candy Bar (10 energy)

Give Chocolate Candy Bar to Monster Girl (15 energy)

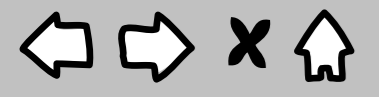
Back

Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.

This will regain energy

Click to lose

Go back to Items



https://

Side Bar

Energy:

Money: \$10

Next Level:

Status Effects:

Affection Points:



Eat Dog Food (5 energy)

Give Dog Food to Monster Girl (7 energy)

Back

Some custom text describing the monster girl. Placed below the buttons so the buttons don't shift around.

You're a human, so eating dog food grosses you out. You may lose additional energy from this.
Someone like Hanako -- the cherry tree girl -- may be entertained by this, and it could increase her affection points.

Click to win

Go back to Items

A Web Page



https://

You keep your experience



Side Bar

Energy: 0 / 60

Money: \$8

Next Level: 5 / 100

Status Effects:

Affection Points: 10 / 40

You lost.

Your money is reduced by losing. Maybe you could lose items, too?

Affection points went down from this action. Certain care activities may cause this, too.



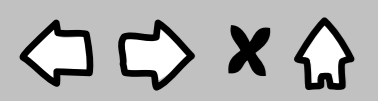
Sleep

The monster girl has a bad reaction to the chocolate candy bar. it makes her sick and you spend hours cleaning up the mess. Lose 30 energy and 20 affection points.

You are exhausted. You pass out.

By losing, you wake up in your bedroom. There may be some situations where it makes strategic sense to lose on purpose? e.g., You're far from home with plenty of money, so it's more convenient to lose and restart the day.

Return to Items



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Side Bar

Energy:

Money: \$8

Next Level:

Status Effects:

Affection Points:



Affection points increased to full. You won!

Listen

The monster girl loves dog food. She shows you with affection then sleeps it off. Gain 5 energy and 20 affection points.
The monster girl has something important to say.

Some items may have side effects when given to a monster girl, like increasing your energy.

By winning, you unlock the monster girl's next scene.

Return to Items