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# Locations

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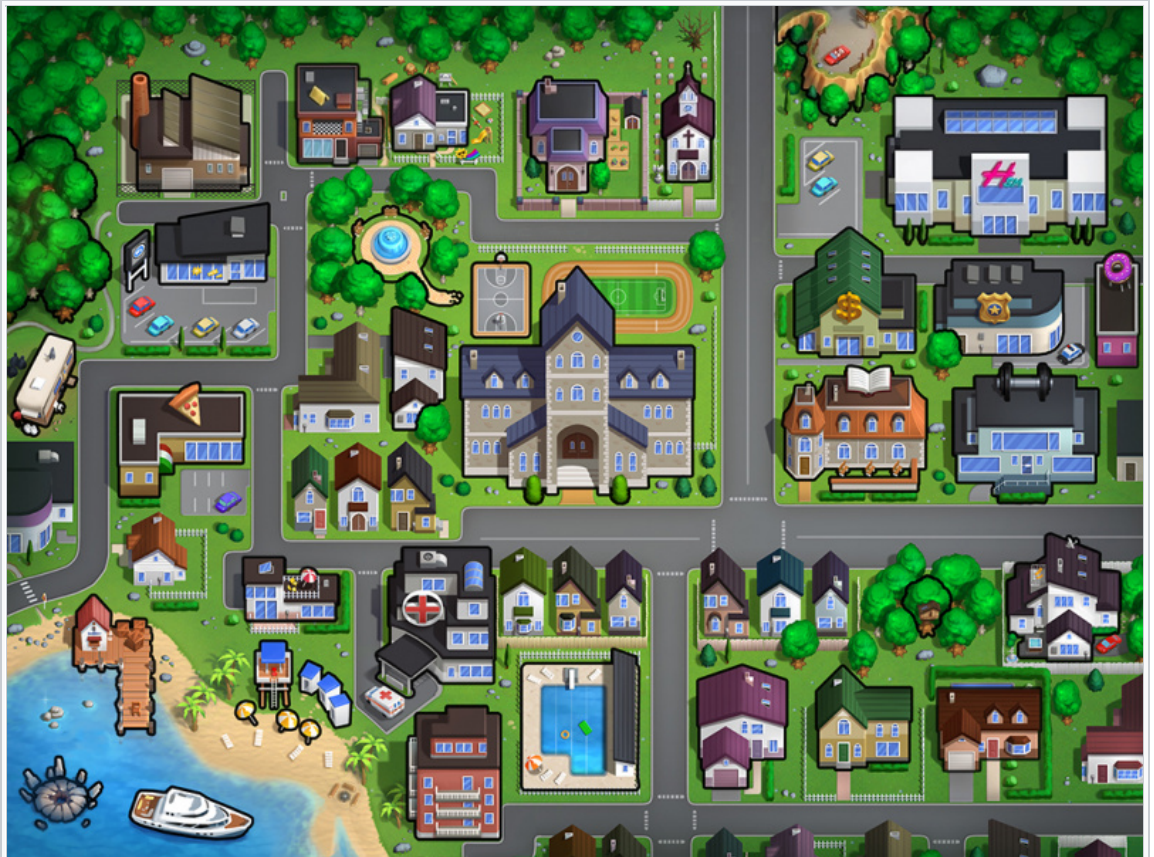
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## Summerville

Welcome in Summerville, a small and quiet town that offers a wide variety of places to visit. Benefiting from a pleasant beach, the city is also bordered by a rather large forest, thus multiplying the activities at your disposal. Enjoy the sport at the basketball court, the pool or the gym; but you can prefer the calm of fishing at the pier, or a walk in the park.

Summerville has good shopping with the local mall, the tattoo parlor and SAGA dealership. If you are hungry, Glazie's sells the best donuts in town, and the famous pizzeria Tony's Pizza is always open. Other facilities include the church, the library, the police station, the hospital and the college.

However, we must advise you not to visit the warehouse for your own safety.



Click on a location on the map to open its page

## Homes

					
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<a href="#">Rump estate</a>	<a href="#">Beachhouse</a>	<a href="#">Mrs. Smith's house</a>	<a href="#">Apartments</a>		

## Facilities



Basketball court



Saga Dealership



Church



Glazie's



Planet Thiccness



Library



Hillside Mall



Police station



Pool



Saga Financial



School



Sugar Tats



Summerville  
General Hospital



Tony's Pizza



Warehouse

## Other locations



Diane's barn



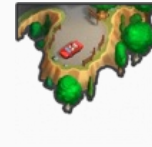
Pier



Beach



Park



Raven Hill



Lair



Forest



Treehouse



Yacht

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# Prologue

## Story

### New Kid on the Block

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

### Diane's Garden

11. Go to [Diane](#)'s house and enter the garden. Diane has broken her shovel. Go to your home and take the shovel in the garage. Return to Diane's house and [help her with the garden](#).

### An Unpaid Debt

12. Back at home, go hear Debbie yelling onto the phone in the kitchen. She seems to have some money trouble, and it has something to do with [your father](#)!
13. Sleep in your bed.

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# Main story: Part 1

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- 2 [Story](#)
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  - 4.1 [Maria](#)
  - 4.2 [Josephine](#)

## Requirements

- [Dexterity](#) up to 4
- [Strength](#) up to 5

## Story



The main story starts after the [prologue](#), on the second day.

### The Bad Guys

*Allow 2 days to pass.*

1. The police officer [Harold](#) is reassuring the landlady in the kitchen, and you get to know his partner, [Yumi](#). Suspicion is growing thicker around your father's death and the debt he incurred.

*Allow 2 days to pass.*

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

*Allow 5 days to pass.*

3. No sooner have you crossed the home threshold than the intimidation resumes. The housemates aren't much more confident.

### Veni, Vidi, Tony

*This event is randomly triggered after an 11-day delay.*

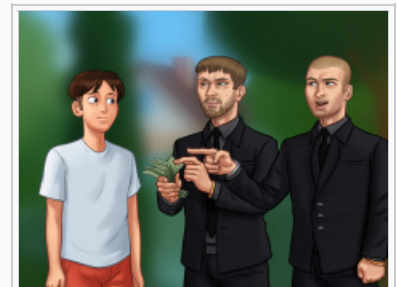
4. It could have been just another day but [Igor](#) and [Dimitri](#) decided otherwise. Your rescue is due to [Tony's](#) interposition. After recounting the incident to Debbie and Jenny, you find solace in your bed.
5. Next day, the least you ought to do is thank Tony in [his restaurant](#). A deliveryman's position just opened up: with the [bike](#) purchased at [Consum-R](#), [distribute the pizza](#) in the right order to be hired.

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

### The Scooter

*Succeed 3 pizza deliveries and allow 3 days to pass.*

6. Meet the voluptuous redhead named [Tina](#) in the pizzeria. Tony convinces you to shift up a gear. [Saga Dealership](#) has what you need, but the receptionist is uncooperative and the salesman despicable. Finally [Josephine](#) accepts if you fetch her precious [cell phone](#). 4 points in dexterity let you improvise a diversion in [Mr. Sato's](#) office. Josephine suggests the [scooter](#) for \$1,100. Trot the motorcycle out to Tony, this is a good start!



Racketeers only show up during the ↗  
day

### The Italian Job

*Succeed 5 pizza deliveries and allow 4 days to pass.*

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

#### The Small Car

*Succeed 4 pizza deliveries.*

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

*The next two steps are optional if they have already been done.*

10. First buy a **swimsuit** in the department store at the mall. Try entering the **swimming pool** stalls until **Cassie** expels you. Come back in the evening. A brief midnight swim and the ban is lifted!
11. Next day, return to the public pool and fail to drown yourself so you gain access to the medic room.
12. Grab the bag inside the fourth stall. At Saga Dealership, **Jiang** delivers the goods; but can you stay true to your word? That choice affects Mr. Sato's daughter's next reward. The **small city car** is yours for \$4,500. Take it to Tony's Pizza; here we go again for another round of deliveries, this time in a pink toy!

#### Don't Bring a Knife to a Gun Fight

*Succeed 8 pizza deliveries and allow 5 days to pass.*

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

#### Fast & Furious (The Sports Car)

*Succeed 7 pizza deliveries.*

14. Next day, go to the pizzeria. Deliveries pay off, so put that money into a better engine. Josephine, never short of mischief at the dealership, forces you to swipe a **vest** in the office. The assistant invents a new game to pass the time together.
15. Next day, as you enter Saga Dealership, you come across some new Russian faces, including a rather cute one. Buy the **sports car** with a ridiculous name but an astronomical price, and let Tony admire it.

#### A Dish Best Served Hot

*Succeed 10 pizza deliveries and allow 4 days to pass.*

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

#### Josie's Hardwork

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

#### What Happens in the Pizzeria Stays in the Pizzeria

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

*Save here for the branching.*

21. With or without her husband's support, Maria devotes herself unreservedly for the good cause.  
*Have sex with Maria and make her pregnant.*

#### The Hideout

*Allow 1 week to pass.*

22. Tony proclaims the good news by an early morning call: they will have a baby! Join them in the restaurant. With both the address of the Russian hideout and the [binoculars](#) from the [treehouse](#) now in your possession, you take the initiative and approach the [warehouse](#) in the evening. Posted in a bush, you barely recon the dreaded place before a crack breaks the silence and leaves you unconscious.

*The main story continues with [Main story: Part 2](#).*

## Optional scenes

---

### Mise en Bouche

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

### Kiss the Chef

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

### Sex in the Office

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

## Pregnancies

---

*For more information about the feature, see [Pregnancy](#).*

### Maria

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

Sex with Maria provides the option of [making her pregnant](#). One week later, receive a phone call and visit the restaurant for the announcement. A new message ends the fifth week and notifies she's in labor; read it and meet them at the [hospital](#). It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Maria.

### Josephine

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

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## Main story: Part 2



This article is a work-in-progress. The walkthrough is not yet completed.

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- 2 [Story](#)
- 3 [Pregnancies](#)
  - 3.1 [Iwanka](#)
  - 3.2 [Melonia](#)
  - 3.3 [Tina](#)

### Requirement

- [Charisma](#) up to 10

### Story



- This walkthrough is the continuation of the [first part of the main story](#) and starts when the hero is on the lookout of the warehouse. For convenience, the steps are numbered in sequence with the preceding walkthrough.
- Only the first two parts are currently playable. Its conclusion will be brought in the next version.

#### Knockout!

23. You recover your mind to find that Officers Harold and Yumi caught you. Back home, you go to bed with more questions than answers.

#### Spy Game

24. Next day, you brief Tony about the expedition and decide to rummage into your father's belongings. Debbie states that the box is stored in the attic, only reachable with the garage [stool](#) and the [small key](#) from the entrance. You puzzle with Tony over a [retrieved photo of Dad with the mayor](#) that comes with a [small key](#) and a [code](#), both pointing to the local bank.
25. Next day, at the [precinct](#), Harold explains the department won't do any move. Enter [Saga Financial](#). The teller brings you up to date on Debbie's financial situation. After a domestic scene ensues, [Liu](#) accompanies you to the vault where you look for the lockbox #11082. You come back to Tony with for only trail that of [Mayor Rump's](#). Go to [Rump estate](#); while reporters crowd in the front door, you are called by Erik who might know a way to have an insight.
26. Next day, in the afternoon, meet your buddy near the treehouse. Your joint supervision mainly focuses on the attractive body of the mayor's daughter. The stalkers fall prey and [Iwanka](#) soon gets you. She lets herself be tempted by an informal party. Wait for the evening and go check on Erik who is making the final touches in his basement when [Tammy](#) is already welcoming the girl. The atmosphere is hotted up by the ingestion of shots of alcohol and the watching of an adult-only movie. Iwanka naturally turns to the main character to quench her thirst.

#### Like Mother, Like Daughter

27. Next day, you may be Iwanka's personal assistant, but it needs 5 points in charisma to dupe the [guard](#) and enter the mansion of the Rump family. Loud protests are arising from the kitchen downstairs where a servant is facing the inappropriate expectations of the not-so-great mayor of Summerville. Going from bad to worse in the garden, she is now jostled by the mistress of the place. The poor creature is named [Consuela](#), as the alluring landscape gardener makes the translations. Continue the visit with the master bedroom; the box spring provides a welcome refuge but the inevitable happens; play the act to the end to obtain a [staff badge](#) from [Melonia Rump](#).

28. Next day, have a chat with Iwanka, in her bedroom during the morning. Steal a [maid uniform](#) from a kitchen cupboard. Jump back in the bedroom in the evening, ready to exfiltrate the poor little rich girl. You head towards the [pier](#) where [Captain Terry](#) lends you a frail skiff to join a [yacht](#) offshore. Iwanka soon gets at ease on board, driving the main character in her wake. A plan begins to form on how to get evidence on the mayor.
29. Next day, you are greeted by [Melonia](#), who waste no time in complaining why her hot tub has not been cleaned yet. I guess there is no way out of it, so get cleaning, [Ricky](#) can help you with that. Grab the leaf skimmer and take it to [Ricky](#), who now awaits you by the tub.

To be continued.

## Pregnancies

*For more information about the feature, see [Pregnancy](#).*

### Iwanka

Sex with Iwanka provides the option of [making her pregnant](#). One week later, receive a phone call and visit Rump estate for the announcement. With 6 points in charisma, you successfully draw on her maternal instincts so she keeps the baby. A new message ends the fifth week and notifies she's in labor; read it and meet her at the hospital. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Iwanka.

### Melonia

Sex with Melonia provides the option of making her pregnant. One week later, read the phone message and visit Rump estate for the announcement. With 10 points in charisma, you successfully urge her to give up the idea of having an abortion. A new message ends the fifth week and notifies she's in labor; read it and meet her at the hospital. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Melonia.

### Tina

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

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# Jenny's route

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## Requirements

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

## Story



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

### Introduction

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

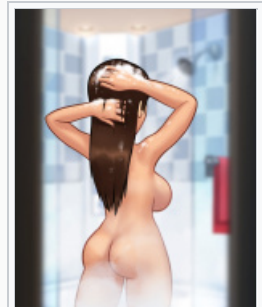
*Allow 2 days to pass.*

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

### Big Daddy

*Allow 2 days to pass.*

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



Check Jenny out in the shower for new scenes

### Hot Photos

*Allow 3 days to pass.*

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

### Dear Diary

6. Next day, in the morning, enter her bedroom while she washes. Read the naughty thoughts inside her diary. Then open the bedside table where you try to steal the panties. Jenny catches you in the act! Refuse▲ or consent▼ to pay to see the photos.

### Indecent Proposal

*Allow 3 days to pass.*

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

### Electro Clit

*Allow 2 days to pass.*

8. Jenny rushes into your room in the early morning. Once in her bedroom, she requires a special

toy to continue her business. Go to [Hillside Mall](#), then to the sex shop called [Pink](#). Fortunately for you, the [librarian](#) is not satisfied with the purchase and you get the [Electro Clit](#) back on the shop counter. Wait for the afternoon and give Jenny the toy. She lets you admire her forms in the simplest outfit.

#### UltraVibe 2000

*Allow 2 days to pass.*

9. In the morning, Jenny and Debbie are in the kitchen talking about the girl's new job. Confront her ▲ or let her go ▼. Depending on your answer, continue respectively in the hallway or the dining room.
10. Next day, Jenny is at the entrance, ready to go shopping. After negotiation, you accompany her to the mall where you encounter [Grace](#). In the sex shop, take the blue-and-white ringed dildo.

#### Computer Snooping

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



Jenny's diary gives many hints

#### Is It a Gift? (the Bad Monster)

*Allow 3 days to pass.*

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

#### A Porn Star Is Born

*Allow 2 days to pass.*

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

*Allow 3 days to pass.*

15. Wait for the evening and get out of your bedroom. You surprise Jenny chatting completely naked, which leads you to experiment the [Bad Monster](#) in another way!
16. Next morning, use the telescope to watch [Mia](#). Jenny busts you and exposes your anatomy. You are hired for the next show! Wait for the afternoon and enter her bedroom where she insists you hide your face. Go to the mall where a [replica of Pink Cyclone mask](#) is available at [Cosmic Cumics](#). Back in Jenny's bedroom, the girl gives you an appointment for the following day.

#### First Camshow: Manual Handling

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

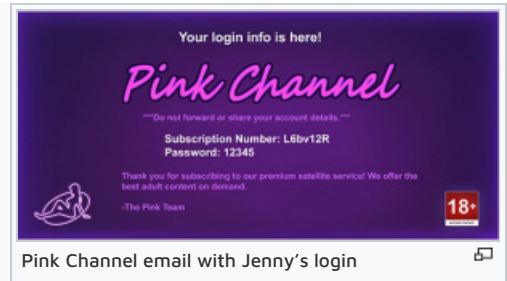
#### Pink Channel

*Allow 2 days to pass.*

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

## Second Camshow: Mutual Pleasuring

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



## Third Camshow: Bdsm, Cheerleader, Raw Sex

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

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

## Exciting Movie

*Wait for Saturday or Sunday morning.*

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

*You get the [achievement](#) Prolific camshow.*

## Optional scenes

### The Girlfriend Experience

*Allow 3 days to pass.*

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

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

### Happy Meal

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

### In Bed with Jenny

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

### Watersport

*Wait for Saturday or Sunday morning.*

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

## Pregnancy

*For more information about the feature, see [Pregnancy](#).*

Sex with Jenny provides the option of [making her pregnant](#). One week later, read the phone message and visit her bedroom for the announcement. By the third week, attend the discussion between

Debbie and Jenny in the kitchen; two more weeks and you find Jenny in the bathroom. A new message ends the fifth week and notifies she's in labor; read it and meet the women at the [hospital](#). It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Jenny.

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# Debbie's route

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- [Story](#)

## Requirements

- **Charisma** up to 5
- \$150

## Story



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

### Lawn & Order

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

*Allow 4 days to pass.*

- Next day, meet Debbie and Tammy who are chatting outside home.

### Fix the Pipe

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

*Allow 4 days to pass.*

### The Chores

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

### A Panty Named Desire

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

### Learn to Kiss

- Next day, Debbie is waiting for you in the entrance. Accept to accompany her and get to the car in the garage. Once at the mall, go to the second floor then to the store called [Cupid](#). Offer a necklace to Debbie. Join her in the dressing room to end the shopping with a kiss. This night, you have a naughty dream.
- Next day, weird sounds are coming from Debbie's bedroom. Of course, you have to take a look to make sure she's okay. She is doing very well by herself, as you and Jenny can testify. This night, you have a wet dream.
- Next day, try a direct approach with Debbie in the kitchen and convince her to teach you how to kiss. You need 5 in charisma to do so.
- Next day, enter into the shower while Debbie is having a wash.

### Fix the Car

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



Convince Josephine with 5 in charisma

### Debbie's Charity

- Next day, don't hold back your desire anymore: steal Debbie's panties inside her dresser and masturbate on the bed. Your act is justified because you like her and she agrees to let you finish. This night, in your bed, Debbie gives you a hand, literally.

### Man of the House

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

### Sleeping in Debbie's Bed

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

### Chit-Chat with Diane

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

### Debbie's Ambush

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

*You get the **achievement** End of the chores.*

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## Diane's route

### Contents

- [1 Requirements](#)
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## Requirements

- Finish [Debbie's route](#)
- **Strength** up to 2
- A **library** subscription
- \$400

## Story

### Greenthumb

*Allow 6 days to pass.*

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

### Milk Delivery to Tony's Pizza

*This step is unlocked once the main character has visited [Tony's Pizza](#).*

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

*Allow 2 days to pass.*

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

### Bugs infestation

4. Next day, pests have swarmed the crops: do a complete clearance. Diane is yelling in the bedroom, go upstairs. It's time to go shopping at [Hillside Mall](#), enter **Consum-R** where [Veronica](#) is working and buy the **Bug annihilator spray**. Go back to Diane's and clean the garden one more time.



5. Next day, Diane is not in the garden, so enter her house from the front door, take a look in the kitchen. This woman really loves vegetables! Do some gardening.
6. Next day, [Debbie](#) wakes you up. Talk to Diane in the garden. Bring her the **tool** that is on the kitchen counter.

### Milk Delivery to Daycare

*Allow 3 days to pass.*

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

### Alcoholic Lotion Session

*Allow 2 days to pass.*

8. Find Diane in her garden. She looks exhausted. Wait for the evening and meet [Debbie](#) at your home entrance. She asks you to bring a pie to Diane. Come back, but Diane is not at her house. Try the shed!
9. Next day, go to the garden and invite Diane to rest while you work. First, go to the shed and use the milk pump on the storage jug. Now, Diane wants a drink (which is random). Head to the kitchen, read the recipe and **make the cocktail**, then bring it to her. Take care of the garden.

Diane needs your hands to apply some sunscreen on her back... and her chest! As you reveal your arousal, you get a little reward from Diane.

10. Next day, join Diane who is talking with Veronica in her garden.

*Allow 2 days to pass.*

11. Do one last gardening session. Hurry to the shed where Diane is in pain! Enjoy the next scenes. From this moment you can revisit the shed in the evening for another sex scene with Diane.

12. Next day, wait for the evening and eavesdrop Debbie and Diane in the kitchen.

#### Milk Delivery to School

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

#### Dinner at Home

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

#### The Barn

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

#### Breeding

*Allow 1 week to pass.*

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

*Allow 2 days to pass.*

17. Enter the living room in the evening. Diane is reading the book. Go to bed and masturbate, sleep.

18. Enter the kitchen, Diane has already left. Find her at the barn. She arranges for a checkup so head to the [hospital](#), then up to the second floor. In the bathroom, the [nurse](#) gives you an optional, intimate testing. On your way back, talk to Diane in the home entrance.

*Allow 2 days to pass.*

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

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

#### Threesome

*You must have finished Debbie's route.*

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

*You get the [achievement](#) Milky business.*

## Pregnancy

*For more information about the feature, see [Pregnancy](#).*

Sex with Diane provides the option of [making her pregnant](#). One week later, read the phone message and visit the barn for the announcement. A new message ends the fifth week and notifies she's in



labor; read it and meet her at the hospital, then at home. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Diane.

## Walkthrough

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# Tammy and June's route

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## Requirements

- [Charisma](#) up to 5
- [Dexterity](#) up to 5
- A [working](#) computer
- A [library](#) subscription
- \$1,350

## Story

### Erik's Trading Cards

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

### The Package

*Wait until next week.*

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

*Wait until next Tuesday.*

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

### Defend Erik

*Allow 2 days to pass.*

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

### Favors for Erik

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

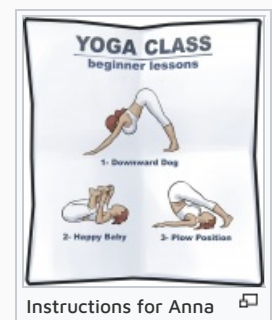
5. Visit Erik in his basement. He's having a drink while cleaning the place. This gives you an idea but first you need to convince him. The comic store has both the [VR headset](#) and the game *[World of Orcette](#)* on sale. Bring them to Erik.

### Yoga with Anna

6. Either in the morning or the evening, agree with Tammy to replace her for the yoga lesson. Wait for the evening and greet Anna in the Yoga room. Follow the [instructions](#): Downward Dog, then Happy Baby and finally Plow Position. You can hardly hide your excitement when you touch the lady's shapes.
7. Next day, report to the Yoga teacher.

*You get the [achievement](#) Yoga Apprentice.*

### Breastfeeding



*Allow 2 days to pass.*

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

#### Burglar in the Garden

*Allow 2 days to pass. You may need to sleep more times to trigger the telescope scene.*

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

#### The Gentleman Thief

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

#### Strip Poker

*Allow 2 days to pass.*

11. Make a visit to Erik's house in the evening. The tenant and the lady rally around the idea of a strip poker party (requires 5 in charisma). Still in the evening, invite Tammy in the basement. **Win the game** by stripping the landlady. Follow her in the den and receive some teasing on the couch.
12. Next day, go to Erik's house where she apologizes for the last night. Talk to Erik about Mrs. Johnson. Return to her to discuss about Erik. The first branching forces you to choose between two stories: sex education ends with Tammy's threesome; finding a girlfriend lets you have solo sex with the landlady or June.

*Save here for the first branching.*

#### Branch 1 – Sex Education

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

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

Report to Tammy.

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

*You get the achievement **Sharing is caring**.*

#### Branch 2 – Get Erik a Girlfriend

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

*Save here for the second branching.*

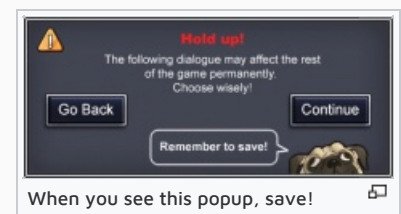
#### Branch 2 Choice 1 – My Friend Erik

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

*You get the achievement **Bros before hoes**.*

#### Branch 2 Choice 2 – I'll Play

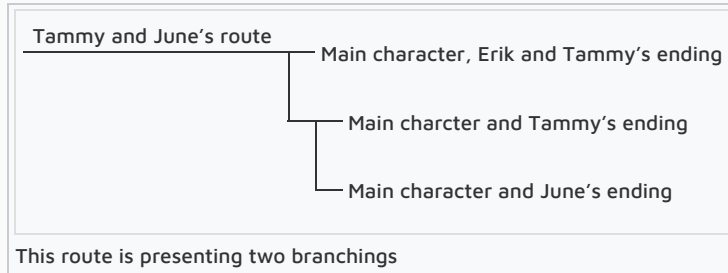
14. Wait for the evening; sitting on your bed is June playing with her console. Offer your assistance



to [beat the final boss stage](#). Bork time! It's hot, you answer to her. This game inspired her a cosplay idea.

15. Next day, go to the [comic store](#). Choose the [orcette queen garments](#) on the display stand. Give it to June in the computer room. Wait for the evening when she joins you in your bedroom. The reserved June becomes a green horny orcette. Be her chieftain!

*You get the achievement Hoes before bros.*



This route is presenting two branchings

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# Ms. Bissette's route

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## Requirements

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

## Story

### French Dictionary

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

### French Food

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

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

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

### French Romance

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

### Save the Cheerleader, Save the Test

6. Next day, wait for the evening and go to Ms. Bissette's office on the third floor. She pleads for convincing [Roxxy](#) to attend the upcoming exam.

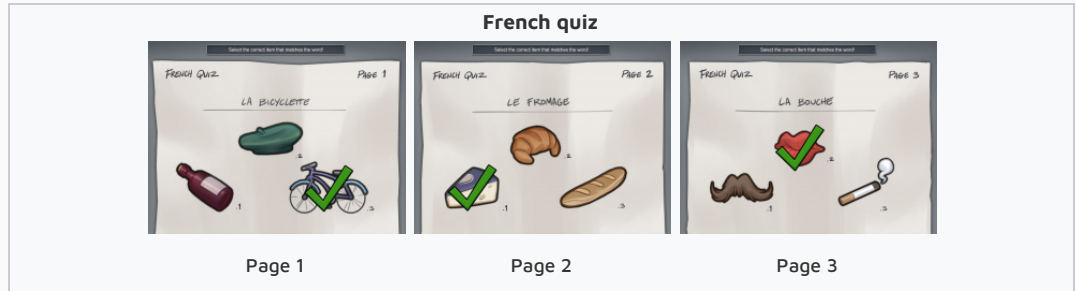
7. Next day, talk to Roxxy. She accepts on the condition that you retrieve her [pom-poms](#). Make your way to [Coach Bridget](#)'s office in the morning, open the locker and take them. Quickly hide inside the locker for an extra scene when you hear the coach coming back. After returning the pom-poms, you offer Roxxy Jenny's help for her routine. Go home, find [Jenny](#) in her bedroom and pay \$500 for the help. Go back and speak to Roxxy. Wait for the next afternoon. At home, go downstairs and welcome the cheerleader. Make sure the girls are "training" in Jenny's bedroom.

8. Next day, wait for the evening and deliver the good news to Ms. Bissette in her office.

#### French Quiz

9. Next day, enter the classroom and pass the [French quiz test](#). Join Ms. Bissette upstairs in the evening; she proves to you the French make the best lovers!

*You get the [achievement](#) Excellent français.*



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# Mia and Helen's route

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## Requirements

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

## Story

Guess Who's Coming to Study Tonight

*You must have completed the first tutoring lesson with the [French teacher](#).*

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

DOH-nuts

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

*You get the [achievement](#) Donut craving.*



The Tattoo

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

*Wait until Saturday morning.*

6. Meet Mia at [Sugar Tats](#). Encourage her and contribute to the tattoo price.

*Wait until Monday morning.*

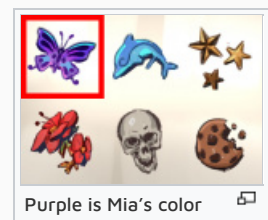
7. At school, Mia invites you at home in order to show her tattoo. But you get caught by her mother in an embarrassing situation this night!

Mia's Rescue & Aftermath

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

*Allow 4 days to pass.*

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



#### Helen's Penance

*Wait for Saturday or Sunday morning.*

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

#### Harold is Missing

*Allow 3 days to pass.*

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

#### Convince Helen

*Allow 3 days to pass.*

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

#### Harold's Sunglasses

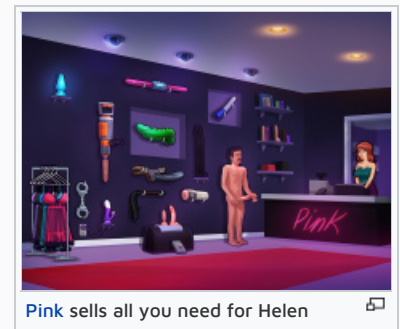
13. Next day, Mia is waiting for you at school. Your new mission is to deliver the [sunglasses](#) to her father. The policeman asks you to go to the basement where a catfight is raging between Yumi and [Crystal](#). Harold's backup is needed.

#### The Red Corset

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

#### Ancient Sacrament: the Whip

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



#### Stolen Goods

*Learn more about the bag origin during [Tammy and June's route](#).*

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

#### Ancient Sacrament: the Strap-on

17. No two without three – Sister Angelica is again in your entrance the next morning! Have a last talk with Harold before buying the [strap-on](#) at Pink. Back to the church, the sister and the sinner are exposing their nudity to God... and your eyes: should you proceed by yourself or let the religious impregnate Helen with holy seed? The route's ending depends on this choice.

*Save here for the branching.*

#### Branch 1 – Make Helen Your Sex Slave

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

*You get the achievement [Repentance](#).*

#### Branch 2 – Take Mia's Virginity

18. Watch Sister Angelica use the dildo on Helen.
19. Next day, visit Mia's house to enjoy the picture of a reunited family. Wait until evening and join Mia in her bedroom; this night belongs to you! (Anal sex with the girl requires 7 in charisma)  
*You get the achievement Not a prude.*

## Walkthrough

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## Eve's route

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  - 4.1 [Eve](#)
  - 4.2 [Grace](#)
  - 4.3 [Odette](#)

## Requirements

- [Charisma](#) up to 10
- [Dexterity](#) up to 5
- [Intelligence](#) up to 5
- A [working](#) computer
- \$300

## Story



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

- Eve can be either female or transgender depending on your decisions during step 10. First you must answer "Maybe." to Eve's question about the main character's interest in bisexuality, then confirm it later on a selection screen.
- The character's appearance will correspond to your preference.
- A new [achievement](#) will be validated at the end of Eve's route.

### Introduction

1. Meet [Eve](#) in the [park](#) in the evening.

*Allow 2 days to pass.*

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

*Allow 2 days to pass.*

4. At school, Eve challenges you to skip classes. But when you get to the parlor, you notice something's wrong. Odette, still asleep in the garage, is not much help to you. Continue your way through the apartment where a family quarrel erupted.

### Dress Code

*Allow 2 days to pass.*

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

### Big Trouble in Little Park

7. Next day, Eve is scheming something in the school locker room. Her revenge is all the more

delightful and continues in the evening, in the park, with the help of Tuuku. Things take an unexpected turn and here they are arrested by the cops. As soon as you get out of custody, join Grace and Eve in the police station's parking lot.

8. Next day, go to school to find out that your classmate is absent. After a few words with her elder sister and Odette at the tattoo shop, proceed to the apartment.

*Allow 2 days to pass.*

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

*Save here for Eve's gender choice.*

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

#### My Enemy's Enemy...

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

#### Grace's Bike

*Wait until Saturday or Sunday.*

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

#### The Party

*Wait until Saturday evening.*

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

#### Romantic Dinner (and More if Affinity)

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

#### The New Eve

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

*You get the achievement Eve Tat-2.0.*

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



Tuuku is in the alley next to the parlor

## Optional scenes

### Easy Rider

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

## Shiatsu

*Wait until Saturday or Sunday.*

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

## Pregnancies

*For more information about the feature, see [Pregnancy](#).*

### Eve

*Eve's pregnancy is unavailable if Eve is transgender.*

Sex with Eve provides the option of [making her pregnant](#). One week later, read the phone message and visit Grace's apartment for the announcement. Eve has a chance to appear in the bathroom in the evening by the fourth and fifth weeks of pregnancy. A new message ends the fifth week and notifies she's in labor; read it and meet the sisters at the [hospital](#). It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Eve.

### Grace

Sex with Grace provides the option of making her pregnant. One week later, read the phone message and visit the tattoo parlor for the announcement. With 10 points in charisma, you change the artist's mind about keeping the baby. Grace has a chance to appear in the bathroom in the evening by the fourth and fifth weeks of pregnancy. A new message ends the fifth week and notifies she's in labor; read it and meet her at the hospital. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Grace.

### Odette

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

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# Odette's route

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## Requirements

- Finish [Eve's route](#)
- Join [Grace](#) and [Odette](#) during their massage time at least once

## Story

### Invitation

1. Meet Odette, Grace and [Eve](#) at [Sugar Tats](#).

### Full moon

*Allow days to pass until it's full moon.*

2. On a day with a full moon, wait until the night and then enter the graveyard behind the [Church](#). Interact with the crypt door beneath the tree. Enter the crypt and talk to Odette.



The door to the crypt isn't eerie at all...

### Seeking clearance

3. After the main character wakes up the next day, enter [Sugar Tats](#) to reflect with [Eve](#) on things that happened last night.

*The events in the crypt can be repeated during every night on days with a full moon. Talk to [Odette](#) to determine how long it'll roughly take until the next one.*

### Walkthrough

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# Roxy's route

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## Requirements

- [Charisma](#) up to 7
- [Dexterity](#) up to 3
- [Strength](#) up to 5
- \$400

## Story

### Introduction

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

### The Shower

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

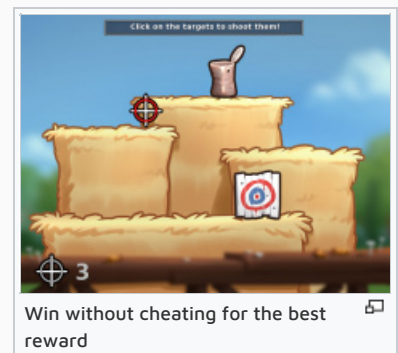
### Lollipop for Homework

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

### Roxy's Uniform

*Allow 2 days to pass.*

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



### Fake ID

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

### Crystal in Jail

*Allow 2 days to pass.*

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



The compromising picture

### Selling the Meth

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

### Vodka for Becca

*Allow 3 days to pass.*

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

### Spin the Bottle

*Wait until Saturday afternoon.*

14. Party time! Go to the [beach](#) and play to [spin the bottle](#) with the girls.

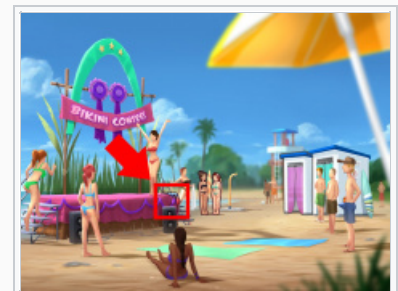
### The French Exams

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

### Bikini Contest

*Wait until Saturday afternoon.*

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



Miss Sara's bikini is on the stage

### Push-ups

19. Next week, go to school. Erik takes you to the school courtyard where Dexter challenges you in a new [push-ups minigame](#). Its difficulty is based on your strength stat (it determines how fast your bar fills up: strength at 1 makes it possible but 5 is recommended since you're going to need it later on). Beat Dexter.

### Picnic with Roxxy

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

### Challenges Accepted

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

You get the *achievement* [You're the man](#).



## Optional scenes

### Fun in the Locker

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

### Spin the Bottle

*Wait until Saturday or Sunday evening.*

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

### Mother like Daughter

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

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# Ms. Dewitt's route

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## Requirement

- The [master key](#) from Mrs. Smith's office

## Story

### Introduction

- Meet [Ms. Melody Dewitt](#) and her "ladies" in the music classroom.

### Get a Flute

- Next day, the music teacher promises you to help you if you give a hand for the talent show. But first you need an instrument: take a look at the checkout sheet in the locker, then find [Judith](#) in the left hallway and question her about the flute. With the master key, open [Judith's locker](#) (the one with COW note on it). The flute is in such poor condition that [Erik](#) advises you to make a new one.

Go to [Raven Hill](#) and take the [stick](#) on the floor. In your home garage, take the [drill](#) on the shelf by the left and use the workbench by the right. Report to Ms. Dewitt.



Take the wooden stick in Raven Hill

### Find Volunteers

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

### Clean the assembly hall

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

### The Sticky Plan

- Next day, meet Eve and Kevin in the music classroom, then in the science classroom. The adhesive works perfectly. But the courage of your comrades ends there, so urge Erik for his

help. Make sure you have taken the master key. Wait for the evening and meet him in front of the schoolyard. Follow the strange robed people in the left hallway then continue your mission on the third floor inside Principal Smith's office. Be evil.

#### Talent Show

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

*You get the **achievement** Music taste.*

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# Ms. Okita's route

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## Requirements

- [Charisma](#) up to 7
- [Intelligence](#) up to 8
- The [master key](#) from Mrs. Smith's office

## Story

### Introduction

1. Enter the science classroom. [Ms. Tori Okita](#) shows how tactless she is.

### Office Break-In

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

### Okitatron Oculars (aka the Undressing Glasses)

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

### Okitatron Belt (aka the Vibrating Panties)

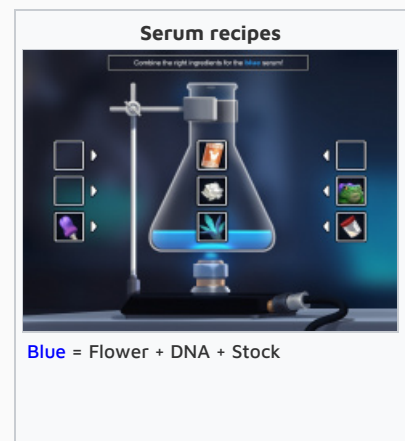
4. Go to the science classroom and talk to Ms. Okita. Today you are working on a new device; the okitatron belt needs a faptic engine. Meet [June](#) in the computer lab who explains you could find the engine in a controller. Return to the science classroom and ask Erik about the Master Blaster. Go to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

*Allow 3 days to pass.*

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

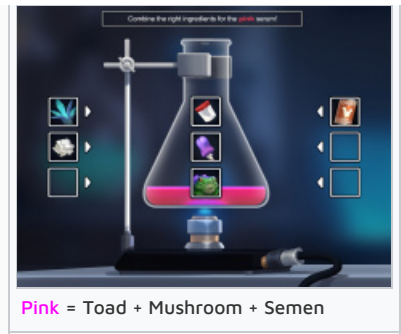
### Okitatron Serum (aka the Mind Wipe Serum)

6. Back in the classroom, Ms. Okita is ready for another experiment, this time to get rid of the principal. You need five ingredients: toad, mushroom, luminescent flower, stock, and Mrs. Smith's DNA. Most of them can be found in the forest, so wait for the evening and go there; the [mushroom](#) is in the clearing, the [toad](#) near the cave entrance, the [flower](#) inside the cave.
7. Next day, go shop at Consum-R, in the mall, talk to the clerk and buy [chicken stock](#). Only one ingredient to go! Wait for the afternoon and head to Principal Smith's office. Annie is keeping her door, so you need to



convince the hallway monitor (requires 7 in charisma). Enter, look inside the trash and get the [used tissue](#). Report back to the science teacher, then wait until evening and meet her in her office. One handjob later, it's your turn to work. [Create two serums](#) according to Ms Okita's instructions: [blue](#) has flower, Principal Smith's DNA and chicken stock; [pink](#) has toad, mushroom and your semen.

- Next day, you still have to find a way to make the headteacher drinks the serum. Go to the teacher's lounge in the morning and pour it inside the coffeemaker. End your task with another dialogue with Ms. Okita. The effect doesn't take long and you already can hear Principal Smith cackling.



#### Augmented Reality

*Allow 3 days to pass.*

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

*You get the [achievement](#) Science experiments.*

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# Ms. Ross' route

## Contents

- [Requirements](#)
- [Story](#)

## Requirements

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

## Story

### Introduction

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

### Partner & Artpad

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

### The Search for Magazines

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

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

### Easel & Nude Modelling

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

### Linens, Ink & Painting

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

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

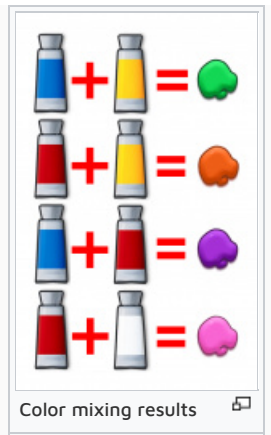
The Queen and her slave are coming for the posing. With a such beautiful vision, create a masterpiece.

First Prize

*Allow 1 week to pass.*

6. Enter the art classroom. You are awarded the first prize by [Iwanka](#), the daughter of the mayor. Ms. Ross woos you to join her in her office in the evening. Do so and enjoy the body painting lesson!

*You get the **achievement** [Painting in the nude](#).*



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## Consuela's route

### Contents

- [1 Requirements](#)
- [2 Story](#)
- [3 Pregnancy](#)

## Requirements

- [Rump estate](#) unlocked and open through the [main story](#) up to step 28
- [Charisma](#) up to 7
- \$6,000

## Story



The first three steps cannot be played if you've already finished the [second part of the main story](#). If so, the walkthrough must be followed directly from the fourth step called Get a Job.

### Mistress and Maid

1. Next day, there is no question of leaving the maid to her sad fate, so come back in the morning and have a talk with [Melonia](#) about her. [Ricky](#) awaits you in the estate backyard in the afternoon to discuss the replacement.

### This Is the Droid You're Looking For

2. Head for [Pink](#) store, in the shopping mall. [Ivy](#) promotes a robot designed to be the mayor's perfect new help. [Thotbot](#) costs, however, \$1,000.

*Allow 2 days to pass.*

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

### Get a Job

*Meet [Father Keeves](#) at the [church](#) on the weekend if his introduction hasn't already been done.*

*Wait for the next weekday.*

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

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

### Who's the Boss?

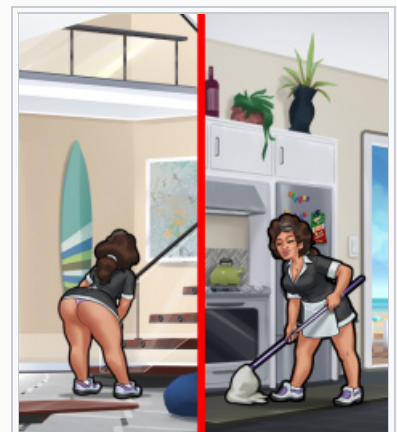
5. Acquire the [beachhouse](#) for \$5,000.

*Allow 1 week to pass.*

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

### Living Loving Maid

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



on her.

*Allow 1 week to pass.*

Consuela is at the beachhouse from Monday to Friday

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

*Allow 1 week to pass.*

10. Your awakening in the beachhouse is interrupted by the exclamations of Martinez, who doesn't share the same consideration for you.

11. Next day, Consuela unveils an unobstructed view of her, enough to take away all your self-restraint. Options let you judge if she should or shouldn't be dressed for housework.

## Pregnancy

*For more information about the feature, see [Pregnancy](#).*

Sex with Consuela provides the option of [making her pregnant](#). One week later, read the phone message and visit the beachhouse for the announcement. A new message ends the fifth week and notifies she has given birth; read it and meet the Latina woman at the hospital. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Consuela.

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# Daisy's route

## Contents

- [1 Requirements](#)
- [2 Story](#)
- [3 Pregnancy](#)

## Requirements

- Proceed through [Diane's route](#) up to step 20
- Proceed through [Roxxy's route](#) up to step 20
- Finish [Consuela's route](#)
- \$270

## Story

### A Mysterious Statue

*Clyde must have come back during Roxxy's route.*

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

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

### Meet Daisy

*Allow 3 days to pass.*

- Go to the barn. You can now talk to the newcomer called [Daisy](#).

### Veggie Pizza

*Allow 2 days to pass.*

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

### The Sunflowers

*Allow 2 days to pass.*

- Go to the barn. Daisy's flowers have died. To make her happy, buy [sunflowers](#) at Cupid. Return to the barn and hand your gift to the cow girl: mission accomplished! Talk to her again to begin your first [milking session](#).

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

- Next day, go say hi to Daisy before a horny Diane expects some sexual favor from you. Both girls have a discussion together later.

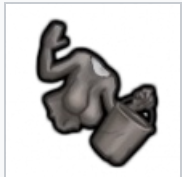
- Next day, meet Daisy who is eagerly wanting to have some fun with you. Agree.

*You get the [achievement](#) More girl than cow.*

### Statue parts



Legs found by Richard



Torso found by Clyde



Head found by Consuela

## Pregnancy

*For more information about the feature, see [Pregnancy](#).*

Sex with Daisy provides the option of [making her pregnant](#). One week later, read the phone message and visit the barn for the announcement. A new message ends the fifth week and notifies she has given birth; read it and meet the girls at the barn. It takes another two weeks until the newborn is sent to daycare and you can resume normal activities with Daisy.

### Walkthrough

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# Aqua's route

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- [Requirements](#)
- [Story](#)

## Requirements

- [Charisma](#) up to 7
- [Strength](#) up to ?
- [Forest](#) unlocked:
  - in [Ms. Okita's route](#) (step 6)
  - in [Tammy and June's route](#) (step 6) and help [Anna](#) in the [park](#)
- [Summerville General Hospital](#) unlocked:
  - in Tammy and June's route (step 13)
  - in [Diane's route](#) (step 19)
  - or in any other route and wait until a character gives birth
- [Church](#) unlocked:
  - in [Consuela's route](#) (step 5)
  - in [Mia and Helen's route](#) (step 10)
  - in [Ms. Ross' route](#) (step 4)
- The [golden key](#) from the stolen loot:
  - in Tammy and June's route (step 12)
  - in Mia and Helen's route (step 16)
- The [fishing rod](#) from the attic

## Story

### The Treasure Hunt

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

*You get the [achievement](#) [Oldies Goodies](#).*

3. Use the broken wall in [Diane's garden](#) to enter the graveyard and examine the tombstone on the left side. Where could you find a bell? In the church, go up the stairs to the tower and look at the bell engravings.
4. [Raven Hill](#) has a tree with a hollow. Go over there and search inside. Open the [old scroll](#) to find another clue.
5. Wait for the evening and go to the forest. Approach the stone in its center: this is a [puzzle minigame](#)! Shuffle the tiles until they draw a half-moon with three stripes in the upper left. You obtain the [treasure map](#).
6. Next day, go to the library, check the shelves for a [book](#) called *Derpy Answers*.
7. In the park, take a look at the fountain. Catch the [old coin](#) in the lower-left corner. Now you have the treasure map, key and code.
8. Go to the [beach](#) then on the small island, dig under the cross. The code to unlock the treasure is 1-5-1-3, or after deciphering, Octopus-Mermaid-Octopus-Anchor. The [golden compass](#) is yours!
9. Return to the pier and exchange the compass for the [golden lure](#) with Terry.

### Finding Aqua

10. Stay on the pier and go [fishing](#). Cast the golden lure on the hole in the seafloor. [Aqua](#) appears

and steals it; dive after her. Your opponent in the next [fight](#) is... an octopus, defeat it. The path to her lair is pinned on the globe in the attic, from bottom point to top. So escape the underwater cave maze by going Up-Up-Left-Left-Up-Right-Up. You finally discover the lair entrance. Talk to the monster girl twice and volunteer for the mating.

11. Return to the pier (use the map) and asks Captain Terry what he thinks about retiring: he wants his greatest enemy, [Tigger](#), defeated. Go fishing and capture the ugly fish with the golden lure. After giving him the catch of the day, the captain is free! Back to the lair, Aqua is now ready to mate with you. Enjoy.
12. On the left side of the lair is a strange creature Aqua named SeaSucc. Bring back the [mushroom](#) from the forest. The seasucc rewards you with pleasure.

*You get the achievement [The Mermaid](#).*

#### Some steps in Aqua's route



Tree hollow



Puzzle combination



Treasure code



Go ↑ ↑ ← ← ↑ → ↑ to  
escape maze

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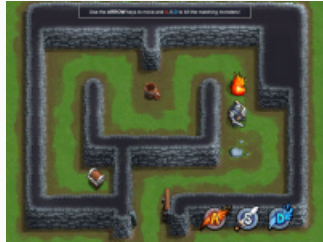
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## Minigames

During your adventures, you will come across many minigames. Some of them are based on your reflexes, others on your deduction. The main character's **stats** – dexterity, intelligence, charisma and strength – can be improved through four minigames. An other part of them is dedicated to various jobs. Last but not least, as the main character will have to challenge, fight and pass exams, minigames will be there to validate your progress.

### Stats improvement



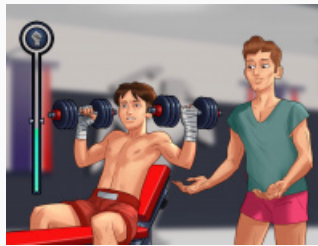
[Maze Runner minigame](#)



[Muay Thai minigame](#)



[Rap battle minigame](#)



[Weightlifting minigame](#)

### Jobs



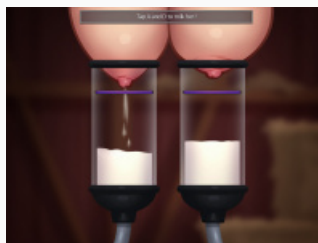
[Fishing minigame](#)



[Gardening minigame](#)



[Hot tub cleaning minigame](#)



[Milking minigame](#)



Pizza delivery minigame

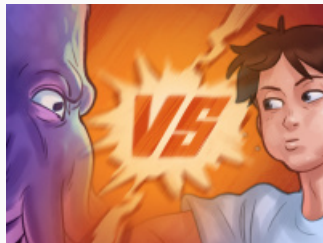
## Fights & Challenges



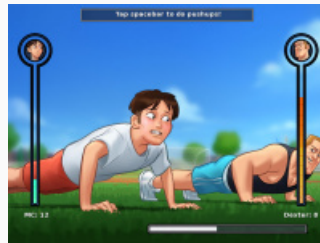
Basketball minigame



Dexter fight minigame



Octopus fight minigame

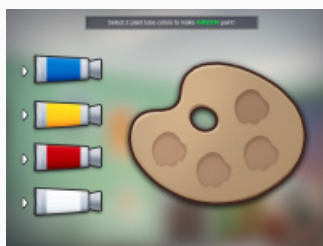


Push-ups minigame



Shooting minigame

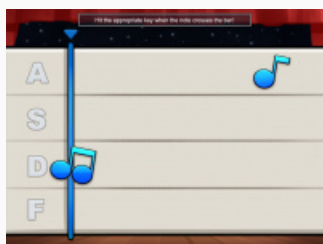
## Exams & Tests



Art minigame



French quiz minigame



Music minigame



Science minigame

## Others



Aqua maze minigame



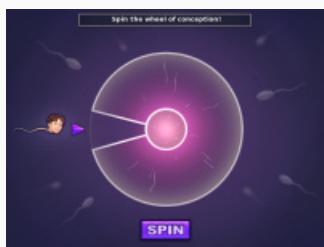
Cocktail minigame



Donut minigame



Hacking minigame



Impregnation minigame



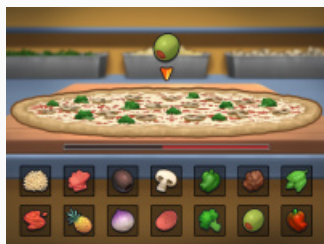
Motorbike repair minigame



Orc Bork minigame



Photographer minigame



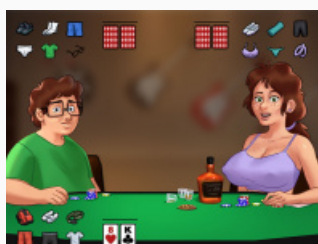
Pizza-making minigame



Puzzle minigame



Spin the bottle minigame



Strip poker minigame

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## Achievements

Achievements are awards granted when you complete *Summertime Saga*, find secrets, and succeed in particular challenges. They are displayed in-game after opening the phone menu and clicking on the trophy icon. Thought, some are kept hidden until fulfillment. The table below gives the list of all achievements along with the conditions for their obtention. Please note that not all of them are yet implemented and therefore cannot be unlocked.

Icon	Name	Description	Requirement
	Flies that don't fly	Look at dipteræ.	Look through the microscope in the <a href="#">science classroom</a> .
	Rump and Pump	Witness two local celebrities having fun.	Unlocked in the <a href="#">mall washroom</a> , 10% chance to get it on Monday–Friday.
	Hoes before bros	Reach the end of June's story.	Finish <a href="#">Tammy and June's route</a> by having chosen "Get Erik a girlfriend" branch, then "I'll play" option.
	Microwaved Apple	Find the microwaved apple.	Open the microwave oven in the <a href="#">teachers' lounge</a> .
	World War III	Triggered World War III.	Push the big red button on the <a href="#">yacht</a> .
	Long lost father	Invade your friend's privacy.	Read the letter found in Mrs. Johnson's mailbox and addressed to Erik.
	Bros before hoes	Reach the end of Erik's story.	Finish <a href="#">Tammy and June's route</a> by having chosen "Get Erik a girlfriend" branch, then "My friend Erik" option.
	Cedric got nothing on you	Finish Kevin's training.	Have 10 points in the <a href="#">strength stat</a> .
	Painting in the nude	Reach the end of Ms. Ross' story.	
	The Rooster	Check out Debbie's art.	Click on the painting in the <a href="#">attic at home</a>
	Smooth McGroove	Don't fail at the talent show.	Progress in <a href="#">Ms. Dewitt's route</a> . You have to succeed in the <a href="#">music minigame</a> on your first try during the talent show.
	Eve Tat-2.0	Reach the end of Eve's story.	
	Prolific camshow	Reach the end of Jenny's story.	
	The full Ackbar	IT'S A TRAP!!!	Choose a trans gender for Eve and finish <a href="#">her route</a> .
	Computer Genius	Perv on Jenny's PC.	Progress in <a href="#">Jenny's route</a> .
	Home Sweet Home	Purchase a house.	Purchase the <a href="#">beachhouse</a> for \$5,000.
	What's in there?	Check out every student locker.	Currently bugged.
	Donut craving	Purchase a donut for Harold.	Progress in <a href="#">Mia and Helen's route</a> .

	He's real!	Seen Santa Claus.	Unlockable only during Christmas time.
	Solo pleasure	Go for some alone time...	Use the masturbate option on the bed in your bedroom, after progressing in <a href="#">Debbie</a> , <a href="#">Jenny</a> , <a href="#">Diane</a> , <a href="#">Mia and Helen</a> , or <a href="#">Roxxy's</a> route.
	Ass-tronomer	Use the telescope.	Click on the telescope in your bedroom.
	Science experiments	Reach the end of Ms. Okita's story.	
	Drowning... in pussy?	Reach the end of Cassie's story.	
	The Mermaid	Reach the end of Aqua's story.	Progress in <a href="#">Aqua's</a> route.
	Not a prude	Reach the end of Mia's story.	
	Mr. Worldwide	Look at an accurate map of Europe.	Look the map in the <a href="#">French classroom</a> .
	The GT500	Get your dream car!	Buy the sports car for \$10,000 at <a href="#">Saga Dealership</a> .
	Overpowered	Upgrade your stats to the max.	Have 10 points in every <a href="#">stats</a> .
	More girl than cow	Reach the end of Daisy's story.	
	Ready for college	Max out your savings account.	Need exactly \$25,000 in your bank account.
	Repentance	Reach the end of Helen's story.	
	Happy Birthday!	Spent 365 days in-game.	
	Eminem	Beat Tyrone in a rap battle.	
	The Angler	Catch one of every type of fish.	Catch one sea trout, one snapper and one mackerel in the <a href="#">fishing minigame</a> at the <a href="#">pier</a> . Need the <a href="#">fishing rod</a> from <a href="#">home's attic</a> first.
	Inception	Play Summertime Saga.	Play Summertime Saga on the main character's or Jenny's computer. The computer needs to be repaired first.
	Sharing is caring	Have a threeway with Mrs. Johnson.	Finish <a href="#">Tammy and June's</a> route by having chosen "Sex education" branch.
	Milky business	Reach the end of Diane's story.	
	Excellent français	Reach the end of Ms. Bisette's story.	
	Yoga Apprentice	Help out a yogee with her lessons.	Progress in <a href="#">Tammy and June's</a> route.
	The jackhammer	Name your character "jackhammer".	

	Slick mofo	Finish Master Somrak's training.	Have 10 points in the <a href="#">dexterity stat</a> .
	Oldies Goodies	Have sex with Roz.	Progress in <a href="#">Aqua's route</a> .
	Music taste	Reach the end of Ms. Dewitt's story.	
	Sound investment	Earned over \$50,000 in interests.	
	G@M3R	Play videogames!	Play the <a href="#">Maze Runner minigame</a> on the main character's computer. The computer needs to be repaired first.
	Passing grade	Have an A+ on every course.	Cannot be unlocked yet.
	End of the chores	Reach the end of Debbie's story.	
	You're the man	Reach the end of Roxxy's story.	
	Game... Over?!	Lose the game.	Not implemented yet.
	Caught!	Witness a couple going at it.	Not implemented yet.
	Zana (of the Endless)	Get stuck at the talent show.	Not implemented yet.
	Treasure Hunt	Find the golden lure.	Not implemented yet.

Category: [Content](#)



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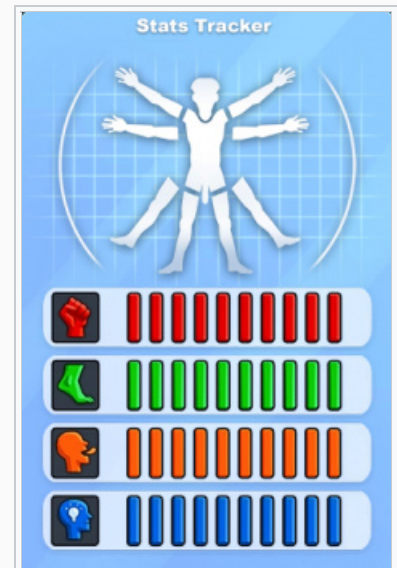
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## Stats tracker

The stats tracker is a game functionality that symbolizes how good is the **main character** in four skills: Strength, Dexterity, Charisma and Intelligence. The overview of these statistics is displayed in the menu of his cell phone, at the top of the screen. Improving the four skills is not an easy task and relies on the minigames found during the adventure.

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The stats tracker is in the phone menu

### Stats check

Specific dialog choices or actions for the main character are validated after one of the four statistics has been checked. If the check is passed, a yellow notification pops up at the bottom right of the screen and the initiative proceeds; otherwise, if the notification turns red, it means that the corresponding skill is not enough-leveled and that more training is expected.

As a result, the higher are the main character's stats, the further the player can advance in the game. To be noted that each walkthrough article preambles the levels of statistics expected. It is preferable to get them before beginning the route.

### Trainings

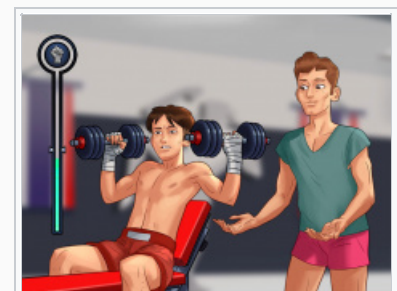
All statistics start at 0 points in a new game and reach a maximum of 10 points after ten successful training sessions. With the **cheat mode** enabled, they are already maxed out but the player can reset them individually by talking to the characters in charge of the training. Their mechanisms are detailed on their dedicated pages.

#### Strength

Some scenes entailing physical exertion have a strength stat check in order to be achieved. It also increases a few minigames completion rates, like fights. The stat is improved through the **weightlifting minigame** at the **gym**. But first, **Kevin** has to be convinced to spots the main character: talk to him in the cafeteria on the second floor of the **school**, then find a way to trade with **Erik**.

The skill is required in:

- [Main story: Part 1](#) (at 5)
- [Diane's route](#) (at 2)
- [Jenny's route](#) (at 7)
- [Mia and Helen's route](#) (at 2)
- [Ms. Ross' route](#) (at 6)
- [Roxy's route](#) (at 6)



Weightlifting minigame

#### Dexterity

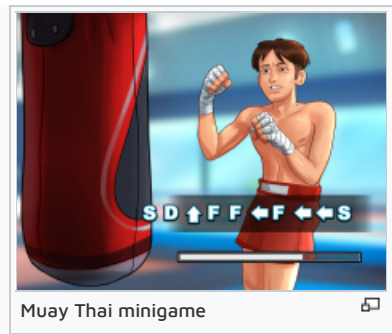
*For more information about the panties list, see [Muay Thai minigame & Panties list](#).*

Dexterity stat allows for a longer time to type input in minigames. It is gained through **Muay Thai**

[minigame](#) in the [gym](#). [Master Somrak](#) consents to share his art in exchange for special compensation: [panties!](#)

The skill is required in:

- [Main story: Part 1](#) (at 4)
- [Eve's route](#) (at 5)
- [Tammy and June's route](#) (at 5)
- [Ms. Ross' route](#) (at 3)
- [Roxxy's route](#) (at 3)

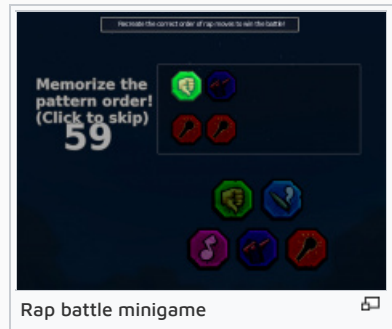


## Charisma

Charisma unlocks new dialogue options and enhances the power of persuasion of the main character. Succeeding in the [rap battle minigame](#) in the [park](#) at night is the way to increase this stat. The player will have to surpass three opponents.

The skill is required in:

- [Aqua's route](#) (at 7)
- [Consuela's route](#) (at 7)
- [Debbie's route](#) (at 5)
- [Eve's route](#) (at 10)
- [Main story: Part 2](#) (at 10)
- [Mia and Helen's route](#) (at 7)
- [Tammy and June's route](#) (at 5)
- [Ms. Okita's route](#) (at 7)
- [Ms. Ross' route](#) (at 3)
- [Roxxy's route](#) (at 7)



## Intelligence

Intelligence is used to unlock new dialogue options. Playing the [Maze Runner minigame](#) on the monitor in the main character's bedroom gives more intelligence. The computer needs to be repaired first with the [parts](#) bought for \$200 from [Consum-R](#).

The skill is required in:

- [Eve's route](#) (at 5)
- [Jenny's route](#) (at 5)
- [Ms. Okita's route](#) (at 8)
- [Ms. Ross' route](#) (at 5)



Category: [Gameplay](#)






# Cookie jar

The cookie jar allows the players to check and replay the scenes already unlocked. The gallery can be accessed from the main menu of the game. Some special moments are automatically unlocked when playing the different routes; others require independent steps to be followed. The last sex scenes with the school teachers have to be played twice in order to be unlocked in the cookie jar.







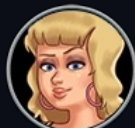
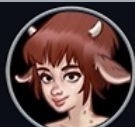

Click on a character to jump directly to the scenes list




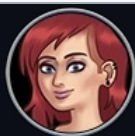
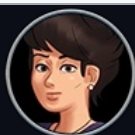

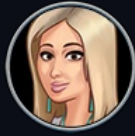
Character	N°	Description	How to unlock
 <b>Angelica</b>	1	Helen being flogged	Progress in <a href="#">Mia and Helen's route</a> .
	2	Sex between Helen and Sister Angelica	Progress in Mia and Helen's route and choose to let Sister Angelica perform the final sacrament in the branching.
	3	Sex between Helen and the main character	Progress in Mia and Helen's route and choose to perform the final sacrament yourself in the branching.
 <b>Anna</b>	1	Yoga poses in gym	Progress in <a href="#">Tammy and June's route</a> .
 <b>Annie</b>	1	Strip in Mrs. Smith's office	Progress in <a href="#">Ms. Bissette's route</a> until the French food assignment completion. Then visit the boys' locker room and enter the shower.
	2	Principal Smith and Annie's painting in art classroom	Progress in <a href="#">Ms. Ross' route</a> .
 <b>Aqua</b>	1	Sex with Aqua	Progress in <a href="#">Aqua's route</a> .
	2	Sex with SeaSucc	Progress in Aqua's route.
	1	Solo sex with Missy	Finished <a href="#">Roxxy's route</a> and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the <a href="#">minigame</a> for a new reward: sex with Missy happens when the bottle points at her in the last round.







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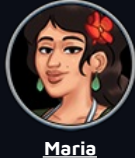
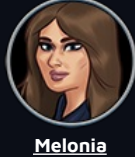



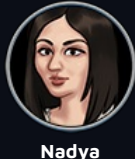

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 <b>Becca &amp; Missy</b>	2	Solo sex with Becca	Finished Roxxy's route and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the minigame for a new reward: sex with Becca happens when the bottle points at her in the last round.
	3	Foursome sex with Missy	Finished Roxxy's route and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the minigame for a new reward: a foursome with all girls happens when the bottle points at the main character in the last round.
	4	Foursome sex with Becca	Finished Roxxy's route and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the minigame for a new reward: a foursome with all girls happens when the bottle points at the main character in the last round.
 <b>Ms. Bisette</b>	1	Makeout during the tutoring	Progress in <a href="#">Ms. Bisette's route</a> .
	2	Sex	Progress in Ms. Bisette's route. Visit her office in the evening for a last sex session.
 <b>Cassie</b>	1	Blowjob in the medical stall	Use changing rooms at the pool until the main character's been kicked out. Return in the evening for a cutscene with the lifeguard. Come back to the pool during the day and swim. After another cutscene, use the medical stall. Then answer "I'd love to" when Cassie asks if you need relief.
 <b>Consuela</b>	1	Blowjob in the beachhouse kitchen	Progress in <a href="#">Consuela's route</a> .
	2	Sex on the kitchen countertop	Progress in Consuela's route. Then meet her in the afternoon.
	3	Sex on the stairs	Progress in Consuela's route. Then meet her in the beachhouse entrance and choose to have sex with her.
	4	Sex on the kitchen floor	Progress in Consuela's route. Then meet her in the beachhouse kitchen and choose to have sex with her.
 <b>Crystal</b>	1	Sex	Finish <a href="#">Roxxy's route</a> and have sex with her in the trailer one more time. Then talk to Crystal during the day and accept her offer.
 <b>Daisy</b>	1	Breeding in the barn	Progress in <a href="#">Daisy's route</a> .
 <b>Debbie</b>	1	Debbie masturbating in her bedroom	Progress in <a href="#">Debbie's route</a> .
	2	Main character masturbating in her bedroom	Progress in Debbie's route.
	3	Blowjob in the main character's bedroom	Progress in Debbie's route.
	4	Debbie and Diane's skinny dipping	Progress in Debbie's route.
	5	Handjob in the car	Progress in Debbie's route until you've had sex with her. Then ask her to "Hang out in the car".
	6	Cuddling sex in her bedroom	Progress in Debbie's route until you've had sex with her. Then sleep in her bed at night and choose "Fuck".
	7	Sex in the shower	Progress in Debbie's route until you've had sex with her. Then join her in the shower.
	8	Sex in the living room	Progress in Debbie's route until you've had sex with her. Then offer her to "Watch a movie" and enter the living room in the evening.
	9	Sex in the kitchen	Progress in Debbie's route until you've had sex with her. Then meet her in the kitchen in the morning and choose "Feel ass".

	10	Sex in the main character's bedroom	Progress in Debbie's route until you've had sex with her. Then ask her to have "Sex in my room". She will visit the main character that night.
	11	Sex in her bedroom	Progress in Debbie's route until you've had sex with her. Then ask her to have "Sex in your room". Or join her in the morning when she is waiting in her bedroom.
	12	Sex in the basement	Progress in Debbie's route.
 Ms. Dewitt	1	Twerk	Progress in <a href="#">Ms. Dewitt's route</a> .
	2	Blowjob during the talent show	Progress in Ms. Dewitt's route.
	3	Sex	Progress in Ms. Dewitt's route. Visit her office in the evening for a last sex session.
 Diane	1	Diane masturbating with a cucumber in her kitchen	Progress in <a href="#">Diane's route</a> .
	2	Body massage in her garden	Progress in Diane's route.
	3	Diane's fondling under the table during the diner	Progress in Diane's route.
	4	Tit fuck in the barn	Progress in Diane's route until the barn is build. Then ask her to "Breastfeed" and choose "Boobjob".
	5	Main character pleasuring her with a cucumber in the barn	Progress in Diane's route until the barn is build. Then ask her to "Breastfeed" and choose "Cucumber".
	6	Breeding in the barn	Progress in Diane's route.
	7	Threesome sex with Debbie in Debbie's bedroom	Progress in Diane's route.
 Eve	1	Topless singing during the karaoke	Progress in <a href="#">Ms. Dewitt's route</a> until you win the <a href="#">musical minigame</a> during the karaoke session in Erik's basement.
	2	Drawing session in the tent	Progress in <a href="#">Eve's route</a> .
	3	Fondling in the tent	Progress in Eve's route.
	4	Sixty-nine in her bedroom	Progress in Eve's route.
	5	Bottom sex in her bedroom	Finish Eve's route. Then meet her again in the evening and choose bottom sex.
	6	Top sex in her bedroom	Progress in Eve's route.
 Grace	1	Threesome sex with Odette	Finish <a href="#">Eve's route</a> and have sex with Odette (optional scene). Then meet Grace and Odette in the evening at her apartment, on Saturday or Sunday.
 Helen	1	Helen masturbating in her bedroom	Progress in <a href="#">Mia and Helen's route</a> .
	2	Sex in Helen's bedroom	Progress in Mia and Helen's route and choose to perform the final sacrament yourself in the branching. Then visit Mia's house during the day to have sex with Helen.
 Ivy	1	Tit fuck	Visit the Pink shop in the mall and ask Ivy for a massage. Choose the "Paizuri" service.
	2	Blowjob	Visit the Pink shop in the mall and ask Ivy for a massage. Choose the "Blowjob" service.
	3	Reverse cowgirl sex	Visit the Pink shop in the mall and ask Ivy for a massage. Choose the "Reverse cowgirl" service.
	4	Cowgirl sex	Visit the Pink shop in the mall and ask Ivy for a massage. Choose the "Cowgirl" service.
 Iwanka	1	Blowjob on the yacht	Progress in the <a href="#">second part of the main story</a> .
	2	Doggystyle sex in her bedroom	Progress in the second part of the main story.

 <u>Jane</u>	1 Couple having sex in the back room	Enter the back room at the library.
 <u>Jenny</u>	1 Jenny caught watching porn	Progress in <a href="#">Jenny's route</a> .
2 <a href="#">Photographer minigame</a> in her bedroom	Progress in Jenny's route.	
3 <a href="#">Electro Clit</a> camshow	Progress in Jenny's route. Watch her previous camshow videos on your computer.	
4 UltraVibe 2000 camshow	Progress in Jenny's route. Watch her previous camshow videos on your computer.	
5 <a href="#">Bad Monster</a> camshow	Progress in Jenny's route. Watch her previous camshow videos on your computer.	
6 Jenny caught naked	Progress in Jenny's route.	
7 Handjob camshow	Progress in Jenny's route.	
8 Footjob in the living room	Progress in Jenny's route until you've obtained her Pink Channel logon, and done the first camshow. Then go to the living room in the evening and watch Pink Channel. Jenny may randomly join the main character.	
9 Blowjob camshow	Progress in Jenny's route.	
10 Oral sex after the telescope scene	Progress in Jenny's route.	
11 Sex camshow with the cheerleader uniform	Progress in Jenny's route.	
12 Sex in the main character's bed	Progress in Jenny's route.	
13 Blowjob in the shower	Progress in Jenny's route until you've done the second camshow. Then join her in the shower in the morning.	
14 Sex in the shower	Progress in Jenny's route until you've done the third and last camshow. Then join her in the shower in the morning.	
15 Sex in the dining room	Progress in Jenny's route until she's slept in the main character's bed. Then ask her to fool around when she's in the dining room in the morning.	
16 Sex in the pool	Progress in Jenny's route until she's slept in the main character's bed. Then ask her to fool around when she's in the backyard in the morning.	
17 Sex in her bed	Progress in Jenny's route until she's slept in the main character's bed. Then crawl in her bed at night.	
 <u>Josephine</u>	1 Blowjob in the showroom	Progress in the <a href="#">first part of the main story</a> .
2 Sex in the dealership offices	Finish the first part of the main story. Enter Saga Dealership and have sex with Josephine until Mr. Sato catches the main character naked in his office. Come back and have sex again together. There are three variants, depending on the time of day.	
 <u>Judith</u>	1 Strip in boys' locker room	Enter the boys' locker room at school on the first day.
2 Handjob in girls' locker room	Witness the altercation between Judith and the Latinas in the school hallway. Then meet Judith in the girls' locker room and repeat the "Bathroom fun" several times to unlock all of the options.	
 <u>June</u>	1 Sex in the main character's bedroom	Progress in <a href="#">Tammy and June's route</a> and choose "Get Erik a girlfriend" in the first branching. Then choose "I'll play" in the second one.
 <u>Lopez &amp; Martinez</u>	1 Lopez and Martinez stimulating the main character in the shower	Witness the altercation between Judith and the Latinas in the school hallway. Then enter the shower in the boys' locker room.
2 Lopez and Martinez touching themselves in the shower	Progress in <a href="#">Ms. Bisette's route</a> .	

 <u>Liu</u>	1	Sex with Liu on her bed	Progress in <b>Main Story: Part 3</b> .
	2	Sex on the printer at the bank	Propose to fool around at her work after completion of the Main Story: Part 3 on tuesday mornings.
 <u>Maria</u>	1	Sex in the storage room	Progress in the <b>first part of the main story</b> . There are two variants, with or without Tony.
	2	Blowjob in the kitchen	Finish the first part of the main story. Then go back to Tony's Pizza in the afternoon and propose your help to Maria. Succeed with the pizza-making minigame.
	3	Sex in the kitchen	Finish the first part of the main story. Then go back to Tony's Pizza in the afternoon and ask Maria to have sex "here and now". There are two variants, with or without Maria pregnant.
	4	Sex in her apartment	Finish the first part of the main story. Go to her apartment on a weekend afternoon and ask Maria to have sex.
 <u>Melonia</u>	1	Doggystyle sex	Progress in the <b>second part of the main story</b> .
 <u>Mia</u>	1	Mia humping her Teddy bear (telescope)	Random scene when using the telescope in the main character's bedroom to spy on Mia in the evening or at night.
	2	Mia pleasuring herself (telescope)	Progress in <b>Jenny's route</b> .
	3	Sex	Progress in <b>Mia and Helen's route</b> and choose to let Sister Angelica perform the final sacrament in the branching. Then visit Mia's room in the evening to study.
 <u>Micoe</u>	1	Blowjob in the bathroom	Progress in <b>Diane's route</b> until you've agreed to receive "medical assistance" from the nurse. Then return to the hospital 2nd floor and ask her for a "Blowjob".
 <u>Tammy</u>	1	Mutual arousal after the poker game	Progress in <b>Tammy and June's route</b> .
	2	Mrs. Johnson riding ball (telescope)	Random scene when using the telescope in the main character's bedroom to spy on Tammy in the morning.
	3	Erik pleasuring Mrs. Johnson (telescope)	Progress in Jenny's route.
	4	Threesome sex with Erik	Progress in Tammy and June's route and choose Sex education branching.
	5	Solo sex	Progress in Tammy and June's route and choose Get Erik a girlfriend branching.
 <u>Nadya</u>	1	Blowjob on her couch	After the <b>Main Story: Part 3</b> , ask for a blowjob from Nadya at her office in the Warehouse.
	2	Sex on her couch	After the Main Story: Part 3, ask for sex from Nadya at her office in the Warehouse.
	3	Sex against the wall at the loading dock	After the Main Story: Part 3, ask to fool around when Nadya' standing in the main hall of the Warehouse.
 <u>Odette</u>	1	Sex on the bike	Finish <b>Eve's route</b> . Then meet Odette in Grace's garage in the morning.
	2	Threesome sex with Grace	Finish Eve's route and have sex with Odette (optional scene). Then meet Grace and Odette in the evening at her apartment, on Saturday or Sunday.
	3	A graveyard visit	Progress in <b>Odette's route</b> .
	1	Nude lenses malfunction	Progress in <b>Ms. Okita's route</b> .
	2	Main character's penis probing	Progress in Ms. Okita's route.
	3	Panties malfunction	Progress in Ms. Okita's route.
	4	Handjob	Progress in Ms. Okita's route.

 <b>Ms. Ross</b>	5	Sex	Progress in Ms. Okita's route. Visit her office in the evening for a last sex session.
	1	Nude modeling with Judith and Mia	Progress in <a href="#">Ms. Ross' route</a> .
	2	Sex	Progress in Ms. Ross' route. Visit her office in the evening for a last sex session.
 <b>Roxxy</b>	1	Shower in the boys' locker room	Progress in <a href="#">Roxxy's route</a> .
	2	Cheerleading practice with Jenny	Progress in <a href="#">Ms. Bisette's route</a> .
	3	Grinding orgasm inside the locker	Progress in Roxxy's route.
	4	Breast massage in the changing room	Progress in Roxxy's route until after the bikini contest. Then meet the girls at the beach on weekend evenings and choose to massage Roxxy.
	5	Sex inside the locker	Finish Roxxy's route. Then meet Roxxy, Becca and Missy at school in the morning.
	6	Sex in the trailer	Progress in Roxxy's route until you've beaten Dexter in the <a href="#">fighting minigame</a> . Then meet Roxxy in the trailer bedroom in the evening.
	7	Solo sex in the changing room	Finish Roxxy's route and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the <a href="#">minigame</a> for a new reward: sex with Roxxy happens when the bottle points at her in the last round.
	8	Foursome sex in the changing room	Finished Roxxy's route and have had sex with her in the locker. Then meet the girls at the beach on weekend evenings and play the minigame for a new reward: a foursome with all girls happens when the bottle points at the main character in the last round.
 <b>Roz</b>	1	Sex in the storage room	Progress in <a href="#">Aqua's route</a> .
	2	Boobs flash in the elevator	Progress in <a href="#">Diane's route</a> until the medical examination. The next day, go back to the hospital and ask <a href="#">the nurse</a> how to increase the chance of conception. Then talk to Roz about the basement and use the elevator.
	3	Blowjob in the storage room	Progress in <a href="#">Consuela's route</a> .
 <b>Mayor Rump</b>	1	Peeping in the washroom	This scene happens on a random day from Monday to Friday. Visit the mall washroom during the day until you meet Mayor Rump's bodyguard; then peek in the stall.
 <b>Tina</b>		Sex in the apartment	Progress in the <a href="#">main story</a> until the main character delivers a pizza to the apartment building, room 301.
	2	Sex in the bank cubicle	Progress in the main story until you had sex with her. Then: <ol style="list-style-type: none"> <li>1. Visit her apartment another evening.</li> <li>2. Enter the bank and ask the teller where is Tina. Walk down the hallway to the cubicle and schedule an arrangement with Tina.</li> <li>3. Have sex again in the apartment.</li> </ol> Finally, meet Tina in the bank cubicle in the afternoon.

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## Easter eggs

Numerous easter eggs to books, movies, and games are one of the staples of *Summertime Saga*. These are cases where something or someone from the real world is included in the game itself for a funny intention. [Raffles and user contributions](#) during [DarkCookie's streams](#) are compiled on another article to ease the readability.

#### Contents

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## Characters

Many characters are drawn from real or fictional people. The game's community is the main source of inspiration.

### From celebrities

- **Tatiana Badiu**: [Tatiana](#) is based on the streamer [PureRuby87](#), with her permission. The character has been replaced by [Lily](#).
- **Roxanne Clifford**: The indie-pop band singer is the model behind the character of [Veronica](#).
- **Hillary Clinton**: The politician gets into an unexpected situation with the mayor in the mall public toilets.
- **Christina Hendricks**: [Tina](#) is visually similar in all respects to the American actress and model.
- **Jay and Silent Bob**: Two anonymous persons who appear in the background of the mall front yard.
- **Kim Jong-un**: The Supreme Leader of North Korea served as a model for the dealership salesman, [Kim](#).
- **Samantha Manson**: A cartoon character was chosen for the role of [Odette](#) and extensively reworked to become a "busty goth girl".
- **Ricardo Milos**: This celebrity was selected to be [Ricky](#), the landscaper character working at the Rump estate.
- **Gordon Ramsay**: He gets a position in the Rump estate as [master chef](#).
- **Keanu Reeves**: The actor became the [new priest](#) of Summerville had a crush on him during a raffle.
- **Bob Ross**: The art teacher, [Ms. Ross](#), looks like the TV presenter, art instructor, and painter who is famous for his very laid back and positive attitude.
- **Roz**: The [lovely desk receptionist](#) in the hospital is a human adaptation of Roz from the Pixar movie, *Monsters, Inc.*
- **Donald, Melania and Ivanka Trump**: At the suggestion of the players, [Ronald Rump](#) was drawn like the 45th President of the United States. The mayor's [wife](#) and [daughter](#) are portrayed as the first family's members. His campaign slogan "[Make America Great Again](#)" has been adapted for Summerville.
- **Reginald VelJohnson**: [Earl](#) – This character is the carbon copy of the actor who is best known for playing police officers.



DarkCookie working on Mr. Bubbles character



Bob Ross inspired Ms. Ross character

## From the game team

- CaptainSploosh: [Admiral Sploosh](#) takes the name of the writer of the game.
- CreamyCookie: [Pussywillow](#) is the main character's lovely pet, and a dedication to the human resources manager.
- Dogeek: The former coder for Kompas Productions gave his name to [Clyde's pet](#).
- Sam9: The name of the developer is credited as a subscriber of Jenny's camshows who's particularly fond of butt action.

## From fans

- Amens: [Captain Terry](#)
- Cedric: [Cedric](#)
- Emerald: A previous patient from the hospital.
- jabzap: [Thug](#)
- KassyKage: [Kassy](#)
- Konterina: [Konterina](#). She is an active member of the streaming chat who suddenly disappeared for a long time. Chat and DarkCookie wondered if she would return and a missing person poster was added to the police station. She did come back. Konterina is also known for greeting everyone in chat very quickly, like a bot. So the robot in Ms. Otika's office was named after her. Beep Boop!
- Micoe: [Micoe](#)
- Morbooze: Unnamed character sitting in the camping chair during the party in Eve's route.
- Noce: [Jiang](#)
- Pilly: [Pilly](#). This user made an agreement: he would stop smoking if his character was in the game. DarkCookie did the job. Your turn Pilly!
- prizedhog: [Karl](#)
- Purt: [Josephine](#)
- RavenClaw262: [Anna](#)
- rubAduckee: [Justin](#)
- SatUrnPrincess: [Nadya](#)
- TheTittyShit: [Titty](#)
- Tuuku: [Tuuku](#)
- ZanaSenpai: [Mr. Bubbles](#)

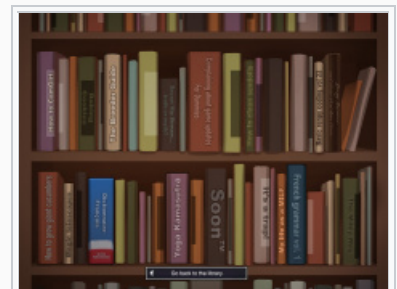
## Books and magazines

Book and magazine titles are often used as jokes in *Summertime Saga*:

- *Fifty Shades of Grey*: The book *50 Shades of Green*, found inside Erik's locker, is a parody of the erotic book.
- *Kama Sutra*: The library book *Yoga Kamasutra* uses the title of the ancient Indian text on sexuality, eroticism and emotional fulfillment in life.
- *Moby-Dick*: The book *Moby's Dick* is stored inside Mia's locker in the school.
- *Necronomicon*: The grimoire appearing in stories by the horror writer H. P. Lovecraft and his followers. But also in the principal's cabinet!
- *Sports Illustrated*: *Orcettes Illustrated*, still in Erik's locker, evokes the sport magazine.
- *The Godfather*: When Tony, the Italian character, "makes an offer [the main character] can't refuse", he uses the famous words of the Mafia godfather from the crime novel. A line also included in the film adaptations.
- *The Shining*: The word MURDER spelled backward in one of the apartments' hallways corresponds to the vision described in the book.

Fictional books:

- *Basic renpy coding vol 22*: Ren'Py is the software engine used to make the game.
- *Magic Telescopes*: The title confirms the supernatural power of the telescope to provide an unobstructed view of all neighboring houses.



The library has some interesting books

- *Oedipuss*: The book is hidden under Erik's bed. The myth of Oedipus exists and has given its name to the "Oedipus Complex", itself defined as a male child's unconscious desire for the exclusive love of his mother. This is related to the close relationship between Erik and his landlady.
- *Secret VIP Stream... truth or myth?*: Another mention about this stream is on the info board at the police station. Legend has it that there is a VIP stream where DarkCookie streams spoiler content only wearing a horse head.
- *Soon™*: The direct answer to the players who languish about when the next update will be released.

## Posters and paintings

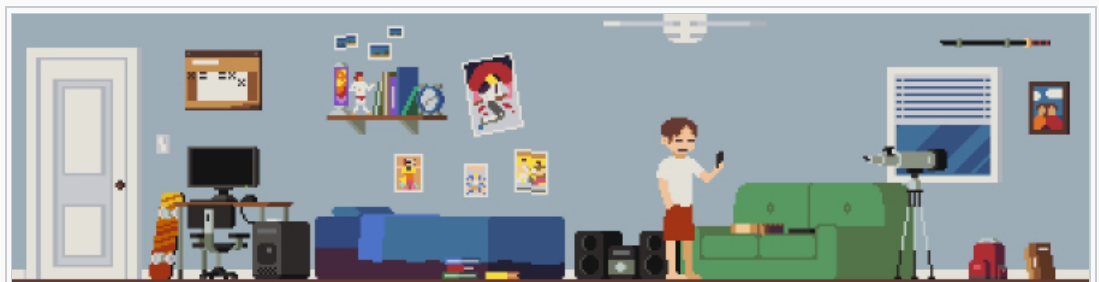
- **Arnold Schwarzenegger**: It's located at Coach Bridget's office on the left side of the back wall, reproducing the iconic photograph of the actor holding a glass of cognac.
- **Albert Einstein**: In Ms. Otika's office, on the back wall hangs the famous picture of Albert Einstein sticking his tongue out.
- **Backstreet Boys**: A poster of the *Backdoor Boyz* is taped inside Roxxy's locker.
- **Hang in there, Baby**: The best-selling poster is turned into a demotivational one that can be found in the car dealership's lounge.



- **Human Evolution**: Found in the science teacher's office on the right side, it shows how man evolved from apes, with DarkCookie's interpretation of how our species might evolve in the future.
- **Map of Europe**: In the French classroom is the mostly accurate map of "Yurup" displayed.
- **Marilyn Monroe**: When looking into Mia's bedroom through the telescope, a poster with Marilyn Monroe is seen on the wall.
- **Mona Lisa**: The masterpiece from Leonardo da Vinci is displayed in Ms. Bissette's office, and a variant with pizza can be found in **Tony and Maria's apartment**.
- **The Great Wave off Kanagawa**: The painting in the bedroom of the beachhouse is a copy of Hokusai's artwork.
- **Vitruvian Man**: The picture within the stats tracker imitates the cultural icon of the Italian renaissance.

## Games and video games

When players talk to players, it has to be about games!



Did you know? You can play *Summertime Saga* inside *Summertime Saga*!

- **Call of Duty: Advanced Warfare**: During the movie screening with Jenny, a grave marked with an F appears. A reminder of the action prompt "Press F to Pay Respects" from the first-person shooter.
- **Dungeons & Dragons**: In Erik's locker, the *Dungeon'N Orcettes* figures are a parody of the fantasy role-playing game.
- **Fallout 3**: On the main character's computer, in the recycle bin, is a shortcut to *Fallout 3*.
- **Guitar Hero**: Eve is seen playing *Guitar Hero* in the evening in her bedroom. A fake plastic guitar is laying on the ground.
- **Half-Life 3**: On the main character's computer, in the recycle bin, is a shortcut to *Never-Life 3*, a pun on the name of the video game that has been long-awaited for years.
- **Leisure Suit Larry**: Also in the computer recycle bin, is a shortcut to *Leisure Suit Harold*, which references the adult video game series.
- **Magic: The Gathering**: Erik collects cards of *Magic the Fappening*. Four trading cards can be found in *Summertime Saga*, each one with a colorful name.

- **Mario**: Tony once mentions his Italian friend, Luigi, killed by a turtle and doing some shrooms too; an anecdote befitting the video game's heroes.
- **Mass Effect**: K.O.N.T.E.R.I.N.A. asks MC - "Does this unit have soul?", what is based on Legion from ME.
- **Monkey Island**: The expression about "a three-headed monkey" used to distract the dealership boss is a regular catchphrase from the *Monkey Island* series.
- **Monopoly**: **Rich Uncle Pennybags** is sitting on a bench in front of Saga Financial.
- **Nintendo**: In order to stay in line with the game's mood, the name of the Japanese console manufacturer has been changed to Sintendo.
- **Portal**: Inside the girls' locker room is written "The Trap is a Lie!", which uses the popular idiom "The Cake is a Lie!" from the Portal series.
- **Street Fighter** and **Mortal Kombat**: *Street Kombat* is a mix between both games. We readily recognize the names of playable fighters: Balrog and Honda.
- **Summertime Saga**: On the main character's or Jenny's computer, the video game *Summertime Saga* can be played. However, it crashes, reproducing a frequent feature of the real game during the first releases - when the code was done by DarkCookie. The logo of Summertime Saga can be found as a sticker on the main character's locker at school.
- **The Elder Scrolls V: Skyrim**: "I took an arrow in the knee", delivered by Erik, is a memorable quote from this role-playing video game.
- **The Legend of Zelda**: Who else but June could draw an inverted Triforce on her most intimate body part?
- **Warcraft**: The franchise of video games, novels and films sees its name distorted in *Whorecraft*.
- **World of Warcraft**: Erik, Justin and Karl are avid players of *World of Orcette* whose name is derived from the massively multiplayer online game. And the saying "For the Whored!" imitates the scream "For the Horde!" from the same game.

## Websites and apps

The names of the software are an excuse to try out some more or less elaborate puns.

- **4chan**: When entering the computer room on the school 2nd floor, June's monitor displays the home page of the 4chan website.
- **eBay**: The trading site eGay is pinned on the main character's computer screen.
- **Instagram**: Sluttygram is the fictional version of the photo and video-sharing social networking service.
- **Internet Explorer**: The web browser developed by Microsoft is renamed Internet Sexplorer.
- **Kaspersky Anti-Virus**: Jenny's email is well-protected from malware thanks to Gaspersight Anti-Virus.
- **Microsoft Notepad**: The simple text editor from Microsoft has been named Noepad in the game.
- **Outlook Express**: The webmail becomes Outlood Express in *Summertime Saga*.
- **YouTube**: Josephine can't get enough of watching videos shared on Gootube.

## Movies, TV series and shows

The development team takes delight in embedding their favorite video programs.

- **Adventure Time**: Blink or you'll miss it. The iconic waving Snail in front of the Saga Dealership shop.
- **American Pie**: The very personal practice of the flute by Judith calls to mind a funny sequence from the film.
- **Attack on Titan**: The main character dislikes *Attack on Colossus*, an opinion shared by DarkCookie for the anime.
- **Breaking Bad**: When the main character has to meet a drug dealer in Roxxy's route, he opts for the disguise of Walter White/Heisenberg. This character was a crystal meth maker and the most-wanted criminal during the 5 seasons of the TV series.
- **Captain America**: If you liked *Captain America*, you'll love *Sergeant Somalia*, *Summertime Saga*'s version of the superhero from the Marvel Universe. The film, screened in the CineSaga Theater, is indeed dedicated to a sexy Somalian guy who can only be DarkCookie!
- **Caveman**: The Orcette item's description is summed up as "Zug Zug" which is the expression from



the movie *Caveman* for mating. It has been since adopted in several video games featuring orcs.

- **CNN News**: The news channel on the TV in the living room of the main character's house is called SNN News, a reference to the American news channel. CNN is also referenced on the politics channel.
- **CSI: Miami**: The way Harold puts on his Aviator's sunglasses while delivering a one-liner, copies a popular meme from the police procedural starring David Caruso.
- **Dirty Harry**: The movie theater in the mall and the bus stop outside both have a promotional poster for *Dirty Harold*. Cupid sells a blow-up doll based upon the Dirty Harold character.
- **Finding Nemo**: All it takes is a clownfish in Saga Dealership's water dispenser to make it look like a Disney movie.
- **Friends**: While they're watching it on television together, the main character and Jenny have a little chit-chat about the series called *Pals*. The depiction of a group of friends living in Manhattan, and the names of the characters – Matt and Courtney – make the reference to the original *Friends* series more than obvious. If necessary, the plot of the episode is reminiscent of the one called "The One With All The Thanksgivings".
- **Inception**: This achievement, granted for playing *Summertime Saga* on the main character's or Jenny's computer, is a clear reference to the movie, famous for its several layers of stories within a story.
- **It**: When the main character is introduced to Sugar Tats members, he interrupts an important discussion about the horror movies. Tuuku claims that the evil clown is the most frightening thing. The title character is also visible on posters in the recovery rooms of the hospital.
- **It Follows**: In the same conversation, Grace recounts the story of a curse transmitted through sex. This is the scenario of the independent film *It Follows*.
- **Keanu Reeves filmography**: *Speed* and *John Wick* are just a few of the many movies that the priest seems to have experienced.
- **Kill Bill: Volume 1**: The katana signed by Hattori Hanzō and exhibited in Mr. Sato's office matches the one used by the protagonist of the movie to chop heads off.
- **Pitch Perfect 2**: Another promotional poster announcing the movie *Bitch Perfect 2* pastiches the real movie.
- **Pirates of the Caribbean**: Golden Compas (that could lead you to your heart's desire, as Terry said) based on Compass that belonged to Jack The Sparrow. Sorry, Captain! Jack The sparrow.
- **Pulp Fiction** and **The Terminator**: Both original posters of the movies are displayed on the wall of CineSaga box office.
- **Rick and Morty**: The close-up on the bed in Diane's bedroom displays the fictional character Pickle Rick in the blurred background. Also, the school public announcement mentions the plate number "637 5chw1f7y", echoing the name of the song "Get Schwifty".
- **Scrubs**: "Boy, boy, boy, very tall boy." repeated by the main character is advice whose origin comes from the series.
- **Scarface**: "Say hello to my little friend." Chico says at the moment he uses his water gun. Also, we hear Tony shouts it, when he tells about troubles he got himself into. But maybe he had embellished it with catch-line he heard from TV, who knows.
- **Seinfeld**: The line of brassieres for men invented by Odette's father and called "Bros", is a spin-off idea from the episode "The Doorman".
- **Snatch**: Eddie "Four-Fingers", Tony's old contact, is a tribute to Snatch's character Franky "Four-Fingers" – gambler and a mobster, who lost his finger because of bad luck in gambling.
- **Star Wars: Episode I – The Phantom Menace**: Cupid sells a sex toy called DarthMoan, an allusion to the sith lord Darth Maul and his double-bladed lightsaber. Tony also references Obi-Wan Kenobi during one of his conversations with Maria and the main character.
- **The Apprentice**: Melonia's dismissal of her cleaning lady mirrors, without coincidence, the gimmick from the reality TV program.
- **The Breakfast Club**: The school detention of the main character, Eve and Roxxy, and under Annie's supervision, reenacts a scene from the movie.
- **The Lord of the Rings**: The One Ring is safely kept in the Saga Financial's Vault from the ever-watchful flaming Eye of Sauron.
- **The Mandalorian**: The child who looks like Yoda is carried in a pram along the Glazie's walkway.
- **The Matrix**: "Call me Neo!" the main character asks Ms. Okita as he is experiencing virtual reality.
- **The Silence of the Lambs**: Mrs. Smith's house basement is fitted with a replica of the psycho killer's



well, next to which is placed the bucket with a bottle of lotion in it.

- **The Simpsons:** A character strangely resembling Homer Simpson can be spotted coming out of the donut shop in the evening. The name of the **DOH-nuts box** echoes his "D'oh!" exclamation.
- **Titanic:** A painting in Rump's master bedroom shows Melonia posing with only a heart-shaped jewel as an accessory; an evocation of Kate Winslet's one in the movie *Titanic*.
- **Tommy Boy:** Clyde says he was checking the specs on a endline... When he was.. checking the specs.
- **Top Gun:** When Tony walks down memory lane he met Luigi for first time, he repeats parts of dialogue between Maverick and Iceman.
- **True Blood:** Odette, an unconditional fan of vampires, bought the entire *False Blood* series.



The One Ring

## Music

- **El Chico del Apartamento 512:** Consuela sings this song, while cleaning up a kitchen in beachhouse.
- **If I Had a Hammer:** The description of Richard's hammer is borrowed from the lyrics.
- **Kung Fu Fighting:** DarkCookie being a lover of this disco single, to the point of inflicting it daily on his stream viewers, it was predictable that this martial art would be mentioned in the game, as when Jenny and the main character watch TV.

## Food and drink

- **Goldschläger:** The idea for the GoldSchwagger vodka - a much appreciated, but also very expensive drink - originates from Goldschläger; this alcohol does have gold flakes in it.
- **McDonald's:** In Mayor Rump's bedroom lies a burger box with the fast food company's colors.
- **Mountain Dew:** In Judith's locker is an obvious reference to the soft drink.
- **Tayto Crisps:** Also in Dexter's locker, a bag of Gayto brand chips can be found with a deliberate misspelling.
- **The apple in the microwave:** DarkCookie once explained that he didn't like cold apples and used the microwave to warm them up. A lot of jokes were made on how silly this habit is, and soon an apple in a microwave was added in the teachers' lounge at school.

## Others

The names of brands and objects are often distorted in the game but remain easily recognizable.

- **911:** 911 is the house number of Summerville's police station, and the emergency number in America.
- **69-position:** Several items in the game display the number 69: the house number of the beachhouse, the channel on Annie's walkie-talkie, and the main character's jersey. All are a reference to the famous sexual position.
- **Armani, Gucci and Hugo Boss:** These three luxury fashion houses are renamed respectively Barmani, Coochie and Huge-Go Boss according to the mayor's daughter.
- **Eminem and Pitbull:** Eminem and Mr. Worldwide are achievements titles, and also the respective stagename and nickname of the two rappers.
- **Illuminati:** The **Eye of Providence** is graffed upon the garage door of Sugar Tats.
- **R. Kelly:** The American singer is mentioned under the fake name of R. Smelly.
- **Jennifer Lopez:** The "J-Lo" car with a wide trunk is a dubious joke about the singer.
- **Norash:** The cabinet inside the hospital storage room stocks a tube of this diaper cream.
- **Nyan Cat:** A cloth inside Eve's room hanging from the wall features the internet meme.
- **Panasonic:** The TV in the home living room has the brand Vagasonic.
- **Pepe the Frog:** Still in the girls' locker room is a drawing of Pepe the Frog, who originally hailed from a webcomic series before turning into an internet meme. Pepe can also be found as a painting in Ms. Bissette's office.
- **Santa Claus:** Santa Claus can be witnessed in his sled with his reindeer whilst looking at the town map during Christmas time.

- **Siren**: The number plate of the ambulance at the entrance to the hospital has the words *wee woo* on it, a reference to the sound an ambulance makes.
- **Tesla Cybertruck**: What could be more natural than finding Tesla's new vehicle in the dealership workshop. The artist went so far as to reproduce the broken glass.
- **The 2016 Chicago Cubs Season**: On the left wall in Erik's basement hangs a shirt similar to the uniform of the Chicago Cubs. This item is an homage for the baseball team to finally end the so-called Curse of the Billy Goat, and the longest World Series championship drought in history.
- **The trap**: A poster and a book both titled *It's a trap!* can be discovered in-game. They are an inside joke about the presence in *Summertime Saga* of a trap character – a male character depicted as a female. This rumor is a recurring subject within the community.
- **Vaseline**: A jar of Vaseline can be found inside the hospital pharmacy.

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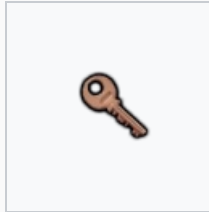
## Items

This page displays the items belonging to the player's inventory. They can be either quest items, items related to features, or items with no use.

*For a list of all assets referenced in the code, including those missing from in-game, see [Category: Items](#).*



A glass of water



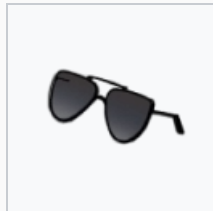
A small key



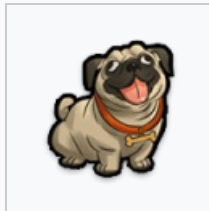
Artpad



ATM card



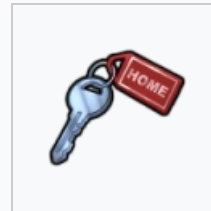
Aviators



Awesomo



Bad Monster



Beachhouse key



Beer



Binoculars



Birth control pills



Blueprints



Breast pump



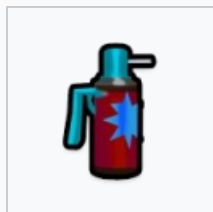
Broken flute



Box of chocolates



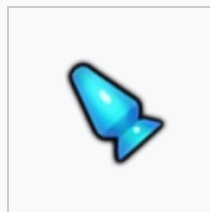
Bug annihilator



Bug eradicator



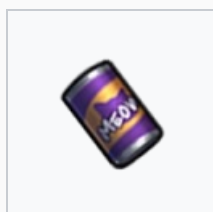
Bug exterminator



Buttplug



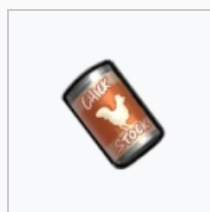
Candle



Cat food



Cheerleader outfit



Chicken stock



Chola's Tricks

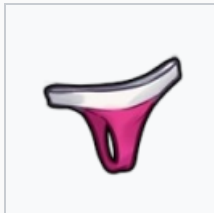
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Coach Bridget's  
panties



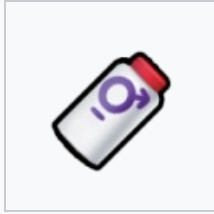
Computer parts



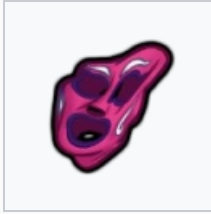
Cookie box



Crystal necklace



Cumdoom pills



Cyclone mask



Dad's letter



DarthMoan



Debbie's panties



Delivery road bike



Demon-spawn  
Tigger



Diamond ring



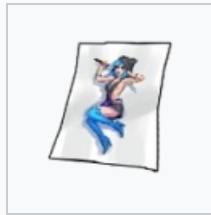
Dictionnaire Français



Dirty uniform



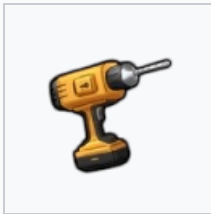
DOH-nuts



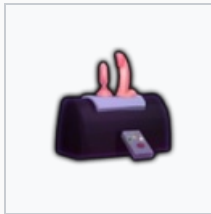
Drawing



Drawing (strap-on)



Drill



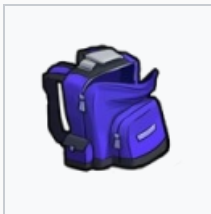
Dual sybian



Easels



Erik's Fappening  
trading cards



Eve's backpack



Eve's panties



Exams



Fake guitar



Faptic engine



Fishing rod



Flowers - Callas



Flowers - Daisies



Flowers - Lillies



Flowers - Orchids



Flowers - Roses



Flowers - Sunflowers



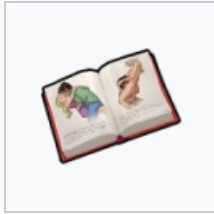
Flowers - Tulips



Flute



French homework



French Love



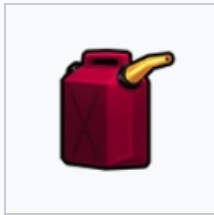
Fresh milk cartons (2x2)



Fresh milk cartons (2x3)



Fresh milk cartons (3x3x2)



Gas tank



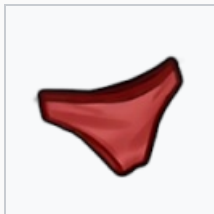
Glasses



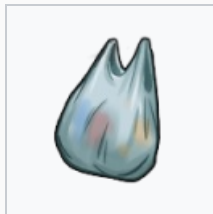
Golden compass



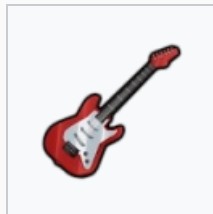
GoldSchwagger vodka



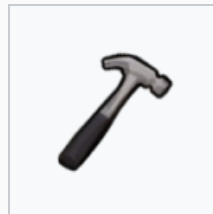
Grace's panties



Grocery bags



Guitar



Hammer



Handcuffs



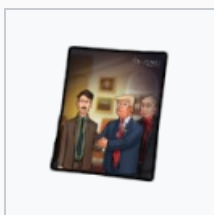
Handsaw



Heart necklace



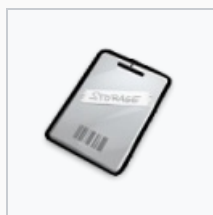
Helen's secret key



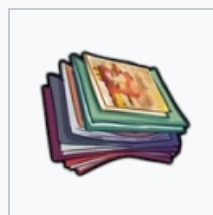
Hidden photograph



Hidden photograph note



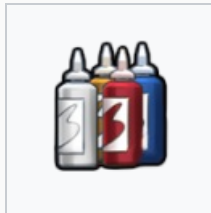
Hospital storage card



Huge stack of magazines



Incriminating evidence



Ink



Jenny's panties



Jiang's lucky tool bag



Josephine's cell phone



Kama Sutra



Keycode to Miss Okita's office



Lab coat



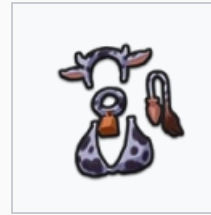
Lasagna



Leaf skimmer



Linens



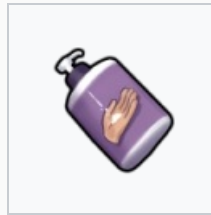
Lingerie - The milk slave



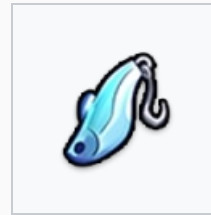
Lingerie - The ruby corset



Locker master key



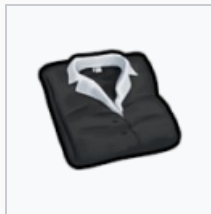
Lotion



Lure



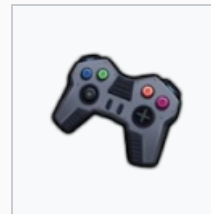
Mackerel



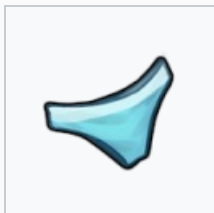
Maid uniform



Massage oil



Master Blaster controller



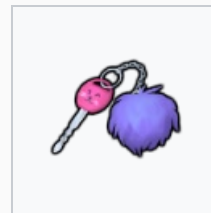
Mia's panties



Milk jug



Milk sample



Mini Vulva key



Mushroom



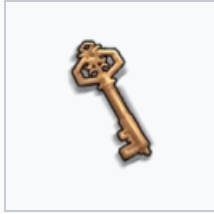
Mysterious statue (head)



Mysterious statue (legs)



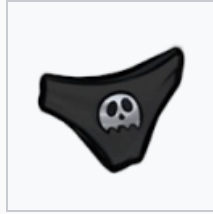
Mysterious statue (torso)



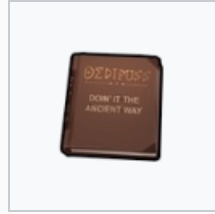
Mystery key



Obituary records



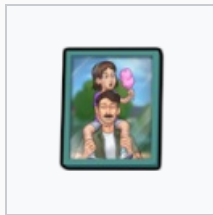
Odette's panties



Oedipus



Old book



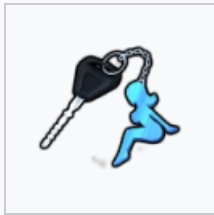
Old photograph



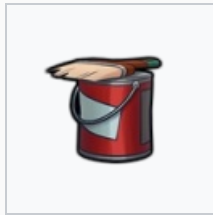
Orcette Queen garments



Orcette



Overcompensator key



Paint



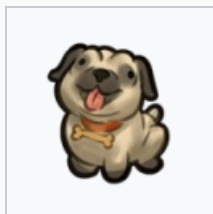
Pearl necklace



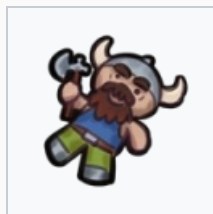
Pink lingerie



Pink package



Plush - Awesomo



Plush - Barbarian



Plush - Cow



Plush - Kitty



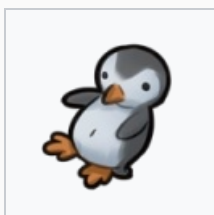
Plush - Orcette



Plush - Otter



Plush - Panda



Plush - Penguin



Plush - Pink beaver



Plush - Rabbit



Plush - Snake



Plush - Unicorn



Pom-poms



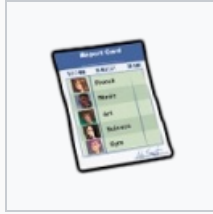
Pregnax pills



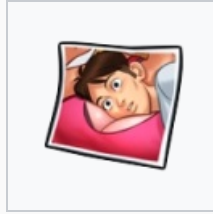
Psychotropic  
Euphoria



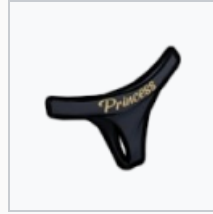
Quick Mafs!



Report card



Roxy and main  
character's picture



Roxy's panties



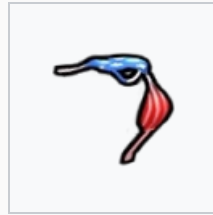
Rump estate staff  
badge



Safety glasses



Saga Dealership vest



Sara's bikini



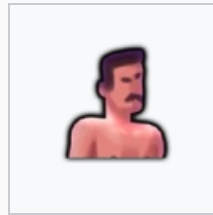
Scroll



Sea Dogs Saga



Sea trout



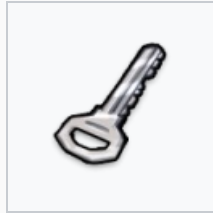
Sex doll



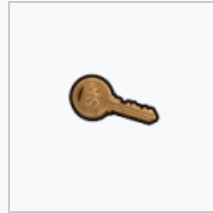
Shovel



SL-700 Crotch  
Rocket key



Small key



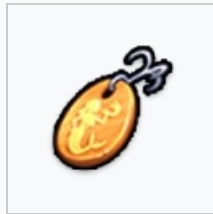
Small hidden key



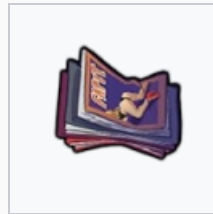
Small stack of  
magazines



Snapper



Special lure



Stack of magazines



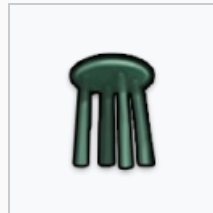
Stick



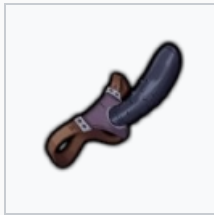
Sticky tape



Stolen goods



Stool



Strap-on



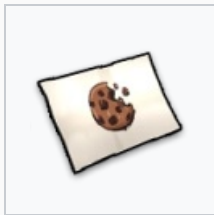
Supersaga digital webcam



Swimsuit



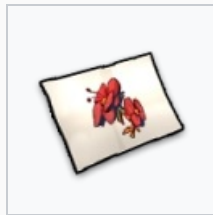
Tattoo drawing - Butterfly



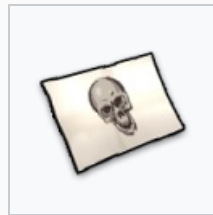
Tattoo drawing - Cookie



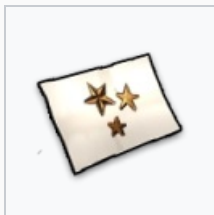
Tattoo drawing - Dolphin



Tattoo drawing - Flowers



Tattoo drawing - Skull



Tattoo drawing - Stars



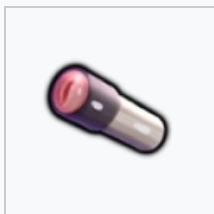
The Breeder Guide



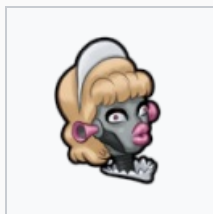
The Doom Dong



The Drilldo



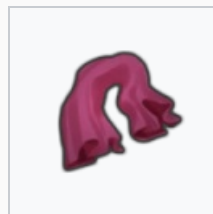
The Flesh Tube



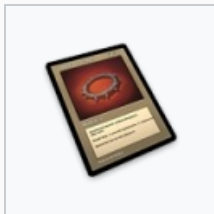
Thotbot



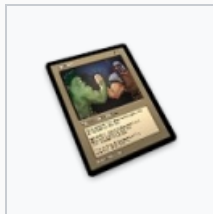
Toad



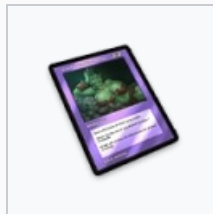
Towel



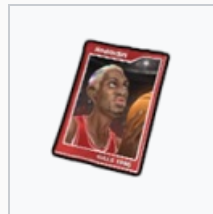
Trading card - Cock Crown of Thorns



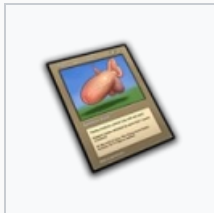
Trading card - Dillon



Trading card - Orcette - The Whoremonger



Trading card - Rodman



Trading card - The Flying Cock Goblin



Treasure map



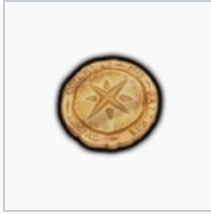
Used tissue



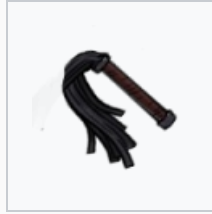
Vegetarian pizza



Virtual Saga X



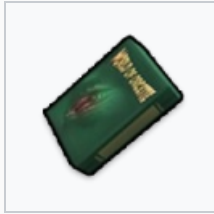
Weird coin



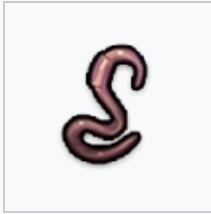
Whip



Wood planks



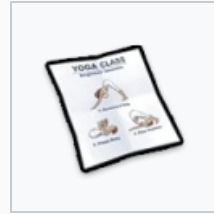
World of Orcette



Worm



Wrench



Yoga instructions

Categories: [Content](#) | [Items](#)



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# Tools and extensions

This page lists all the tools for the game and extensions for browsers related to *Summertime Saga*.

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## Debug menu

The debug menu is a special list of operations unlocked by setting the game in developer mode. It provides a lot of useful features to cheat on *Summertime Saga*, or get out of bugs and softlocks. Using the menu can block the game so proceed at your own risk!

### How to access the menu

Windows/Linux/Mac:

1. Download [this file](#) and place it in the *Summertime Saga game folder*\game folder if you're on Windows or Linux, or the `SummertimeSaga.app/Contents/Resources/autorun/game` folder if you're on macOS.
2. Or write the following code in a text file, and place it in the same folder, after changing the file extension to `.rpy`:

```
init 100 python:
config.console = True
config.developer = True
persistent.enable_save_locking = False
```

3. Restart the game, and press the keys ⇧ Shift + O to open the console.
4. Open the phone menu and click on the wifi network signal icon to display the developer menu.

Android:

1. Click on the network signal icon in the phone menu to display the blue developer menu.
2. Dismiss the text field by hitting the Android Back button a couple of times.
3. Click on the black icon on the top right, next to the exit button.
4. The console is now open and you can type in your commands.
5. Once completed, type `exit` to close the console screen.

### Description

The debug menu contains 6 main tabs – General, Time, Machines, Locations, Player and Items – and 3 buttons: the first one displays the console history, the second opens the console screen and the last one closes the debug menu.

#### General

This tab is dedicated to general options.

- Unlock/Lock the user interface.
- Unlock all [cookie jar](#) scenes.
- Set the [Mayor Rump's](#) scene at [Hillside Mall](#).
- Skip the first day of the game.
- Unlock all [locations](#).
- Force/Unforce the map lock, forcing it unlocked will make the map available from any screen in the game.
- Lock/Unlock the sleep lock, allowing you to sleep through anything.
- Enable/Disable the [cheat mode](#).
- Display/Hide any python expression.
- Enable/Disable notifications for label names on the top left corner whenever you enter a new label.
- Enable/Disable the first-day skip, starting you on the second day.

#### Time

This tab is dedicated to all the time manipulation functionalities.

- Tick timer: advance time by one tick.
- Set day to: set the current day to whatever you want, advancing the time until that day.
- Set time to: set the time to whatever you choose, moving forward or backward in time if necessary.
- Skip forward: allow to skip ahead a day, week, month, or year.
- Toggle debug period: allow to force Christmas or Halloween decorations even if it is not the right time of year yet.

#### Machines

This tab is dedicated to Finite State Machines and gives info about where the machine is located and in which state it is. For each one you can:

- Advance: advance the FSM by one state. This action can result in bugs though.
- Show vars: open a separate window that shows all the variables for that FSM.
- Pregnancy: open a separate window with all the variables for that machine's pregnancy manager.

#### Locations

This tab is dedicated to locations. For each location you can:

- Lock/Unlock the location.
- Visit/Unvisit the location.
- Set the `can_leave` flag for the location.
- Move the main character to the location.

#### Player

This tab is dedicated to the main character. Its purpose is to be able to change his stats and money.

#### Items

This tab is dedicated to the items in-game management. From there you can add or remove any item in the inventory. It has a convenient search box to filter out the 150 game items. You can also use this to print the full item list to the console.



## Browser extensions

---

*Summertime Saga* also has browser extensions!

### Notifications and progress bars

Get notifications when [DarkCookie's stream](#) goes online, and follow the development of the next update one-click away:

- [Chrome extension](#) 
- [Firefox extension](#) 

Features:

- Dynamic progress bars
- Development roadmap

- DarkCookie's stream link and notifications
- Links to Patreon, Discord and the official wiki
- Link to the download page

## Better Picarto.tv

Add additional features and tweak to Picarto.tv:

- [Chrome extension](#)

Features:

- Nickname completion with **Tab** hotkey
- Emote completion with **Tab** hotkey
- Last whisper hotkey with **Shift** + **↑** hotkeys
- Previous message history with **↑** and **↓** hotkeys
- Notify on moderator actions (ban/SB, kick, unban, clearuser)
- Optionally limit history
- Username highlighting
- Show deleted messages
- Disable chat clears, and see which moderator issued it
- User helper modal to aid moderator tasks
- "Mimi" emote name rollover
- Some small CSS tweaks

## Auto-clicking

There is a way to increase the main character's **strength** without killing your fingers:

1. Download AutoHotkey [here](#).
2. Download [this script](#).
3. Double-click on the script to open and activate it.
4. Now, all you have to do is hold down **Caps Lock** key during the [weightlifting minigame](#).

Category: [Community](#)