

If you follow this guide you should find starting lab rats2 fairly easy.  
This tutorial has been update to include the clarity system.

### Clarity:

You earn temporary clarity points by interacting sexually with females. When you finally cum be it masturbation or other means locked clarity points are converted to ones you can spend. You can cum several ways. Masturbation produces the least amount of clarity you can spend from the temporary. It converts to 50% of what you earned. Where cumming inside the female can get you more than 100%. last I played it was 200%. That may change though or the amount you earn per each interaction may change.

### How to earn clarity

You can earn it by flirting will get you 5 locked clarity points. It will take a little work with mom and sis to get more points. That said you don't need to much at the start. You can also fool around with Stephanie and build up more points. Depending on how you come you earn more or less points. Masturbation gives you 50% unlocking clarity points. Shooting the load into the air 75%, Coming on her body 100%, face 125%, tits 125%, mouth 150%, pussy 200%, anal 200%, throat 200%.

### Stats and Skills

So lets look at skills and stats now what you should start with.  
This is what I started with.

The screenshot displays a character creation interface with three main columns of stats and skills, each with a blue background and white text. At the top center, it says "Character Points Remaining: 0".

- Main Stats (3 points/level):**
  - Charisma:** 2/4. Description: "Your visual appearance and force of personality. Charisma is the key attribute for selling serums and managing your business."
  - Intelligence:** 1/4. Description: "Your raw knowledge and ability to think quickly. Intelligence is the key attribute for research and development of serums."
  - Focus:** 0/4. Description: "Your mental endurance and precision. Focus is the key attribute for production and supply procurement."
- Work Skills (1 point/level):**
  - Human Resources:** 0/4. Description: "Your skill at human resources. Crucial for maintaining an efficient business."
  - Marketing:** 0/4. Description: "Your skill at marketing. Higher skill will allow you to ship more doses of serum per day."
  - Research and Development:** 4/4. Description: "Your skill at researching new serum traits and designs. Critical for improving your serum inventory."
  - Production:** 0/4. Description: "Your skill at producing serum in the production lab. Produced serums can then be sold for profit or kept for personal use."
  - Supply Procurement:** 0/4. Description: "Your skill at obtaining raw supplies for your production division. Without supply, nothing can be created in the lab."
- Sex Skills (1 point/level):**
  - Foreplay:** 2/4. Description: "Your skill at foreplay, including fingering, kissing, and groping."
  - Oral:** 2/4. Description: "Your skill at giving oral to women, as well as being a pleasant recipient."
  - Vaginal:** 2/4. Description: "Your skill at vaginal sex in any position."
  - Anal:** 1/4. Description: "Your skill at anal sex in any position."

At the bottom left, there are three input fields: "Input Your First Name", "Input Your Last Name", and "Input Your Business Name". At the bottom right, there is a blue button labeled "Finish Character Creation".

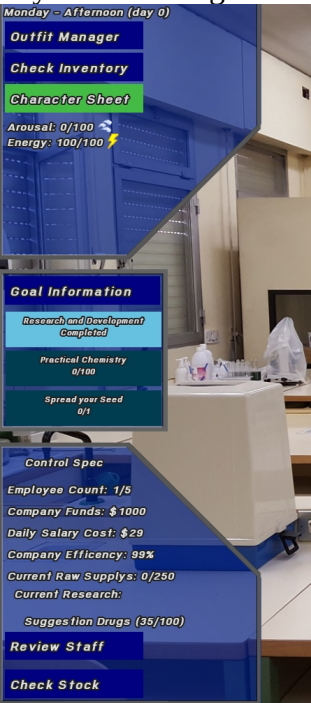
You want at least 2 charisma so you can better interact with and appease the females. The 1 in intelligence will help with serum research. The increased sex skills you helps gain clarify.

For the first few weeks you and Stephanie will do nothing but research. By Day 24 you should be solvent.

I was able to reach this point on my first try using this method.



Pay attention to goal information. You may have one you can satisfy easily.



This game has a bad habit of giving goals that are way to hard for start characters to achieve. You can however change a single goal a day. Before you do that save. If the new goal is to hard reload and try again.

If you get a goal of creating a new serum just create an empty one. It will save time and cost and meet the requirement.

Current Research: Primitive Serum Production 2/75 Available Clarity: 0

Research New Traits

Suggestion Drugs (0/100)  
Excludes Other: [Suggest]

High Capacity Design (0/150)

Basic Medical Application (0/200)

Caffeine Infusion (0/150)

Inhibition Suppression (0/75)

Birth Control Suppression (0/100)

Master Existing Traits:

Primitive Serum Production (2.691/75)  
Excludes Other: [Production]  
Mastery Level: 2.0  
Side Effect Chance: 4%

Research New Designs:

empty (0/50)

empty

Research Required: 50 Production Cost: 40

Value: \$2 Expected Profit: ~~-\$30~~

Duration: 3 Turns Clarity Cost: 25

Primitive Serum Production

1 Trait Slot, 3 Turn Duration, \$2 Value

~~-25 Serum Research, -25 Clarity Cost, 40 Production/~~  
~~Batch~~

Creating Serums and Research

The first thing you should research is the suggestion drug. Then create a serum with it.

Pick Production Type

Add Serum Traits

Remove a trait

Primitive Serum Production - [Production]  
Mastery Level: 1.0 | Side Effect Chance: 8%

Suggestion Drugs - [Suggest]  
Mastery Level: 1.0 | Side Effect Chance: 10%

Current Serum Statistics:

Trait Slots: 1/1

Research Required: 100 Production Cost: 40

Value: \$17 Expected Profit: \$45

Duration: 3 Turns

Serum Effects:

Primitive Serum Production

1 Trait Slot, 3 Turn Duration, \$2 Value

~~-25 Serum Research, 40 Production/Batch, 8% Chance~~  
~~of Side Effect~~

Suggestion Drugs

~~-\$15 Value, +10 Suggestibility~~  
~~-25 Serum Research, 10% Chance of Side Effect~~

Create Design

Reject Design

Research the Serum.

Current Research: basic suggest 0/100

Research New Traits

High Capacity Design (0/150)

Basic Medical Application (0/200)

Caffeine Infusion (0/150)

Birth Control Suppression (0/100)

Master Existing Traits:

Suggestion Drugs (0.914/100)  
Excludes Other: [Suggest]  
Mastery Level: 1.0  
Side Effect Chance: 10%

Primitive Serum Production (0/75)  
Excludes Other: [Production]  
Mastery Level: 1.0  
Side Effect Chance: 8%

Research New Designs:

Empty (0/50)

basic suggest (0/100)

basic suggest

Research Required: 100 Production Cost: 40

Value: \$17 Expected Profit: \$45

Duration: 3 Turns

Primitive Serum Production

1 Trait Slot, 3 Turn Duration, \$2 Value

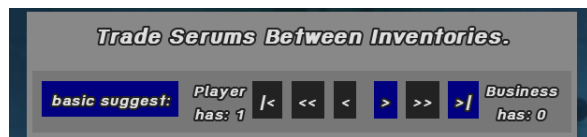
~~-25 Serum Research, 40 Production/Batch~~

Suggestion Drugs

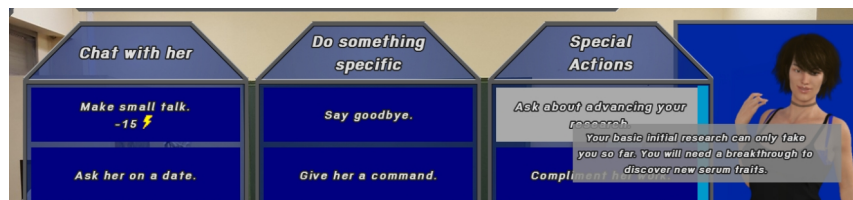
~~-\$15 Value, +10 Suggestibility~~  
~~-25 Serum Research~~

Do not change research.

When you are done “**Finalize**” it. Then go to the production division.  
Access production stockpile and move it out of stockpile into your inventory.



Then go back to Stephanie and ask her about advancing your research.



### Tip regarding serum research:

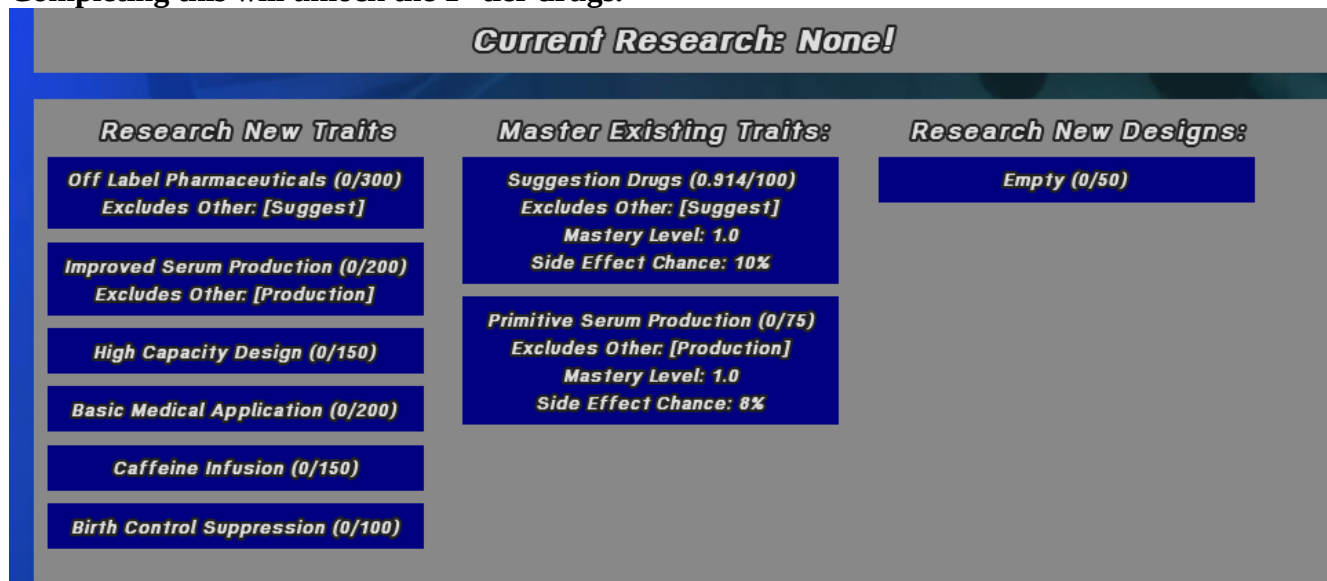
When you research a serum stop and save the time before you get to finish researching it.  
If you get real bad traits you can simply reload it and try again.

Choose whatever trait you want to increase with Stephanie. Assist her. Use the does of serum you now have on you. Increasing her happiness or loyalty are probably the two best options.

You can easily increase love and sluttiness.

Having her happiness high means you don't need to spend a lot time on worry about it. Having higher loyalty will mean you can give her commands sooner and so on.

**Completing this will unlock the 1<sup>st</sup> tier drugs.**





The next two things to research are **Off Label Pharm** and **Improved Serum Production**, then **Basic Medical Applications**. At that point 2<sup>nd</sup> tier drugs should unlock. Research **Clinical Testing**. Then create your next serum using **improved serum production**, **off label pharm** and **clinical testing**.

**Remove a trait**


**Improved Serum Production - [Production]**  
 Mastery Level: 1.0 | Side Effect Chance: 25%


**Off Label Pharmaceuticals - [Suggest]**  
 Mastery Level: 1.0 | Side Effect Chance: 30%

**Clinical Testing Procedures**  
 Mastery Level: 1.0 | Side Effect Chance: 0%

**Current Serum Statistics:**

Trait Slots: 2/2

  
 Research Required: 430  
 Value: \$57  
 Duration: 3 Turns

  
 Production Cost: 70  
 Expected Profit: \$215

**Serum Effects:**

**Improved Serum Production**  
 2 Trait Slots, 3 Turn Duration, \$2 Value  
 +50 Serum Research, 70 Production/Batch, 25% Chance of Side Effect

**Off Label Pharmaceuticals**  
 +\$20 Value, +30 Suggestibility  
 +60 Serum Research, 30% Chance of Side Effect

**Clinical Testing Procedures**  
 +\$35 Value  
 +900 Serum Research, 0% Chance of Side Effect

Research the serum.

It will give you an income of 215 per each.

Hint: Save before you finish the researching it. When you are done finalize it and look at the traits. If it has negative traits reload and finish it again. Repeat till the you have no bad traits.

Starting Production

Take the newly created serum that has improved serum production, off label pharm, and clinical testing. Go to the production and setup a production line with it.  
 (yours increments by 10% mine is modded)

**Production Lines**

Capacity Remaining: 0%

**Production Line 1**  
 Currently Producing: Clinical Suggest 30

Production Weight: -5% 100% +5%

Auto-sell Threshold: -1 1 +1

**Production Line 2**  
 Currently Producing: Nothing

Production Weight: -5% 0% +5%

Auto-sell Threshold: -1 None +1

**Clinical Suggest 30**

Research Required: 430 Production Cost: 70

Value: \$57 Expected Profit: \$215

Duration: 3 Turns

**Improved Serum Production**  
 2 Trait Slots, 3 Turn Duration, \$2 Value  
 +50 Serum Research, 70 Production/Batch

**Off Label Pharmaceuticals**  
 +\$20 Value, +30 Suggestibility  
 +60 Serum Research

**Clinical Testing Procedures**  
 +\$35 Value  
 +900 Serum Research

The auto sell threshold is the amount that will be kept on hand in the production stockpile anything above that amount will be sold. Example: if you set it to 3 once there are 3 anything above that amount will be sold. If you leave those 3 in there and another run goes through then all the run will be sold. Click on the blue bar production line to select the serum you want to create.

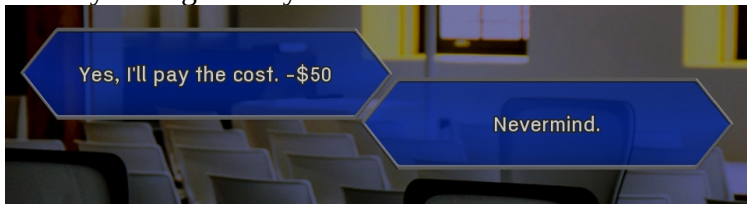
### **Time to hire some help**

You want to hire one person for supply and then one for production in that order.

HR can wait and you are getting low on money by this point. After a single production run you should be able to hire the next person. That person should be for marketing and then finally HR. You can do HR till then.

### **Tips on hiring**

Start by saving when you are at this screen



By doing so you can reload if you get a bad selection or find no one worth hiring.

When hiring someone there are a number of formulas you want to keep in mind.

Supply =  $3x \text{ Focus} + 2x \text{ Supply skill} + 1x \text{ Charisma} + 10$

HR efficiency =  $3x \text{ Charisma} + 2x \text{ HR Skill} + 1x \text{ Intelligence} + 5$

Marketing =  $3x \text{ Charisma} + 2x \text{ Marketing skill} + 1x \text{ Focus} + 5$

Research =  $3x \text{ Intelligence} + 2x \text{ Research skill} + 1x \text{ Focus} + 10$

Production =  $3x \text{ Focus} + 2x \text{ Production skill} + 1x \text{ Intelligence} + 10$

You also want to watch out for various negative traits that will make life hard.

Avoid any negative traits that evolve around job skills, working, what they wear and days of the week.

At the start that will be some what hard to avoid because you can't see many of their opinions.

Finding women that have positive traits in regard to those same things can make life easier. Their happiness will remain fairly constantly happy.

So when you get the chance to unlock policies regarding back ground checks do it.

For now to keep the girls happy in the morning go to each work area and simply tell them each they are doing a good job. With the increase charisma that will give you a love point each time and several happiness for each. The goal is to keep them above 100. The happier the better though.

### **After you hired the first person for production.**

It should take several turns for your production run to complete. You can figure that out by dividing the 70 by what the employees production skill. If you hired someone with a production skill of 35 or more it will take 2 turns. If they have a productions skill of less than 35 it will take more time.

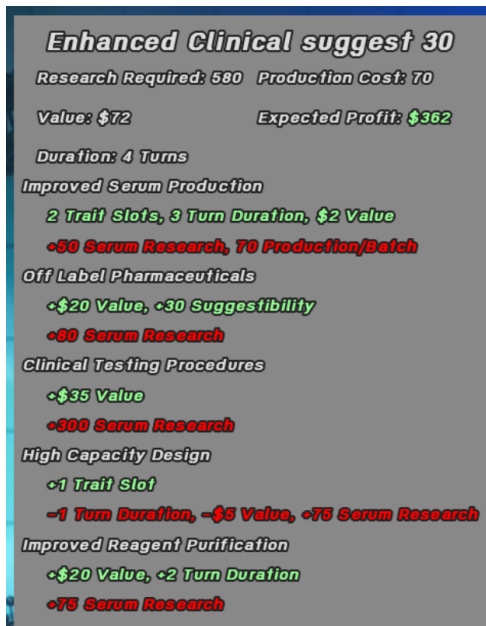
You can use that time in a number of ways. First make sure company efficiency is above 90% if it isn't do HR. keep checking the **Mark Inventory to be sold**. As soon as you find inventory in there mark it to be sold and go to Marketing and sell it. Then you can hire someone for Marketing with that money. Then hire someone for HR.

## Next research

The next thing you should focus on researching is high capacity design.

Then improved reagent purification.

Once you have high capacity design down to 66% you can create the next serum.



Once you have researched it with no side effects. **(use reload method if needed)**. Start production on it. You can substitute basic medical for the improved reagent if you want to start production earlier to get money faster. The improved reagents will make the serum last longer for your purpose of corrupting the women faster.

At this point you should make more than enough money you won't need loans or anything. You should be able to expand fairly easily.

## Policies

The first policies you should get are the ones to increase the number of serums made each turn. That will increase the money you make.

The next ones are regarding the size of hiring pools and employee count and what you can see when you hire them.

Get the first level of company clothing and disable it till later. If you get a daily goal with it turn it on make the clothing then turn it back off. That way you keep employees happy.

## Nora

After talking to Stephanie and asking her to advance the research you choose the Nora option.

Then go visit Nora.

She will want help from you to advance some of her research.

Go back to the lab make a simple serum with nora in it.

Save before hitting the research button the last time to finish the research on that serum.

You may want to reload and do that last research over till you get a safe trait to have.

Safe traits on it can be bad taste, -2 turns duration, bad rep, bad taste

A lot of the other traits are permanent and can create issues with a character.

Give the serum to a girl flirt with her. Each time you flirt it will raise up the proficiency in the serum .2

Do that till your serum proficiency for nora is 2.0 or higher. Then go to the university during the day

not early morning or night.

When at the university select the option to turn in the work.