

A-RANGE AREAS

Hex A1:



One camel that can be shot (leading to a 5\$ reward) or captured (with tranquilizer darts sold by Joe – useful to acquire Zara as a harem girl – see Hex A3 for details). Both Bella and Penny will shoot the camel if the MC misses and share the reward with the MC THREE TIMES max each. Past that, they will refuse to share the reward.

The area will always remain accessible and a new camel will always spawn on each subsequent visit.

Hex A2:



Space aliens that have landed on Earth in search of porn videos. Will inevitably end up in a sex scene with a busty female alien. MC can be injured during conversation if wrong choices are chosen. The aliens will give the MC a video camera that will automatically be installed in his bedroom and from then on, the MC must have sex at least once a week in his bedroom, or the game will end with the destruction of the planet.

The area subsequently becomes cleared and inaccessible.

Hex A3:



A nomad camp with an old man and his daughter Zara. MC can either disperse the camp (+1 Road Warriors) or accept a quest from the old man who is prepared to sell his daughter for 4 or 6 camels (depending on conversation choices). Camels need to be captured, NOT SHOT. Old Joe at the bar sells 5 tranquilizer darts for \$10.

Need to visit this area again with the relevant number of captured camels to gain Zara as a harem girl.

The area subsequently becomes cleared and inaccessible.

B-RANGE AREAS

All A-range areas must have been *explored* before B-range areas can become visible at the start of any week from week 2 onward.

Hex B1:



An Inquisitor from the Church of the Redeeming Phallus with two nun acolytes

If scouting with Bella, being baptized and a Church faction level of AT LEAST 2 will suffice to satisfy the Inquisitor. The area will then be cleared. Below Level 2, a close combat fight will ensue.

If scouting with Penny, a close combat fight will ensue in any case. Having been baptized and having a Church faction level of at least 2 will also lead to -1 lust for Penny.

The Inquisitor always has the first round of the combat scene and hits the MC with a die roll of at least 4.

To hit the inquisitor during the MC's rounds, a score of AT LEAST 5 (die roll + MC's close combat ability) must be obtained.

The area is cleared once the MC wins a fight with the Inquisitor or the Inquisitor is satisfied with his Church credentials (when scouting with Bella). Otherwise, the area is re-accessible in order to fight again.

The area needs to be cleared for later access to Hex C1.

Hex B2:



A genie will appear and give a quest to the MC. The quest is to find 8 stone fragments.

The locations of the stones are:

- 1) Old Joe (buy a stone from him for \$5)
- 2) In Zara's womb (need to acquire Zara as a harem girl and fist her during her sex scene) – if Zara is not acquired (because the nomad camp was cleared by stealing the nomad's camel), a further stone appears later in the game in the strip club in Desert Town (see area C5) at the bottom of a pillar in the right-hand side of the screen (must hover over it to pick it up).
- 3) Command Center (bottom left of grilled door – must hover over it to pick it up).
- 4) Boiler Room (accessed through the Command Center screen by clicking on the grilled door). Only accessible when the Prisoner Quest begins at the start of week 3. The stone is behind the prisoner (must hover over it to pick it up).
- 5) Queen Opala's temple (area B6). Behind the right-hand side of the trap door on the ground (must hover over it to pick it up).

6) In the food unit – center left of the screen, suspended behind a salad rack (must hover over it to pick it up).

7) At the market in Desert Town (area C5). Near the bottom of some spice sacks in the center of the screen (must hover over it to pick it up).

8) At the confessional in the Church. Appears at the bottom of the MC's booth after confessing to wanking with both hands to the priest (must hover over it to pick it up). The MC needs to be baptized and to go to confession (available in the mornings only).

The area subsequently becomes cleared and inaccessible.

Hex B3:

A landscape consisting of 3D vortices and unfinished textures. Totally useless hex that will bring nothing but a waste of time (still needs to be visited for access to C-range areas).

The area subsequently becomes cleared and inaccessible.

Hex B4:



Two hippy chicks stoned out of their minds

If approached peacefully, they will reveal the location of Desert Town.

If approached menacingly, they will flee and the MC will acquire a spliff left behind.

Once the MC has his own motorbike, he can come back to visit the hippies in the evening, if Ruby is a satisfied harem girl or the MC is a Road Warrior, by visiting the workshop and sneaking out of the compound with it. A THREESOME SEX SCENE will ensue. At the end, the MC will acquire a spliff that can be used on Amy, Suki or Ayla. An extra Sierra Club point can also be gained on each visit.

The area is always accessible if the hippies fled. Once they are met, Bella and Penny will refuse to take the MC back to this hex. The area will only be re-accessible once the MC acquires his own motorbike (see Hex C5).

Hex B5:



Two camels that can be shot (leading to a 10\$ reward) or one shot/one captured (with tranquilizer darts sold by Joe – useful to acquire Zara as a harem girl – see Hex A3 for details).

Both Bella and Penny will shoot the camel if the MC misses and share the reward with the MC THREE TIMES max each. Past that, they will refuse to share the reward.

The area will always remain accessible and two new camels will always spawn on each subsequent visit.

Hex B6:



Queen Opala's Temple

After a march through the jungle (observe the markings on the pillars there), the MC will reach an abandoned temple. A scene reminiscent of "Skyrim" will require the MC to turn three pillars into the correct positions (code is snake, whale, snake) and then pull the lever. Queen Opala will appear.

The MC can either be nice to her (I am a survivor... – ...fear not I come in peace in dialogue options) and receive a quest from her to find her scepter in the jungle in Hex C7, or confront her, ending up with a close combat fight with her. The MC needs a score of at least 6 to hit her during his round. At the end of the fight, the MC will gain a necklace granting +1 lust for the girl he gifts it to (this option will appear in dialogues with various girls at this stage), and \$20 (also, -1 in Sierra Club faction points) The MC can always beat Opala and come back and accept her quest on the second visit.

Once the quest is accepted, the area can be visited again once the quest has been completed to obtain a reward (necklace, \$40 and +1 Sierra Club faction points, and a SEX SCENE with her).

Once the quest has been completed and the reward obtained, the area becomes cleared and no longer accessible.

Hex B7:



Avenger's Lair of the Black Widow

A desert storm will engulf the MC and a woman in black will appear through the sandstorm, inviting him to follow her.

The MC can refuse once and get injured if not owning a gas mask – a \$10 banknote will however appear in the aftermath of the sandstorm.

Once the MC accepts to follow the woman, she will take him to the Avenger's Lair where it will be revealed that she is actually Scarlett Johansson pretending to be the Black Widow. If the MC is a Trumpster, she will kick him out at this stage, otherwise, a SEX SCENE will ensue. At the end of that scene, the Black Widow will give the MC a costume of Captain America (useful to cosplay with Angie). The Black Widow can be visited again for more sex (including NEW sex scenes) until her lust reaches 3 and she will give the MC a quest to recruit more Avengers and a costume for Captain Marvel. It can be used once Nancy has become a harem girl when the option to let her try it on will appear at the end of a sex session with her. The MC will then be able to visit the black widow again, bringing along Nancy and triggering a THREESOME SEX SCENE with both of them.

The area is never cleared and can always be visited again. And again. And again. For FREE SEX.

C-RANGE AREAS

All B-range areas must have been *explored* before C-range areas can become visible at the start of any week from week 4 onward. Exceptions: Forward Ops (C3) and Desert Town (C5) are accessible as soon as knowledge of their existence is discovered.

Hex C1:



Temple of the Oracle

Pythia is the oracle of the Church of the Redeeming Phallus with powers of future visions. To enter the temple, the MC MUST BE A MEMBER OF THE CHURCH FACTION. If at level 4, the option to gain an extra point (and abandon any previous faction) will appear (on the first visit).

Once inside, a SEX SCENE with Pythia will take place. At the end, she will have a future vision and the MC will gain knowledge of the North entrance to Trumpf City (useful later on in the game obviously...). On the second visit, the MC will obtain a Holy Pubic Hair which will grant +1 lust for the Church faction girl he gifts it to (Ayla, Bella or Clara). A new Holy Pubic Hair can be obtained on each subsequent visit. BEWARE: If the MC is no longer a member of the Church faction when re-visiting, he will get injured and won't be able to enter the temple.

The area is never cleared and can always be visited again.

Hex C2:



Beautiful landscape of a river stream with wild flowers

The first time the area is visited, the MC will gain +1 Sierra Club faction point.

The MC will collect a bouquet of wild flowers which will grant +1 lust for the Sierra Club girl he gifts it to (Amy, Laurie or Michiko). A new bouquet can be acquired on each subsequent visit.

The area is never cleared and can always be visited again.

Hex C3:



Forward Ops base of the Trumpf Militia

The Forward Ops base can only be seen once knowledge of its presence has been acquired (either by successfully completing the Prisoner Quest given by Chief Lena at the start of week 3, or by catching Suk-Yu's ping pong ball with the mouth on the first visit to the strip club in Desert Town (see area C5)).

An armed guard is posted at the entrance to the base. There are several ways of getting inside:

- 1) shoot her. Need to have a rifle (bought from Old Joe) or sniper rifle (acquired in the armory of the base). With a rifle, a score of at least 7 is required (die roll + firing skill points). With a sniper rifle, a score of at least 4 is required. The guard can only be shot once to enter the base with either weapon (after that, she will always spot the MC before he shoots, leading to a pitiful retreat and Chief Lena not being happy).
- 2) Be a member of the Trumpster faction (easier with nickname acquired through the posing session with Barbara and Old Joe) and say you are on a "mission". This trick will only work once. A second visit as a Trumpster (or Road Warrior) will require also being a member of the NРАНRA and pretend you are inspecting the armory (if not a member, Ruby as a side-kick will also help).
- 3) Have a Trumpf Militia uniform: It can only be acquired once completing the Hammam quest (see area C5 – Desert Town for details on that quest)
- 4) As a member of the Sierra Club, you can also entice the guard with a spliff (available from the hippie chicks at hex B4). This trick will only work once.

Once inside, you are either forced to the alpha-barrack on the left (if on a "mission") or the armory (if "inspecting") or you have the choice of where to go (example: after shooting the guard)

Armory:

To the right is the armory where the MC will have the opportunity of stealing a weapon amongst: sniper rifle, rifle, explosives, dagger and gas mask. Only one weapon can be stolen on each visit. The MC will then leave the base.

Alpha-Barrack:

This is the office of General Ivanka, daughter of President-for-life Trumpf.

Barging in on her will result in injury, as she is unbeatable in close combat.

If the MC has released Number 6 (from the Prisoner quest), she will be happy to see him and grant him the "Medal of Complicity" plus \$20.

An ANAL SEX SCENE will ensue.

On returning to the base, Chief Lena will give the mission of stealing attack plans from Ivanka. The MC must therefore return the base (and find a way of re-entering) and re-visit Ivanka for another SEX SCENE where she passes out from the MC's brutal pussy-pounding. The MC will then have the option of stealing the plans (losing a lust point to Ivanka and a Trumpster faction point, and gaining a lust point to Lena and a Deep State faction point) or leaving them on the desk. Eventually, the plans MUST BE stolen at some stage, so don't fuck around too much.

The Monday morning following the theft of the attack plans, the MC will receive notification from Siri that he has a bounty on his head.

The area becomes cleared and inaccessible once the attack plans have been stolen.

Hex C4:



Dr Evil's Lair

The lair is guarded by an armed drone patrolling the area. There are several ways of getting past it and accessing the platform where Dr Evil is located:

- 1) Disarm it. The MC needs to obtain a score of at least 7 (die roll + mechanics skill)
- 2) Punch it. The MC needs to obtain a score of at least 12 (die roll + strength skill)
- 3) Use Cyrl if she is with you. She will disarm it.

Once at the top, Dr Evil will explain that he has developed the Corona virus and plans to unleash it on the world. If the hammam quest has been started (see Desert Town area C5), he will also reveal that he is responsible for stealing the water from the hammam.

A close combat fight will ensue, BUT, depending on dialogue choices, either Dr Evil or the MC will get the first shot.

Dr Evil's hits the MC with a die roll of at least 3.

To hit Dr Evil during the MC's rounds, a score of AT LEAST 7 (die roll + MC's close combat ability) must be obtained.

If the MC loses, he is injured and sent packing. The area must be re-visited until Dr Evil is defeated.

If the MC wins, the hammam quest is completed (if it was started). The MC should return to the hammam for his reward. The MC will look for some loot, but Dr Evil will refuse to reveal the location of his hypnosis pendulum until given a beer to drink. The MC can refuse (\$10 loot but no pendulum found) or accept (pendulum found but the MC catches Covid-19 resulting in spending the night at the medbay).

The area becomes cleared and inaccessible once Dr Evil has been defeated and the hammam quest is completed.

Hex C5:



Desert Town (multi-area hex)

Desert Town is run by Road Warriors and consists of several areas that can be visited (one per visit only)

Hammam:

On the first visit, the option to take a bath for \$5 will be available. A SEX SCENE will follow with the hammam girl.

On the second visit, the bath session will be free followed by the same sex scene.

On the third visit, the pool will be empty and the hammam girl will give a quest to the MC to restore the water supply. Once this quest is completed (by defeating Dr Evil, see hex C4), another visit will lead to the hammam girl offering a Trumpf Militiaman uniform to the MC (useful for entering the Forward Ops base at hex C3).

Tattoo Parlour:

On the first visit, the MC can get a tattoo for \$10 if he has 4 points in the Road Warriors faction (+1 Road Warriors faction point), or for \$5 if he is a member (level 5). The tattoo girl will give the MC a handjob afterwards.

On subsequent visits, the MC can get another tattoo to gain a Road Warriors faction point free of charge (and another handjob).

Market:

There are three stores at the market.

1) Slaver and slave: A slave (who turns out to be Nancy, the MC's landlady) is in a cage. If you click on the cage, you will recognize her and gain a lust point for her. It costs \$200 to buy her from the slaver, and bargaining is off the table. During the buying session, the MC can ogle Nancy's tits but lose one lust point in doing so (so don't do it you dirty buggers). Another lust point for Nancy is won once she is bought and taken back to the compound.

2) Spice Girl: she sells Nasa food rations for \$10 or saffron for \$20. A NASA food ration is useful when visiting Hex D3.

3) Camel seller: buys and sells camels. Buying price is \$10 and selling price is \$20.

Strip Club:

The entry cost is \$5 and there is an unbeatable bouncer at the entrance (provoking him will result in injury)

The MC can enter if he is a Road Warrior AND has at least 10\$ on him (or 5\$ if he has a nickname on top of that (obtained by fucking Ruby)) AND knows the Road Warriors password (obtained from either the Black Widow after a certain number of visits, or from Jake in the shower room after his friendship level reaches a certain number of points).

Zara and Marnie can both be used ONCE to enter the club free of charge and free of the above requirements (but still needs at least 5\$ to spend inside).

Once inside, the MC will be met by Diamond, the head of the local Road Warriors.

Once she is gone, the MC will have the choice of either watching the show or go to the bar.

The first time the MC watches the show, he will pay the stripper (Suk-Yu Dong) \$5 during her striptease. The MC will then play a game whereby he must catch a ping-pong ball ejected from Suk-

Yu's pussy in either of three directions very fast (same mini-game as the Angie pussy juices catching game). You can always roll back to see where the ping-pong ball is headed for (CHEAT)). Suk-Yu will then reveal the location of the Forward Ops base if it is not yet known by the MC.

The second time the MC watches the show after re-visiting the stripclub, the MC will again pay \$5 during Suk Yu's striptease and she will invite him at the end to ride his horsecock in front of everyone (cos, why not?). After the sex scene, she will tell the MC that Diamond loves diamonds (knowledge needed in the future when interacting with Diamond).

EDIT v0.71: If Heather was chosen as the featured stripper after visiting Diamond's harem (see hex E3), she will be the featured stripper instead of Suk-Yu. One of either two stripping scenes will occur. If the MC ends up fucking Heather on stage, he will gain a lust point (available only once) and +1 Road Warriors point.

EDIT v0.72:

Once either of Suk-Yu's or Heather's harem quest is started, the MC will need to convince the featured stripper to share the stage with that girl. Need lust of at least 4. In addition, Chief Diamond needs to be convinced to accept the girl back too (see hex E3).

At the bar: The MC can talk to Diamond after paying \$5 to buy a cocktail. Diamond will agree to sell him a motorbike in exchanges of TWO hauls of diamonds (acquired at the abandoned mine in Hex C6 ,when bringing Magnus back to She-Hulk in Hex D2, from the creepy girl on hex E5 or from the alien girls in hex F5). The MC will then HAVE HIS OWN RIG (and will have to pay \$5/week in upkeep costs to be able to use it or it will be immobilized for a week).

The area is never cleared and can always be visited again.

Hex C6:



Abandoned mine

The MC can find diamonds in the empty cart if he has at least 4 points in Sierra Club faction (50% success rate with 4 points, 100% if he is a member (level 5)). Alternatively, if scouting with Amy, there is a 50% chance she'll spot the diamonds. If scouting with Bella, finding the diamonds will also result in -1 Church faction points.

The door to the mine is locked. There are several ways to open it:

- 1) If travelling with Angie or Ayla as a side-kick, you can ask her to sneak in and open it from the inside.
- 2) If in possession of explosives (obtained from the armory at the Forward Ops base, hex C3), you can blow it open. If scouting with Penny, this will lead to +1 Road Warriors points.
- 3) The MC can try and break it open. A score of 15 must be obtained (die roll + strength) to succeed. If unsuccessful, the MC will be injured.
- 4) If travelling with Cyrl, you can ask her to try and force it open (no guarantee of success, die roll of 5 or 6 needed)

Once opened, the MC will find the following loot to take home: some bottles of alcohol (visit Marnie at the bar afterwards to obtain +1 lust from her), a road map (useful for hex D3) and \$40.

The area becomes cleared and inaccessible once both the diamonds and the mine loot have been found.

Hex C7:



Jungle

Queen Opala's scepter can be found here once her quest has been activated (see Hex B6).

The movement is linear. If you go back on your track, you are at the same place as before BUT FACING THE OTHER WAY. There is basically a square of terrain to visit (so you can go round in a circle around it, and the scepter is off to the side of the top right corner of the square (as viewed from when entering the jungle through the bottom left corner of the square). The jaguar is located off the bottom right corner (resulting in the MC's injury if met).

So, to get to the scepter, go right, then left, then right again. If reaching the same point by going forward, then right, then forward again, the jaguar will appear instead, resulting in the MC's injury.

Once the scepter is found, the mission is completed by returning it to Queen Opala at hex B6 to obtain a reward.

The area becomes cleared and inaccessible once Opala's scepter has been found.

D-RANGE AREAS

All C-range areas must have been *explored* before D-range areas can become visible at the start of any week from week 6 onward.

Hex D1:



Pizza Parlor

The MC can get a free pizza at this place, making no difference whatsoever to the game.

If the MC has at least 4 Deep State faction points, he can inquire about 3PGs and get access to the parlor's basement, where Magnus (She-hulk's son, see hex D2 for details on that quest) will be met. A SEX SCENE will follow. If the MC has a Deep State nickname at this stage and the she-hulk quest has been started, he will leave with Magnus (only if he didn't bring any harem girl with him if scouting with Penny), half-completing the She-Hulk mission. Otherwise, the MC will simply leave the parlor without Magnus (but will be able to come back to complete the quest).

If the MC doesn't leave with Magnus, Chief Lena will grant him a Deep State nickname if he doesn't already have one.

If the MC leaves with Magnus, Chief Lena will be unhappy and the MC will lose 1 Deep State faction point and get a bounty on his head from Melania if he doesn't have one already in place from Ivanka. If he has one in place, he will get a new bounty from Melania the Monday following the first bounty from Ivanka being lifted.

Hex D2:



Radioactive nuclear crater

In order to get into the crater uninjured, the MC needs to wear a gas mask (available from Old Joe for \$15, Cindy in Hex D5 for \$12 or from the armory at the Forward Ops base (hex C3)).

She-Hulk will then be met, if the MC removes his mask, a SEX SCENE will follow. At the end, She-Hulk will give the MC a new quest to find her son Magnus (located at area D1). If the MC doesn't remove his mask and approaches her, he will get injured.

Once this quest is completed, the MC needs to bring Magnus back here (simply choose She-Hulk's hex again for that). A THREESOME MMF SEX SCENE will ensue. At the end, She-Hulk will give the MC a haul of diamonds that she found in the crater (one of two diamond hauls needed to purchase a motorbike from Road Warriors Chief Diamond in the strip club in Desert Town).

The area remains accessible until the MC brings Magnus back to She-Hulk. The area will then become cleared.

Hex D3:



Tanks in the desert

After approaching this military detachment, the MC will determine that it belongs to the French Foreign Legion if he has at least 5 points in French skill or is travelling with Suki as a sidekick (+1 lust for her if that is the case). If not, the MC will be forced to leave (but can come back again).

The interacting soldier, Wendy, will then switch to English and reveal that they are looking for Louisiana which they purchased from President-for-Life Trumpf, but are lost. If the MC has a US road map (obtained from the abandoned mine at hex C6), Wendy will take it from him. If the MC doesn't also own a NASA food ration (purchased from the spice girl at the market in Desert Town), this will be the end of it, the MC will lose the map forever and the area will now be considered cleared as the detachment will move onward. If the MC does possess a NASA food ration, he will offer it in return for a diplomatic pass to enter Trumpf City through the West entrance. The area will then be considered cleared.

The area is considered cleared and inaccessible once the MC has given away his US road map.

Hex D4:



Native American campsite

A native American woman named "Titahontas" will give the MC a quest to find cactus milk to save her daughter. The quest can be completed by fetching cactus milk in Mexico (see hex D6).

Once the quest has been completed, the MC should return here for a SEX SCENE followed by Titahontas providing the MC with a Talisman and +1 point in Sierra Club faction.

The area becomes cleared after returning to see Titahontas once her quest has been completed.

Hex D5:



Cindy's gun store

Cindy is a proud Texan fit country girl who sells weapons (and some other items) from her store in the middle of nowhere (ie: Texas). She speaks in heavy Southern slang so be warned.

She will only sell items to the MC if he is a member of the NРАНRA. She is cheaper than Old Joe so it is better to shop at her place for items available also at Joe's.

After meeting her for the first time, she will introduce her lively daughter Taylor to the MC. If the MC is on a scouting mission with Bella or Penny, that will be the end of it and the MC will leave.

If the MC is scouting with his own motorbike (obtained from Road Warriors Chief Diamond in Desert Town – see hex C5), Cindy will propose that they both wash his rig for \$5 in their bikinis. If the MC agrees, a sexy bike wash scene followed by a BLOWJOB THREESOME will ensue.

On the second visit for a bike wash, a slightly different blowjob threesome will take place, followed by MORE SEX with Cindy. On the third and subsequent visits, Cindy will demand that the MC marries her daughter. In order for this to happen, the MC needs to be accompanied by either Penny or Bella who will serve as a witness. A SEX IMPREGNATION SCENE with Taylor will follow. The MC needs to return every week after that until Taylor gives birth to a baby son. (and have more sex with either her or Cindy depending on her pregnancy progress).

The area remains accessible.

Hex D6:



US-Mexico border

A Mexican border guard mans the area and will refuse entry into Mexico to the MC. If Titahontas' cactus milk quest has been started (see Hex D4), the MC can blackmail the border guard into fetching some cactus milk for him after 1) inquiring why cactuses are bigger in Mexico vs the US, and 2) being in possession of at least 2 live camels and threatening to release them into Mexico. Some dialogue options may lead to the MC getting injured so be warned. If Titahontas' quest has not been started, the MC will simply leave the hex and go back to the compound empty-handed (but can come back again to complete Titahontas' quest once started).

The area becomes cleared and inaccessible once cactus milk has been obtained.

E-RANGE AREAS

All D-range areas must have been *explored* before E-range areas can become visible at the start of any week from week 8 onward.

Hex E1:



Ambush Alley

The MC and his party will be ambushed by some mean Road Warriors when entering the canyon located in this hex (no possibility of avoiding this). The Road Warriors gang will capture the MC but let the party free. If travelling with Bella, the MC will get injured. If travelling with your own bike, it will be stolen. If travelling with Angie, Gwen or Ayla on top of that, one lust point will be lost.

The MC will be taken to Road Warriors Chief Diamond's harem (located in hex E3 but not visible on the map until the MC is captured here). An MFFfuta scene will ensue, leading to the MC having to choose between Suk-Yu or Heather (new girl) as the feature stripper in Desert Town (Heather stripping scene not implemented as of v0.7 if the MC returns to the stripclub in Desert Town). The MC will gain a lust point for either chosen girl and Chief Diamond will then return him to the compound late at night (and injured).

Hex E2:



Cloister

When the MC enters the cloister, he will be greeted by three fanatical sisters of the Order of the Phallus Dei who love pain. A BDSM sex scene will ensue in the underground chapel.

Upon re-visiting the cloister, If the MC is a member of the Church, the Mother Superior will offer to canonize his cock. A FOURSOME MFFF SEX SCENE will ensue. The MC will then have reached "Saint-Manhood" and the hex will be cleared.

The area becomes cleared and inaccessible once the MC has reached "Saint-Manhood".

Hex E3:



Diamond's harem

If the MC has not yet been captured by the Road Warriors gang in hex E1, this hex will appear empty and the MC will simply return back to the compound.

If the MC has already been captured, the MC can return here to talk to Chief Diamond, in order to 1) either buy his rig back from her if it was stolen AND he has some diamonds (one haul sufficient), 2) buy a rig from her if he never had one (two hauls of diamonds necessary, see hex C5 for locations of the hauls) or 3) acquire an extra Road Warriors point by getting a tattoo of her gang (cost: 10\$, need Road Warriors level 4 at least). Once tattooed, the MC will not be bothered by her Road Warriors anymore (if he ever meets them again...). Suk-Yu (or Heather) may be present when re-visiting. The MC may choose to have sex with them for a 20\$ fee, or 10\$ if he proposes that Diamond joins in on the fun (necessary to convince her to accept to take Suk-Yu (or Heather) back into her harem once their quest has been started). Once both girls have re-joined the harem, one of them will always be present here and free sex may be on offer.

The area remains accessible.

Hex E4:



Michael Kohn (aka Michael Cohen)

A man is wandering the desert with his camel. When approached, it will become apparent it is Michael Kohn, Trumpf's ex-attorney. At this point, the MC can choose to steal the camel and the area then becomes cleared (+1 Road Warrior point too). Another dialogue option might lead to Michael Kohn attempting to sell the pee-pee tape of Trumpf in Moscow to the MC for \$50. If the MC agrees, he then acquires the now infamous "pee-pee tape" (not useful right now but might become later obviously...).

The area becomes cleared and inaccessible once the camel is stolen or the tape has been bought.

Hex E5:



Abandoned Warehouse

A totally insane girl in a straitjacket is wandering the halls of this abandoned warehouse. When confronted, she will lash out at the MC and injure him, unless he wears the Talisman provided by Titahontas after completing her cactus milk quest (see hex D4 for details on that quest). If the talisman is worn, agreeing to give it to the girl will result in the MC acquiring either, a haul of diamonds if She-Hulk's quest has not yet been completed (hence allowing all the "NTR" snowflake players to forego this quest if they so wish and still acquire a bike), or 30\$ in money she found in the warehouse.

The area then becomes cleared and inaccessible.

Hex E6:



Louisiana

A gator-infested swamp first greets the MC upon his first visit. After playing a mini-game reminiscent of Atari's game "Pitfall" from the 80s, the MC will meet Wendy, the soldier already met at hex D3. She has now settled in Louisiana and will offer to point out where Trumpf City is on the map in exchange for the MC helping her catch some gators.

If the MC accepts (only way to work in to come here in the morning alone since it takes a full working day each time), he must fight against three gators of increasing strength by re-visiting this hex in the mornings only (because the work takes a FULL day and only one gator can be caught per day). If the MC wins his combat with a gator, he will also be paid 5\$. After skinning two gators, Wendy will offer him a handjob, and after successfully killing three gators, a SEX SCENE will ensue. Wendy will then reveal the location of Trumpf City. When re-visiting after that, Wendy will agree to fuck if her lust for the MC is at least 4.

The area remains accessible.

F-RANGE AREAS

All E-range areas must have been *explored* before F-range areas can become visible at the start of any week from week 11 onward.

Hex F1:



Caravan near a lake

Either Suk-Yu or Heather lives in this lone caravan, depending on who was NOT chosen to be the featured stripper of Chief Diamond (see Hex E3). If trying to force the door open, the MC will get injured. Suk-Yu (or Heather) will reveal that Q lives in hex F2 and the MC will be given a quest to get Suk-Yu (or Heather) back into Diamond's harem. If travelling with Bella, one lust point will be lost. Once the quest has been completed (by convincing Chief Diamond in hex E3 and the featured stripper in Desert Town to allow the girl back into Diamond's harem), the MC should come back here to let the girl know. The hex will then be cleared.

The area becomes cleared and inaccessible once the girl's harem quest is completed.

Hex F2:



Q's bunker

Upon arriving in this hex and after having talked to either Suk-Yu or Heather in F1, the MC will have the choice of searching either the forest or the fields for the entrance to Q's bunker. If he chooses the forest, he will pick up some mushrooms (useful to unlock one of two harem scenes with Laurie). If travelling with Laurie, there is a 50% chance she will spot the entrance in the fields. If searching the fields, the MC will find the entrance if he is a member of the Sierra Club. After finding the entrance once, only level 4 in Sierra Club faction points will be required to find the entrance again (in the fields always).

To open the latch, the MC will need to blow it up with explosives or use his mechanics skills. This will be required for each subsequent visit.

Once the latch door is opened, the MC will have to travel through some corridors to find Q's room in the bunker. One mistake will lead to injury and starting the fight with Q at a disadvantage. SPOILER ALERT: the choices are to follow the door letters in alphabetical order until reaching the letter "Q".

After meeting Q, a fight will ensue. If the MC loses, he will leave empty-handed. If he wins, Q will delay the Day of the Kraken by 5 weeks and the MC will find 20 dollars lying around in the bunker. If the MC comes back and defeats Q again, he will get 20\$ once more and some information about the beating Trumpf in the final showdown. Any subsequent defeat of Q will lead to 10\$ and a signed autograph which can be offered to Barbara as a gift in the bar in the evenings for +1 lust point.

The area remains accessible.

Hex F3:



Container Park

Fortified walls can be seen in the distance as the MC enters this area and meets refugees awaiting for a chance to enter Trumpf City. If travelling with Zara, the MC will leave immediately. The MC may acquire some useful knowledge for the future, buy a baby for 10 dollars(!), as well as have a bit of a tit fondling session. If travelling with Angie, she will be re-united with her family (yep, these two) and lost FOREVER (but a happy ending for her, right? Sort of...). This will however result in one extra lust point with Krista, one with Bella if travelling with her, and one lust point with Barbara during the subsequent school class.

Upon returning here and after having re-united Angie (it is a REQUIREMENT), Derek will finally unveil his "plan" to enter Trumpf City and give the MC a quest to find salad seeds. A titfuck from Krista becomes available. The required seeds can be bought from the farm in hex F4. The quest is yet to be completed (on vee-oh-point-nine?).

The area remains accessible.

Hex F4:



Sneed's Feed and Seed

A farm belonging to a girl called Betty Sneed can be found in this area. The MC can buy some salad seeds from her after starting the quest for "the plan" from Derek (see Hex F3) for 20\$. Nothing else is available in this hex except for silly jokes and sexual innuendos.

The area remains accessible.

Hex F5:



Alien fans

An alien spaceship will land upon arrival. If travelling with anyone, the MC will get injured. Two young alien girls will demand that the MC fucks them with his huge cock. The MC can demand one of three things in return: a) a haul of diamonds (useful for buying a motorbike), b) some money (to the tune of 30\$) or c) for the threat on planet Earth to be lifted (no more need to fuck a girl every week). Once the romp is over, the aliens will go back to their planet, never to be seen again.

The area becomes cleared and inaccessible once the scene is completed.

Hex F6:



FBI Headquarters

The first time the MC enters this area, he will be subjected to a mind test, resulting in a blowjob scene and injury. The MC will need to return here for further assessment but this has not implemented yet as of v0.8.2.

The second time the MC enters the area, another mind test involving Kimberly will result in dick injury. The MC will be forced to spend the night at the medbay without sex to recover.

The third time the MC comes, he will finally pass his training if he has reached max strength of 16 at this stage (achievable only by working as a lumberjack in hex G1) or will fail again and sustain more dick injury. In that case, he can come back again to finally complete his training when he has reached strength of 16.

The area remains accessible.

G-RANGE AREAS

All F-range areas must have been *explored* before G-range areas can become visible at the start of any week from week 15 onward.

Hex G1:



Canadian Forest

A muscular French-Canadian lumberjack girl named Paulette will be met in this area. The MC's French level needs to be at least 11 for her to engage with him (can only be reached if taking private tuition classes with Barbara in the evening in the bar after reaching level 10 from attending school). Paulette will offer to increase the MC's strength in exchange for helping her clear up the forest by chopping down trees. If the MC accepts (only way to start working is to come here in the morning ALONE as it takes a full day to work each time), he must work three full days as a lumberjack for his strength to increase by one point (including beyond the set limit of 15 if he is on 15 at that time). Increasing sexual tension and scenes will become available as the MC progresses through the three working days...

The area remains accessible.

Hex G2:

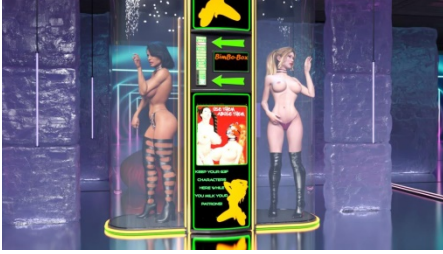


Sewer entrance to Trumpf City

Walls to Trumpf City can be seen together with a sewer entrance when entering this area. If the MC fucked the Oracle (see hex B1 for details), he will know of the North Entrance to the city through the sewers and may therefore decide to enter them. There, he will face Sean Insannity as a monster guarding that entrance. Trying to get past him will result in injury. The MC will leave with a new quest to gather more muscles to come back and beat him (not implemented yet as of v0.8.2).

The area remains accessible.

Hex G4:



Character-holding Dev Cave

Two characters from other games (which shall remain nameless) are held captive in a box here. On the first visit, the MC will believe it is a trap and leave. Upon the second visit, he will free the characters and have hot sex with them. They will give him 20\$ for freeing them and giving them the sex they're not getting from their respective games and will then go back into their cages.

The area becomes cleared and inaccessible once the characters are freed.

Hex G5:



Mar-a-Gogo

If the MC has already been taken to Mar-a-Gogo by the bounty hunter, he will recognize this area and decide to try and fuck Melania into submission. However, he will be confronted by the fact that she is passing on state secrets to a Russian agent who will use her charms to lure him into sex while Melania escapes to the Supreme White House. The MC will be able to choose between acquiring a fake French moustache used as a disguise by secret agents (which may be useful for entering Trumpf City as a diplomat) or 50\$.

The area becomes cleared and inaccessible once Melania has escaped.

LENA MISSIONS

Good Cock, Bad Cock:



The first Lena mission will trigger on week 3 (Monday morning). The aim is to break a prisoner ("Number 6").

The MC needs to go and visit the prisoner each day for three days to succeed. To access the prisoner, you need to click on the grilled door behind Lena in the command room.

First visit: 1) cum outside her pussy.

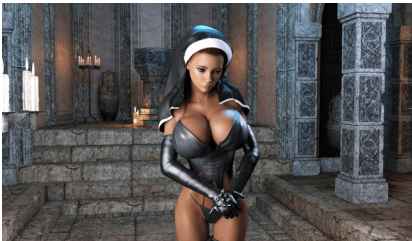
Second visit: 1) Cum inside her pussy and don't speed up during anal fuck scene.

Third visit: 1) Don't slow down while fucking her.

After this, the prisoner should be "broken" and the mission will be deemed a success. Reward is +1 Deep State faction point and 20\$. Additional choice of a lust point for Lena or +1 Deep State.

AFTER the mission has ended, Number 6 can still be re-visited for free sex, or, if the MC is a Trumpster, he can help her escape (+10\$ and the ability to receive a Medal of Complicity from Ivanka when visiting her for the first time at the Forward Ops base)

The Church of Sins:



The second Lena mission will trigger on week 6 (Monday morning). The aim is to accumulate enough evidence against Father Tyrone to frame him for abuse.

The MC needs to visit the Church at nights at least TWICE in the next three days of the mission AND clean the pews once.

To clean the pews, the MC needs to have accumulated enough Church lore to volunteer for cleaning duty (talk to Priest Tyrone anytime during the day for that option to appear). While cleaning the pews, the MC will find the "Ponce Scrolls" which is the hard piece of evidence.

During the two needed night visits, the MC should hide in the pews and simply wait. The first night, a scene with Tyrone and Sister Clara will take place, on the second night, with Tyrone and Ayla.

After this, the MC should have accumulated enough evidence to satisfy Chief Lena who will give him 40\$ as a reward (EXCEPTION: if the MC is a member of the Church faction at the time of reporting to Chief Lena, he will lie and claim he has no evidence, and the mission will be deemed a FAIL). Additional +1 lust point for Lena.

APPENDIX

MC: Main character, meaning YOU, the player.

Side-kick: A current harem girl that you choose to accompany you on a scouting mission.

CG Gallery: Press “c” in-game to access it.

Inventory: Press “i” in-game to access it.

Tips: Press “t” in-game to turn them on (or off). They consist of small tips appearing at select times and places.

MC orgasm sounds: If you don't like them, you can turn them off by pressing “b” in-game.

Available harem girls as of v0.8.2:

Amy, Ayla, Angie, Barbara, Bella, Clara, Cysl, Gwen, Laurie, Lena, Marnie, Michiko, Nancy, Ruby, Penny, Suki and Zara. YOU CANNOT HAVE MORE THAN 6 HAREM GIRLS AT ANY ONE TIME. Penny and Lena will further only agree to RE-JOIN your harem ONCE. After two dismissals, they are therefore lost forever. Angie may also leave the harem indefinitely if she is re-united with her parents in hex F3. Finally, Bella will not join the harem straight away (except if it empty), but only on the following Monday if the MC agrees to kick one of his harem girls out by then (randomly chose amongst all harem girls each time Bella joins or re-joins).

But bear in mind nurse Rachel, the Black Widow, Paulette and Wendy are “pseudo-harem girls” in that while they are not in your harem officially, they are always “open for business”... The MC can also marry Taylor who doesn't officially join the harem when married but can be impregnated over and over again by visiting her at hex D5.

AMY HAREM HINTS: Here are the lust points available for Amy:

- 1) One point for talking to her before class and asking her to say more about herself then “How did you end up in the compound?”
- 2) One point for offering her a bouquet of wild flowers (available from C2, can be gifted as often as you have bouquets)
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point if she spots the diamonds in the cart at the abandoned mine in hex C6 (must be in the harem already and accompanying the MC to that hex)
- 8) One point for sharing a joint with her in the workshop (need a spliff from the hippie chicks in hex B4, can be done once a week).

ANGIE HAREM HINTS: Here are the lust points available for Angie:

- 1) One point for talking to her before class and choosing “What did you hear exactly?” then “Of course I will, and if you want EXTRA protection....”
- 2) One point for chatting her up on Friday evening on the dancefloor.
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point for asking her to sneak behind the locked door of the abandoned mine at hex C6 (must be in the harem already and accompanying the MC to that hex)

AYLA HAREM HINTS: Here are the lust points available for Ayla:

- 1) One point for talking to her before class, asking her to tell you more about herself then "Because we could learn from each other and grow stronger."
- 2) One point for offering her a Holy Pubic Hair acquired from the Oracle in hex C1. Can be done over and over again as long as the MC gets a new Holy Pubic Hair from fucking the Oracle.
- 3) One point for chatting her up on Friday evening on the dancefloor.
- 4) One point for hypnotizing her with the pendulum.
- 5) One point for offering her the necklace from Queen Opala.
- 6) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 7) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10).
- 8) One point for asking her to sneak behind the locked door of the abandoned mine at hex C6 (must be in the harem already and accompanying the MC to that hex)

BARBARA HAREM HINTS: Here are the lust points available for Barbara:

- 1) One point per two PAID private French lessons (available at the bar).
- 2) One point for making her follow the guide book and fucking her during Sex Ed class.
- 3) One point for hypnotizing her with the pendulum (at pool only).
- 4) One point for posing with her for Old Joe's patriotic calendar.
- 5) One point for obtaining a MNAGAt hat bought on the internet with Suki's help.
- 6) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 7) One point for re-uniting Angie with her family in hex F3.
- 8) One point for giving her an autograph from Q. Possible once a week. See hex F2 for details.
- 9) One point for impregnating her once she has joined the harem.

BELLA HAREM HINTS: Here are the lust points available for Bella:

- 1) One point gained in the intro.
- 3) One point for chatting her up on Friday evening on the dancefloor.
- 3) One point for fucking the alien female in front of her (hex A2).
- 4) One point for offering her a holy pubic hair (at pool only).
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem) and being canonized at this stage).
- 6) One point for re-uniting Angie with her family in hex F3.
- 7) One point once she's in the harem during a sex scene and the MC has been canonized.

CLARA HAREM HINTS: Here are the lust points available for Clara:

- 1) One point for getting baptized into the Church.
- 2) One point for praying with her three times in a row. (repeatable)
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her a Holy Pubic Hair acquired from the Oracle in hex C1. Can be done over and over again as long as the MC gets a new Holy Pubic Hair from fucking the Oracle.
- 5) One point for telling her you have reached Saint-Manhood (need to have been canonized in hex E2 for that)
- 6) One point for taking her on a date (possible after reaching lust 3 and necessary for her to join the MC's harem). An additional tip from Marnie at the bar is required.

CYRL HAREM HINTS: Here are the lust points available for Cyrl:

- 1) One point for talking to her at the bar and asking her "What skills do you have?" AND having at least strength 9.
- 2) One point for talking to her at the bar and asking her "Do you have, like, holes, you know, down there?" then "VERY interesting. VERY interesting. (wink)".
- 3) One point for chatting her up on Friday evening on the dancefloor.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for getting her some strong lubricant (quest starts at the bar when talking to her and asking "Why are you drinking this horrible cocktail?". To find the lubricant, the MC needs to speak to Debra in the lab and ask her about lubricants, then get Angie to frig herself silly during her sex scene and catch her squirting pussy juices (need Angie in the harem obviously at this stage). This POINT is now NECESSARY for her to join the harem (as of v0.5.1)
- 7) One point for asking her to disable the drone guarding Dr Evil's lair in hex C4 (must be in the harem already and accompanying the MC to that hex)

GWEN HAREM HINTS: Here are the lust points available for Gwen:

- 1) One point for helping her complete her PhD faster (work with her on that three times for it to happen)
- 2) One point for paying for a handjob from her at the stripclub (available on Tuesdays).
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point for letting her rape Debra in the second lab experiment when she turns into a muscle futa.
- 7) One point for giving her a backrub at the pool.

LAURIE HAREM HINTS: Here are the lust points available for Laurie:

- 1) One point when she sees you training at the gym for the first time.
- 2) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10)
- 3) One point for offering her the necklace from Queen Opala.
- 4) One point for offering her mushrooms found in the forest in hex F2. (also needed to access one of two harem sex scenes once she joins the MC's harem and for the impregnation scene to become available).
- 5) One point for offering her a bouquet of wild flowers (available from C2, can be gifted as often as you have bouquets)
- 6) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem) and choosing to eat the glowing mushroom she offers.

LENA HAREM HINTS: Here are the lust points available for Lena:

- 1) One point when she sees you training at the gym for the first time.
- 2) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10)
- 3) One point during the extra gym scene after inviting her on Friday night at the bar.
- 4) One point for taking her on a date (possible after shooting three coyotes in front of her during nightwatch duty and necessary for her to join the MC's harem).
- 5) One point when completing the prisoner mission and choosing the option for that.
- 6) One point for completing the Church mission.
- 7) One point for defeating Q in his bunker upon reporting it.

MARNIE HAREM HINTS: Here are the lust points available for Marnie:

- 1) One point for asking her at the bar about her faction while being a Road Warrior.
- 2) One point for bringing booze back from the abandoned mine in Hex C6 (talk to her at the bar).
- 3) One point when she sees you training at the gym for the first time.
- 4) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10).
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point for hypnotizing her with the pendulum (at the bar).
- 7) One point for offering her the necklace from Queen Opala at the bar.
- 8) One point for sharing 20\$ winnings with her after a virtual fight (available only once per game).
- 9) One point per week available once she joins the MC's harem during her maledom sex scene.

MICHIKO HAREM HINTS: Here are the lust points available for Michiko:

- 1) One point when training with her at the Dojo for the first time (will lead to the MC getting injured however)
- 2) One point when talking to her in the dojo and asking her how she ended up here.
- 3) One point for chatting her up on Friday evening on the dancefloor.
- 4) One point for hypnotizing her with the pendulum.
- 5) One point for offering her the necklace from Queen Opala.
- 6) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 7) One point for offering her a bouquet of wild flowers (available from C2, can be gifted as often as you have bouquets)
- 8) One point for paying for a footjob from her at the stripclub (available on Sundays)
- 9) One point if she spots the tucan in the jungle in hex C7 and avoids meeting the jaguar (must be in the harem already and accompanying the MC to that hex)

NANCY HAREM HINTS: Here are the lust points available for Nancy:

- 1) One point for talking to her when she's in her cage at the market in hex C5.
- 2) One point for buying her from the slave trader at the market in hex C5 (cost: 200\$).
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point when she sees you training at the gym for the first time.
- 6) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10).
- 7) One point when offering her the Captain Marvel costume acquired from the Black Widow in hex D6 (needs to already be in harem at this stage).

PENNY HAREM HINTS: Here are the lust points available for Penny:

- 1) One point for fucking the alien female in front of her (hex A2).
- 2) One point for beating the Inquisitor in front of her (hex B1).
- 3) One point for paying for a titjob from her at the stripclub (available on Mondays).
- 4) One point for hypnotizing her with the pendulum.
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point for telling her she has a hot bod at the pool.
- 7) One point when getting a handjob from her with Jenna at the gas station.

RUBY HAREM HINTS: Here are the lust points available for Ruby:

- 1) One point for talking to her in the workshop and enquiring about her tattoo.
- 2) One point for joining the NRANRA (available at the shooting range for 20\$ after reaching level 3 in firearms skill)
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for taking her on a date (possible after reaching lust 2 and necessary for her to join the MC's harem).
- 6) One point when she sees you training at the gym for the first time.
- 7) One point when she sees you training with the heavier set of weights at the gym for the first time (need strength of at least 10).
- 8) One point when entering the forward Ops based in hex C3 with her as an NRANRA inspector (must be in the harem already and accompanying the MC to that hex)

SUKI HAREM HINTS: Here are the lust points available for Suki:

- 1) One point for talking to her before class and asking her to say more about herself AND having at least 4 Deep State faction points.
- 2) One point for talking to her after bringing Magnus back to his mother.
- 3) One point for hypnotizing her with the pendulum.
- 4) One point for offering her the necklace from Queen Opala.
- 5) One point for taking her on a date (possible after reaching lust 2 if on the Barbara MNAGAt memorabilia quest or lust 3 otherwise and necessary for her to join the MC's harem).
- 6) One point for helping her cheat at the virtual fight night (talk to her the same week after you receive Marnie's tip that Michiko and Suki will fight on Saturday (And talk to her BEFORE Friday evening) – the quest can only be achieved if Jake's friendship is at level 4 or higher (talk to him at the bar on Friday evening and tell him you need to get some mp3 drive for Marnie).) Ideally, you want to get the tip from Marnie EARLY in the week, then talk to Suki about the fight, to be able to raise your friendship with Jake in the gym and then be ready to complete Suki's quest on Friday evening (the only time it can be done)
- 7) One point for meeting the French Foreign Legion in hex D3 while travelling with her as an accompanying harem girl.
- 8) One point for sharing a joint with her in the evening in the command center (need a spliff from the hippie chicks in hex B4, can be done once a week).
- 9) One point during class at the beginning if choosing to let her fix the online tutoring system (but lose the opportunity to get one lust point from Barbara and her sex scene at school so probably not recommended).

ZARA HAREM HINTS:

Zara can only join the harem one way: by purchasing her for 4 or 6 camels from her father, the nomad at hex A3. To capture camels, you need tranquilizer darts available from Old Joe in the bar. Go to hex A1 with a scout and choose to capture a camel instead of shooting it (requires having 5\$ at your disposal to bribe the accompanying scout).

After Zara has joined the harem, she can be dismissed but will never leave on her own accord. Once dismissed, she can re-join the harem by simply talking to her at the pool.

Available dates as of v0.8.2:



Amy, Ayla, Angie, Barbara, Bella, Clara, Gwen, Laurie, Lena, Marnie, Michiko, Penny, Ruby and Suki.

- Need to know about the Red Canyon for all dates (bar Michiko). Buy a drink from Marnie at the bar and ask her for a tip.

RUBY AND CLARA EXTRA: *One additional tip from Marnie required for date with Ruby. Yet another additional tip from Marnie required for date with Clara.*

LENA EXTRA: *Lena date can only be obtained via nightwatch duty achievements (see below).*

CLARA EXTRA: *Clara date is a tough cookie: need to find her "redemption box" hidden in the crypt. Talk to Marnie at the bar for a tip after you've asked Clara out for the first time. You need to volunteer to clean the church twice in a single week before being allowed into the crypt by Father Tyrone. There, a "snooping" mini-game reminiscent of the ones in BotB will take place to find the box. (SPOILER: it is located in the bottom left corner)*

Available impregnations as of v0.8.2:

Amy, Angie, Ayla, Barbara, Gwen, Laurie, Michiko, Nancy, Taylor and Zara.

After having kept a harem girl for at least 3 consecutive weeks in your harem, you may decide to impregnate her. ONLY ONE GIRL CAN BE IMPREGNATED PER WEEK. An extra scene becomes available during their harem sex scenes for that. (exception: Taylor who will get impregnated on her wedding day no matter what). From there on, pregnancy will last 8 weeks, after which, the impregnated harem girl (or wife Taylor) will give birth. Sex is no longer possible with an impregnated harem girl (and wife Taylor) after 2 weeks of pregnancy, but an impregnated harem girl will always be considered as "satisfied". Maintenance of impregnated harem girls is compulsory and will occur before any other optional maintenance fees (including the MC's bike) is triggered each week. The number of babies the MC accumulates will have an impact in the game during the final showdown with President-for-Life Trumpf. Impregnated girls cannot be re-impregnated except for Taylor.

Nightwatch Duty:



Volunteer for nightwatch duty by speaking to Lena in the Command Center. Only two nightwatch duties possible/week. Each nightwatch duty pays 5 dollars.

At night that day, you will go to the watch tower and be randomly assigned to one of the following partners: Lena, Ruby, Penny or Bella. A coyote will appear and may be shot by the MC on each nightwatch duty (counting as a shot camel for the purpose of gaining a Road Warriors point (and losing a Sierra Club faction point) for each batch of ten animals shot).

Each partnership offers different possibilities:

- 1) Lena: She will randomly decide whether the MC holds the rifle or not at the beginning of the nightwatch duty. After the MC manages to shoot three coyotes, she will be convinced to date the MC.*
- 2) Ruby: Will offer the choice of handling the rifle or the binoculars to the MC. For each shot coyote, a variable goes up one point, for each miss, it goes down one point. If the variable reaches +3, a lust point for Ruby is gained, if it reaches -3, a lust point for Ruby is lost. The variable then resets to zero.*
- 3) If the MC has a spliff (acquired from the hippie chicks at hex B4), the MC can share it with Penny for +1 lust point (once a week therefore). If smoking, the coyote will be ignored.*
- 4) Bella: Bella will demand to use the rifle. If the MC accepts, a variable goes up one point, for each refusal, it goes down one point. If the variable reaches +3, a lust point for Bella is gained, if it reaches -3, a lust point for Bella is lost. The variable then resets to zero.*

Common cheat codes:

In console (shift+o), type: variable = X where X is a number. Eg: money = 999 will give you shit tons of money.

Common variables: lust+two first letters of a girl to assign lust points to someone, eg: lustam = 5 would give 5 lust points to Amy. (exception: lustmo for Nancy, not lustna)

mcdeep, mcchurch, mcwarrior, mctrumpster, mcsierra for faction points

DO NOT GO ABOVE 5 OR YOU WILL CRASH THE GAME.

mcstrength, mcfirearms, mcmechanics, mccombat, mcfrench are skill variables. They can be above 5.

To add an item to your inventory, type item = True

Example item variable names include: rifle, sniper, gasmask, dagger, spliff, holyoil, pendulum, explosives, repairkit, necklace, militiauniform