

# Chasing Sunsets 0.6 Walkthrough rev 1.2

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## Chasing Sunsets

By Stone Fox Studios

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This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlight elements, not influence your decision. There isn't a right or wrong way through the game, only you should decide.





Only decisions that have an impact on the story or your character are shown. There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.

## Legend

### Icons

: +1 Love point   : -1 Love point  
: +1 Trust point   : -1 Trust point

### Flow Symbols



Skip until the next section

When something you do can have an impact later on in the game, a label will be visible where it happens like this  
**decide something #123**

In some rare cases decisions can be unmade, to distinguish it more easily the label will look like this  
**did not decide something #123**

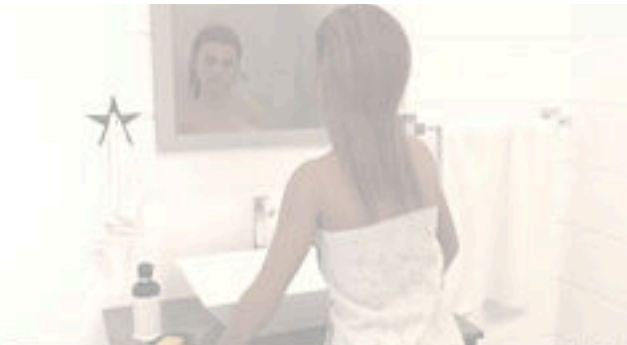
References to this label will also include the same number so it is easy to track it down to where it happened (could be multiple places).  
**decided something #123**

Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: Cheat without a MOD ([link](#)).

Enjoy the game!

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# Chasing Sunsets Prologue

Pub

Would've been right before I bought the bar.

• I kind of like it!: 👍 Walter

• It's seen better days: 👍👍 Walter

**Achievement #1**  
Legal Eagle

I will **not** have another dust-up like your graduation party in my place of business!

• I promise. No dust-ups: 👍 Walter

• Relax, Walter. We're all adults here: 🗨️ Walter

Jaye

Lucas tried to whitewash him in the remakes. He was always better as an anti-hero.

• Throw her a bone: ❤️ Jaye

• Challenge her opinion

**Achievement #2**  
O Solo Mia

What it's *not* is any of your business.

• Sick of the attitude

• Let's try an olive branch: ❤️ Jaye

**Achievement #4**  
Instigator

**Achievement #3**  
Peacemaker

You can see the impressions of writing on the next blank page.

• Try to read the impressions

• Nope, I've snooped enough: 👍 Jaye

**Achievement #5**  
Diary Ahh!

Look, we've already worked through this. I would never...

• Sucker punch him  
sucker punch #1

Only available if Jaye 👍 is at least 1  
• Square up on him: 👍 Jaye

**Achievement #6**  
Punchable Face

**Achievement #7**  
White Knight

**Scene #1**  
Reminiscing

Sicity

**Scene #2**  
The Italian Job

Ending

Jaye ❤️ is 2?

Yes

**Achievement #8**  
Puppy Love

Jaye 👍 is 2?

Yes

**Achievement #9**  
Pinky Swear

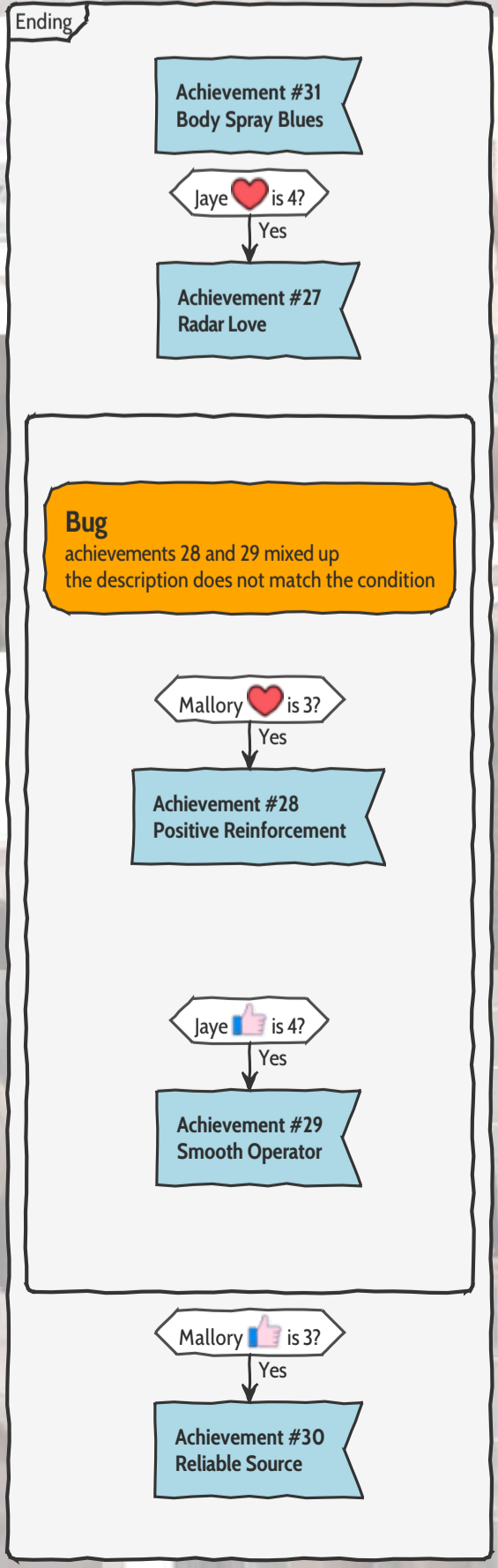
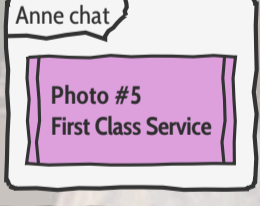
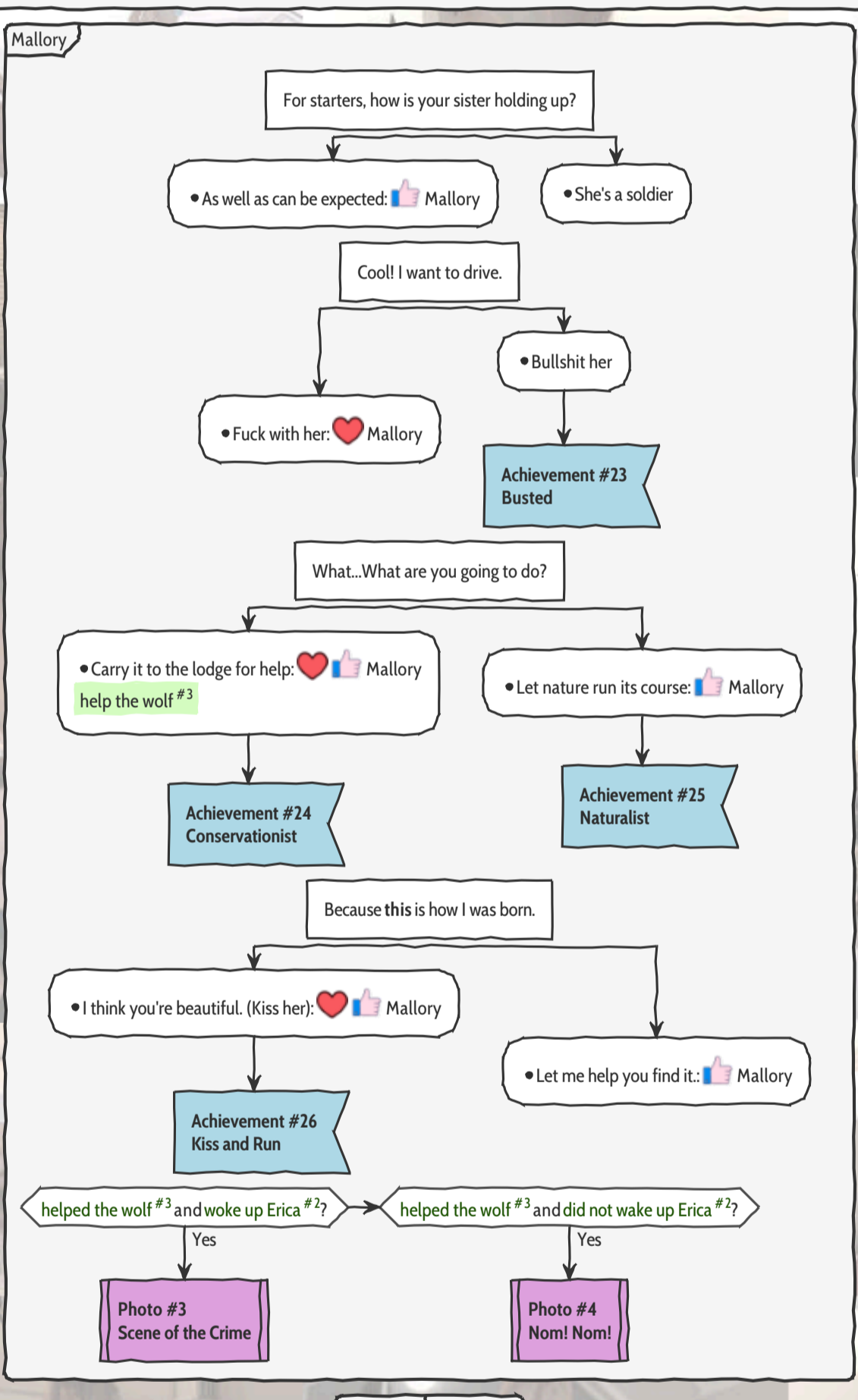
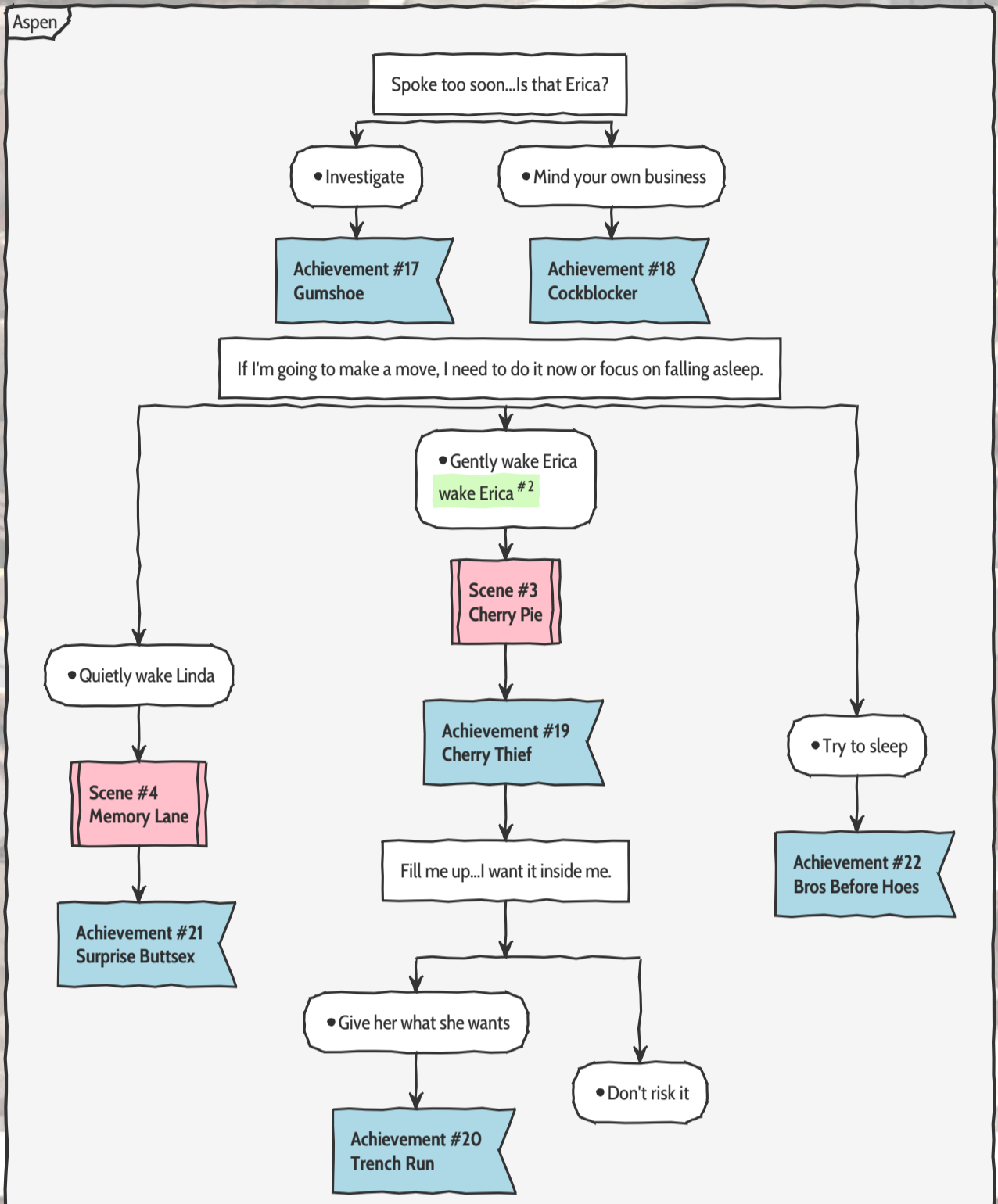
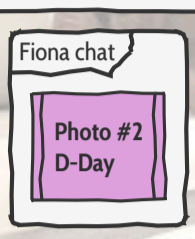
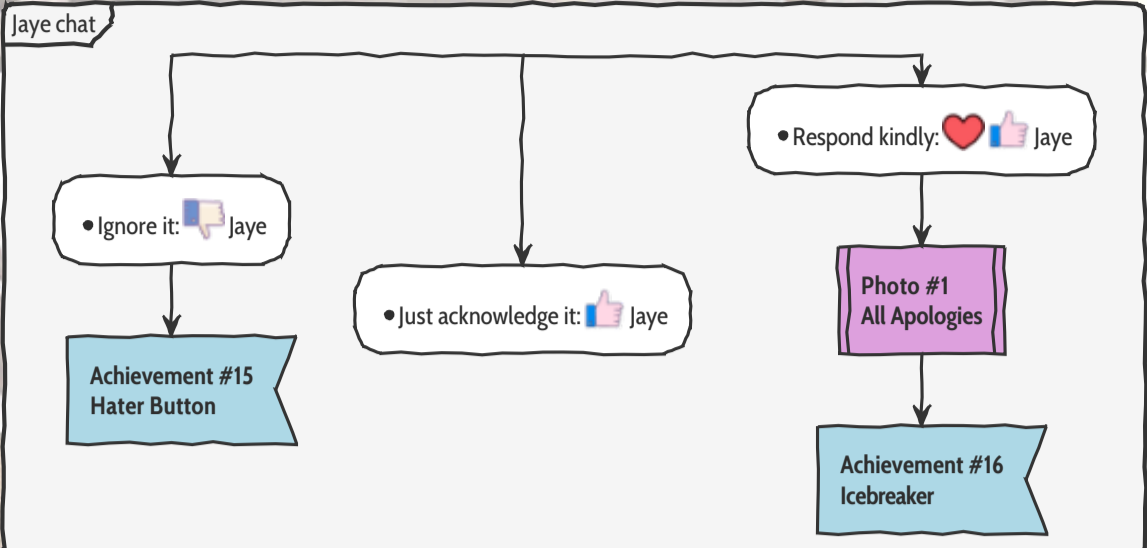
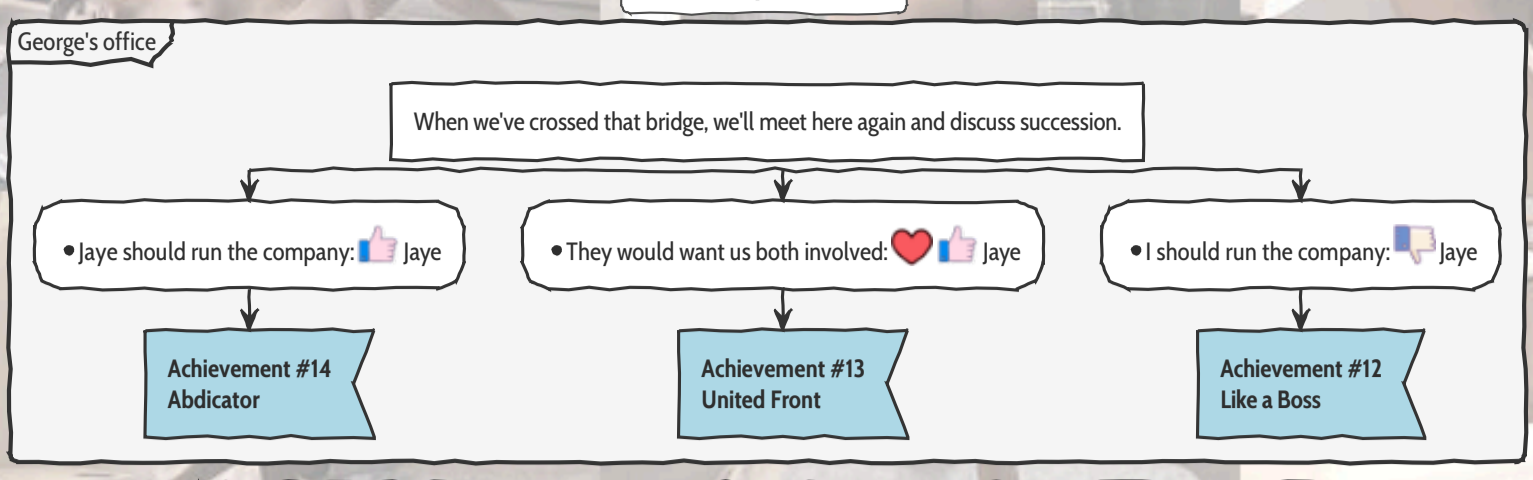
Jaye ❤️ is 0 and 👍 is 0?

Yes

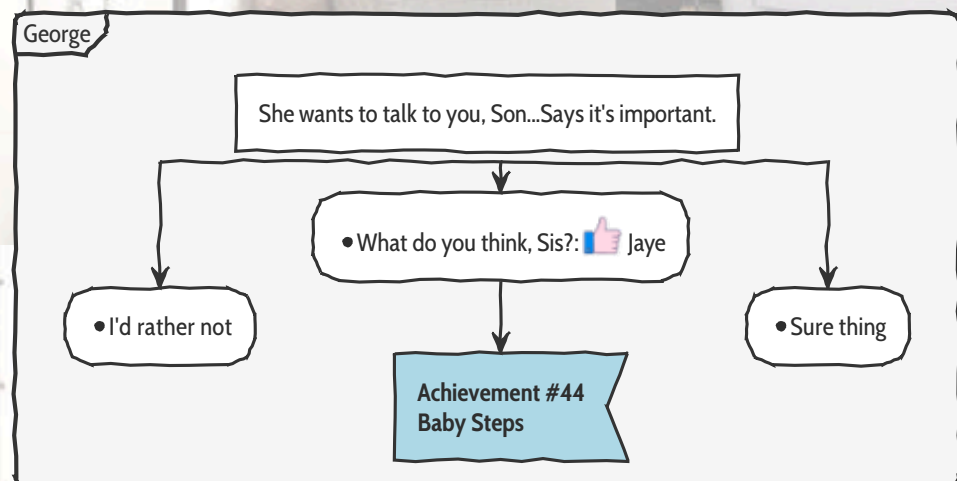
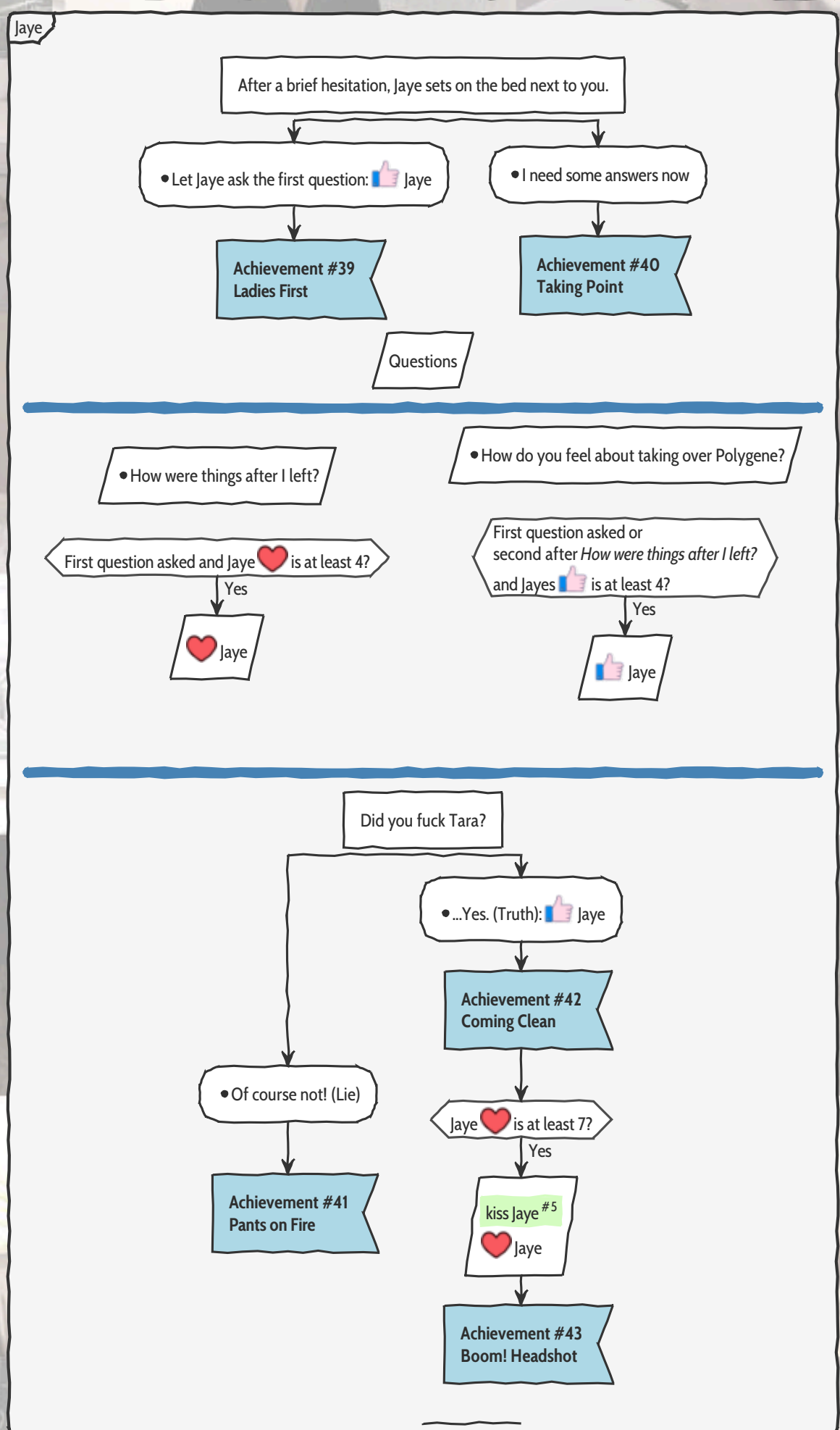
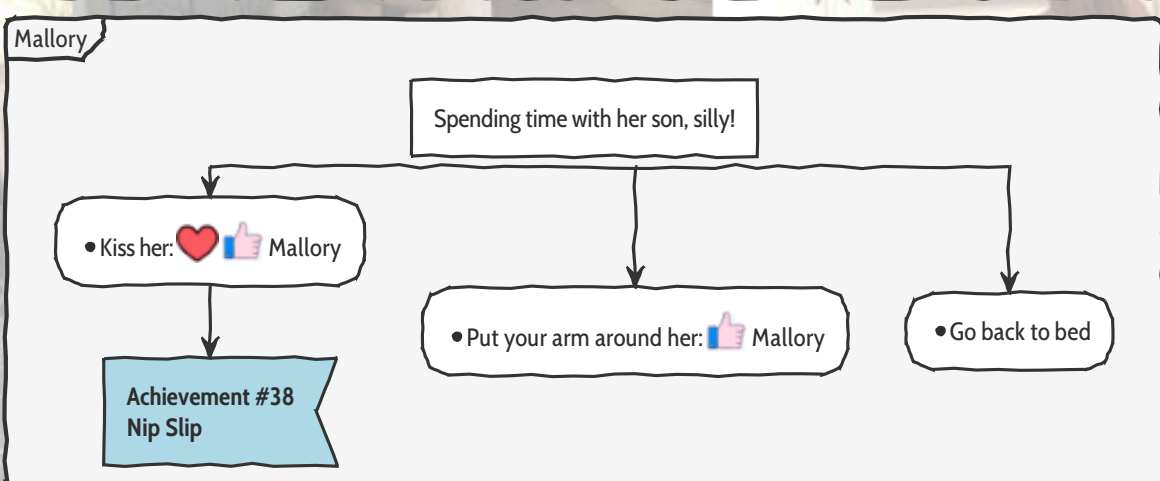
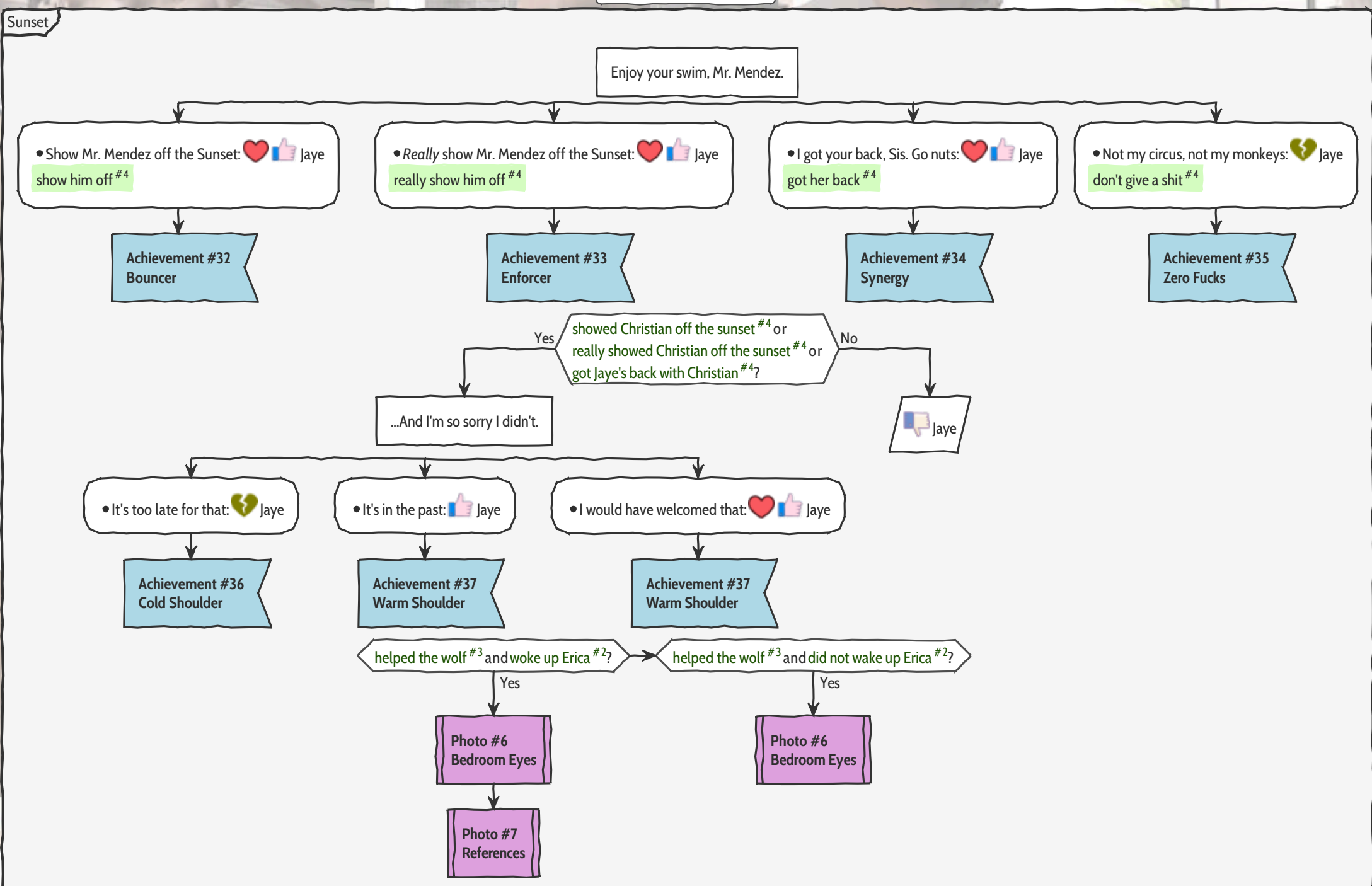
**Achievement #10**  
The Black Sheep

**Achievement #11**  
Stage Setter

# Chasing Sunsets Chapter 1

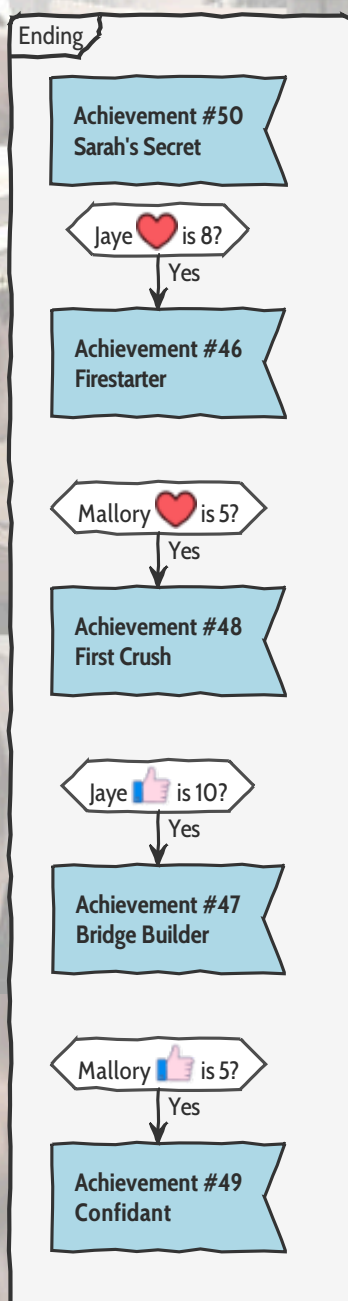
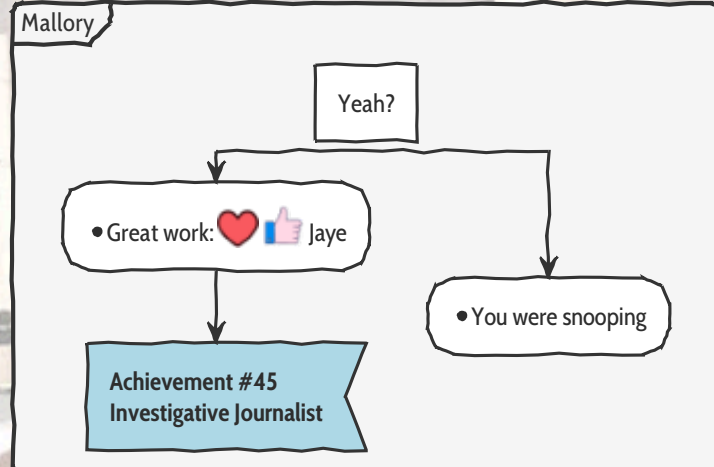


# Chasing Sunsets Chapter 2

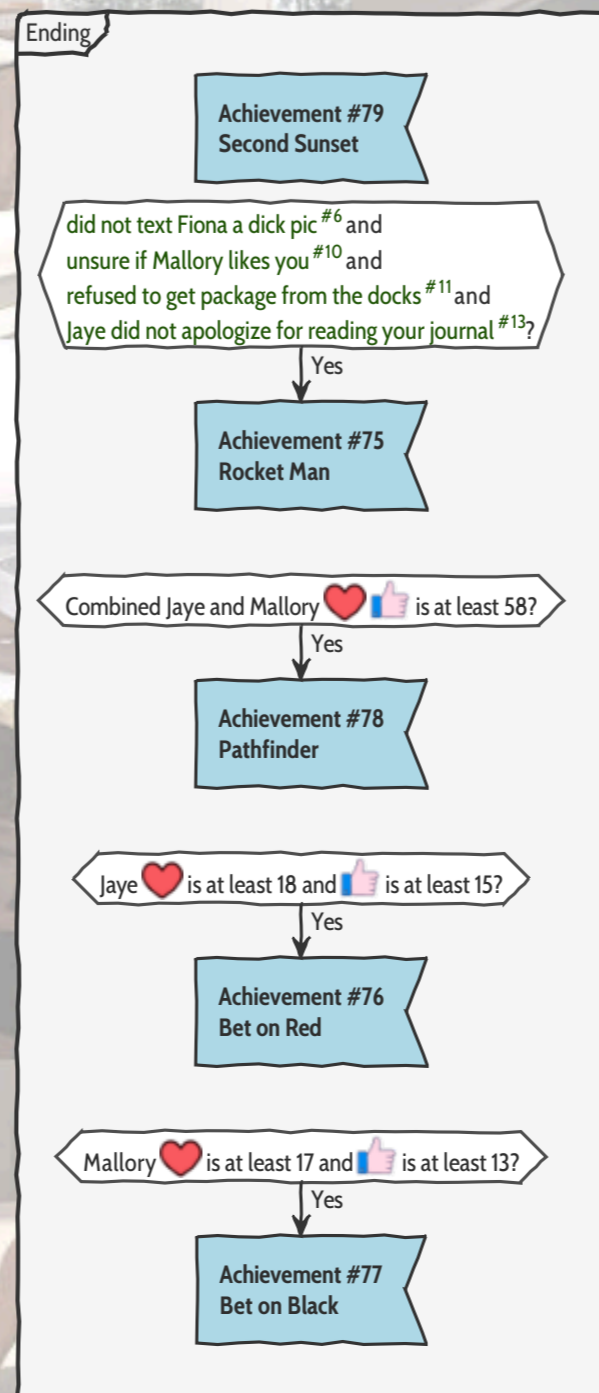
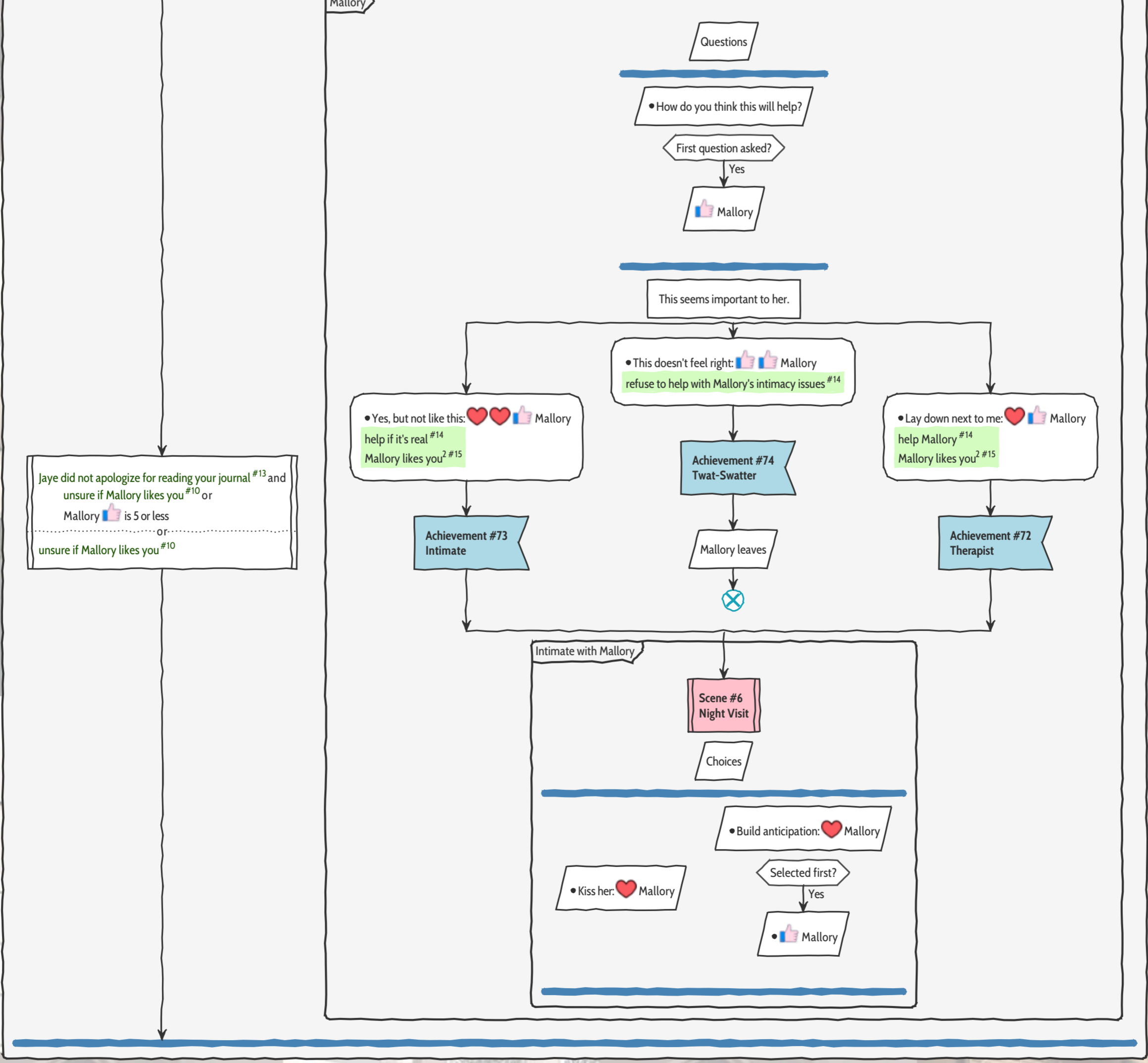
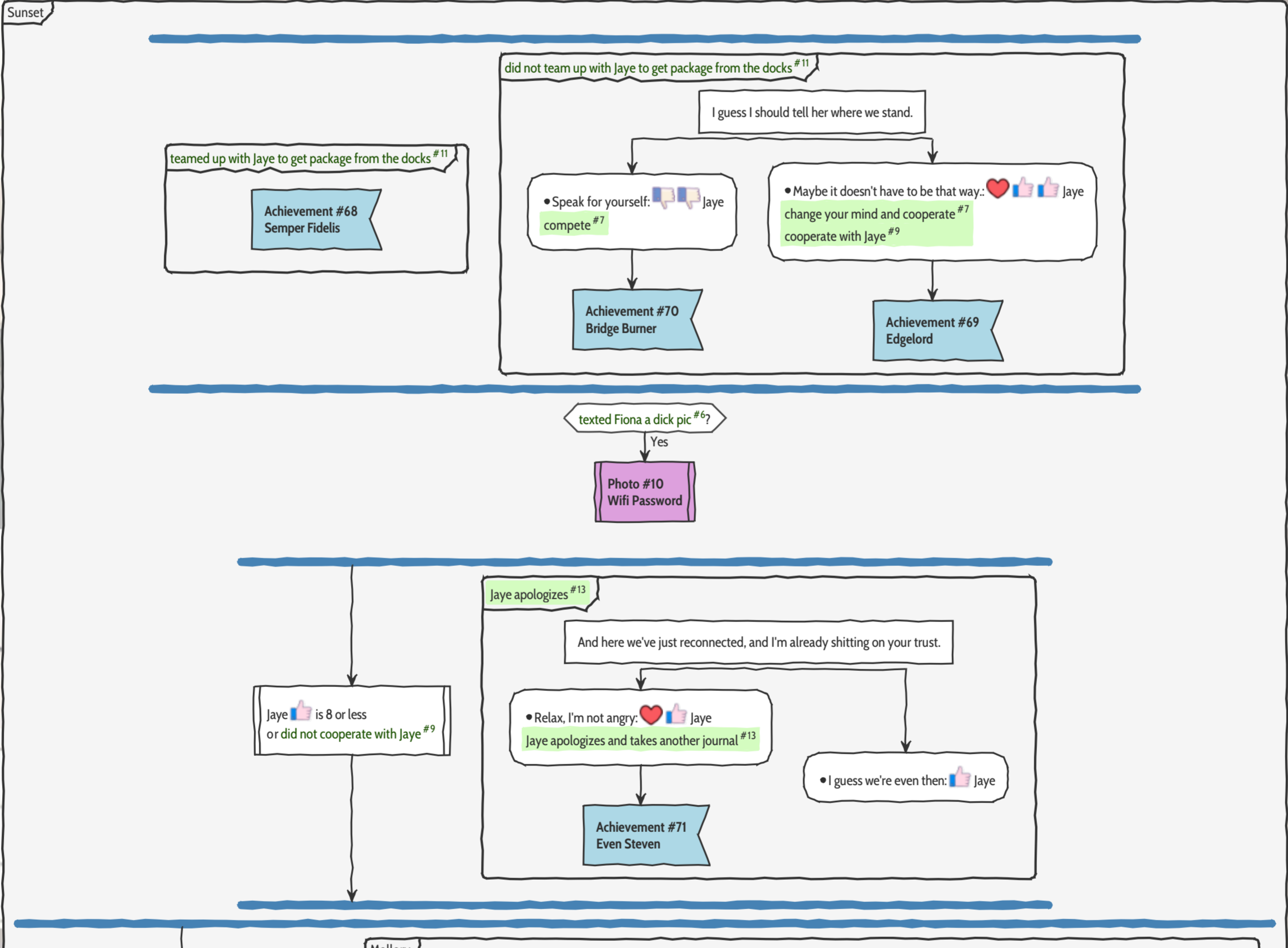
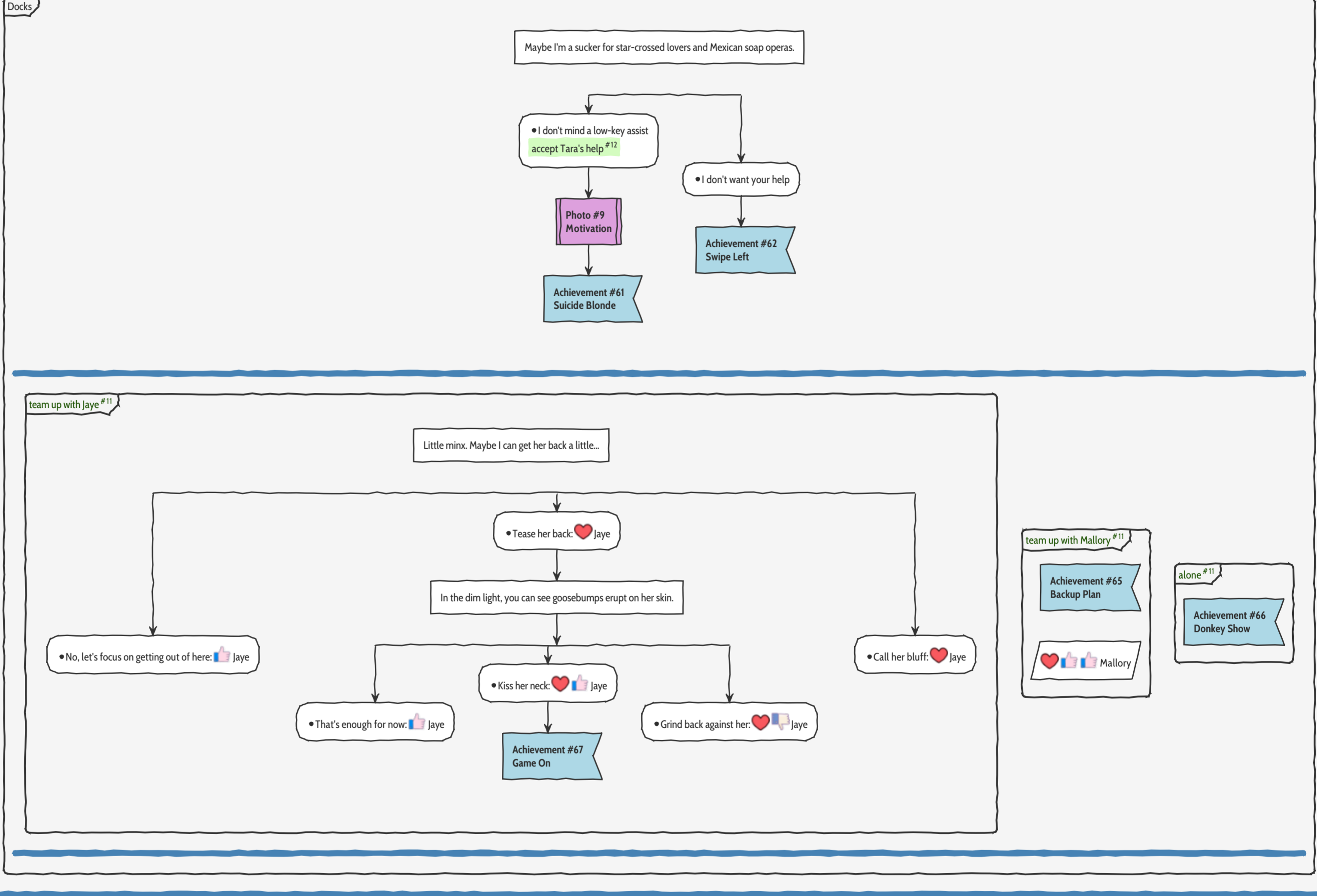
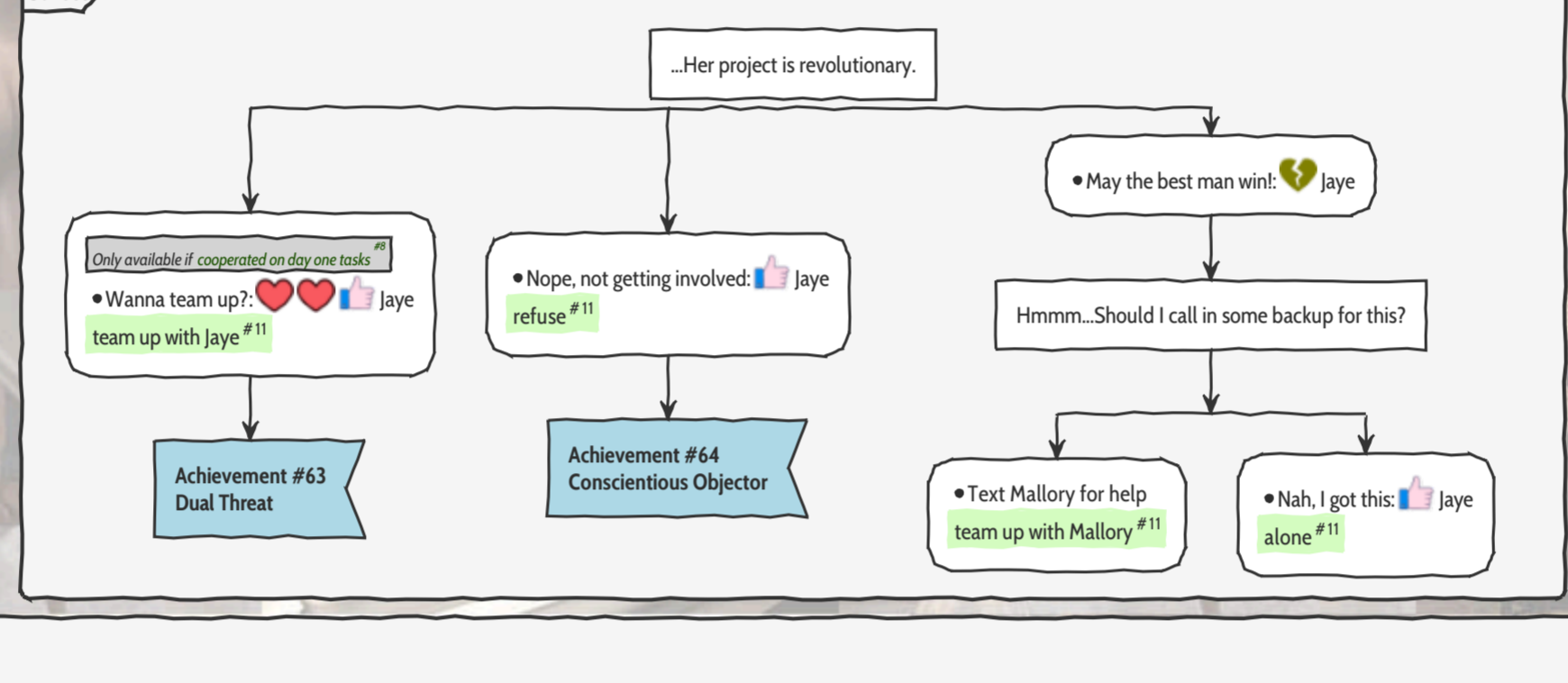
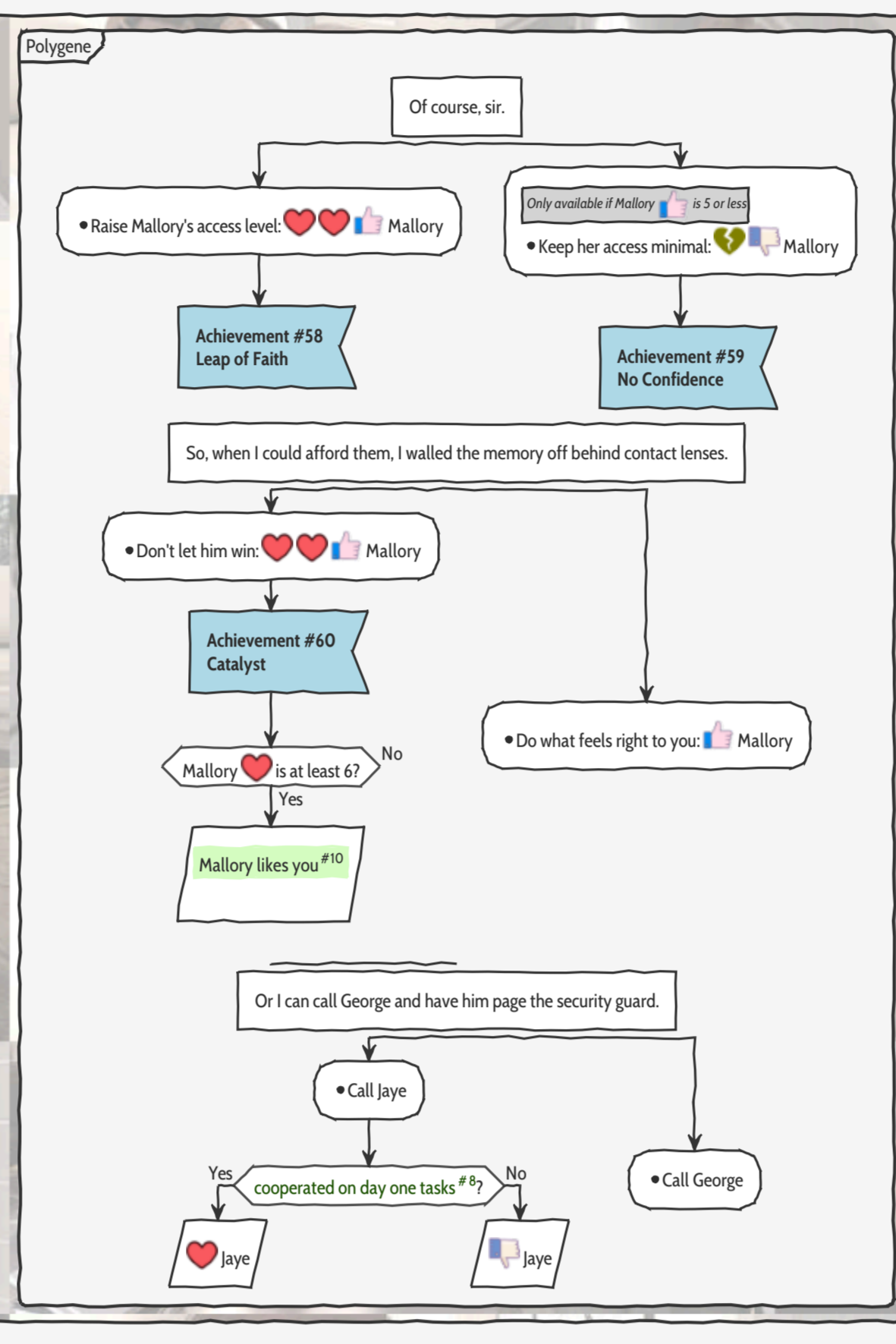
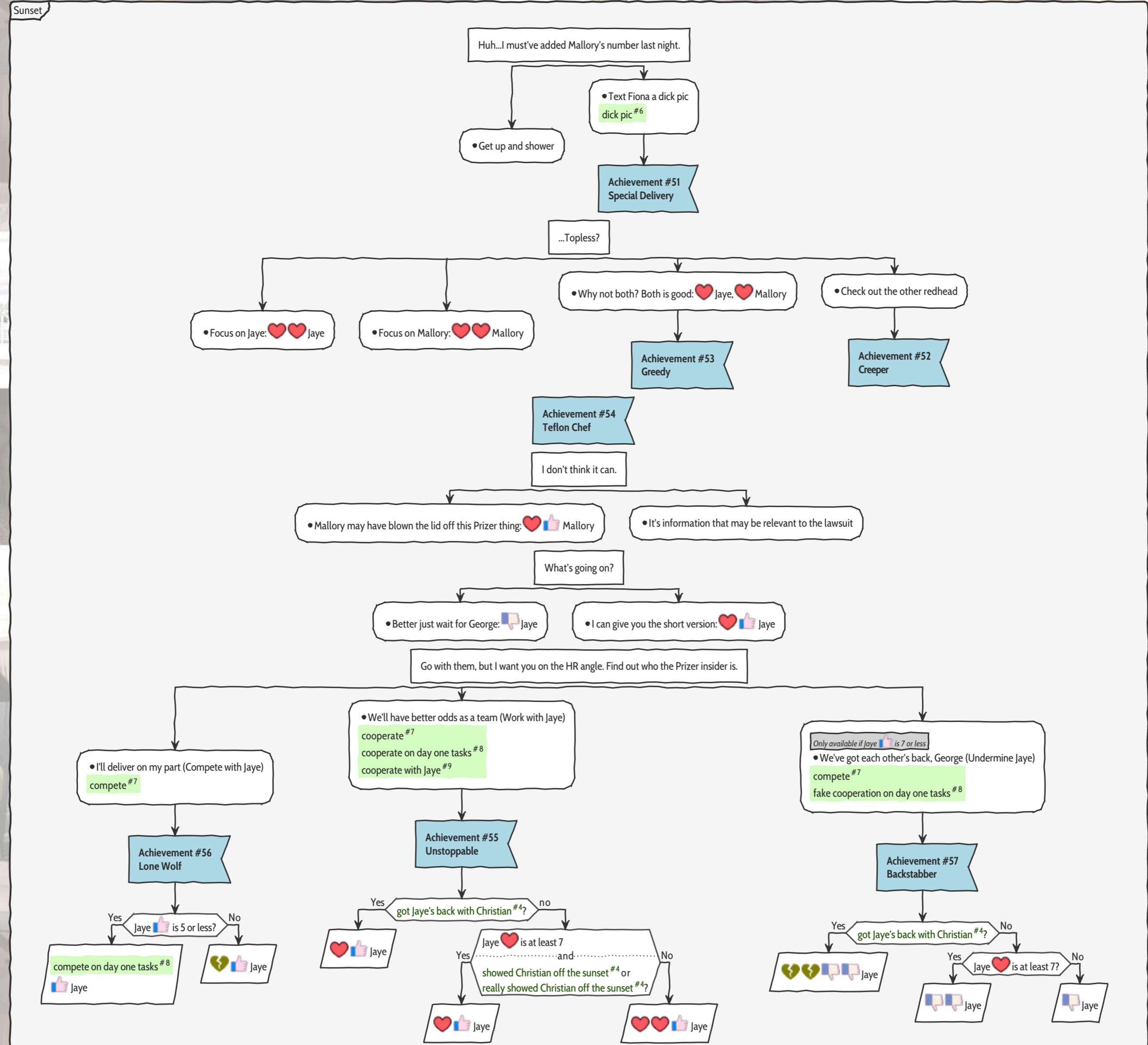


**Fiona chat**  
Photo #8 Pillow Talk

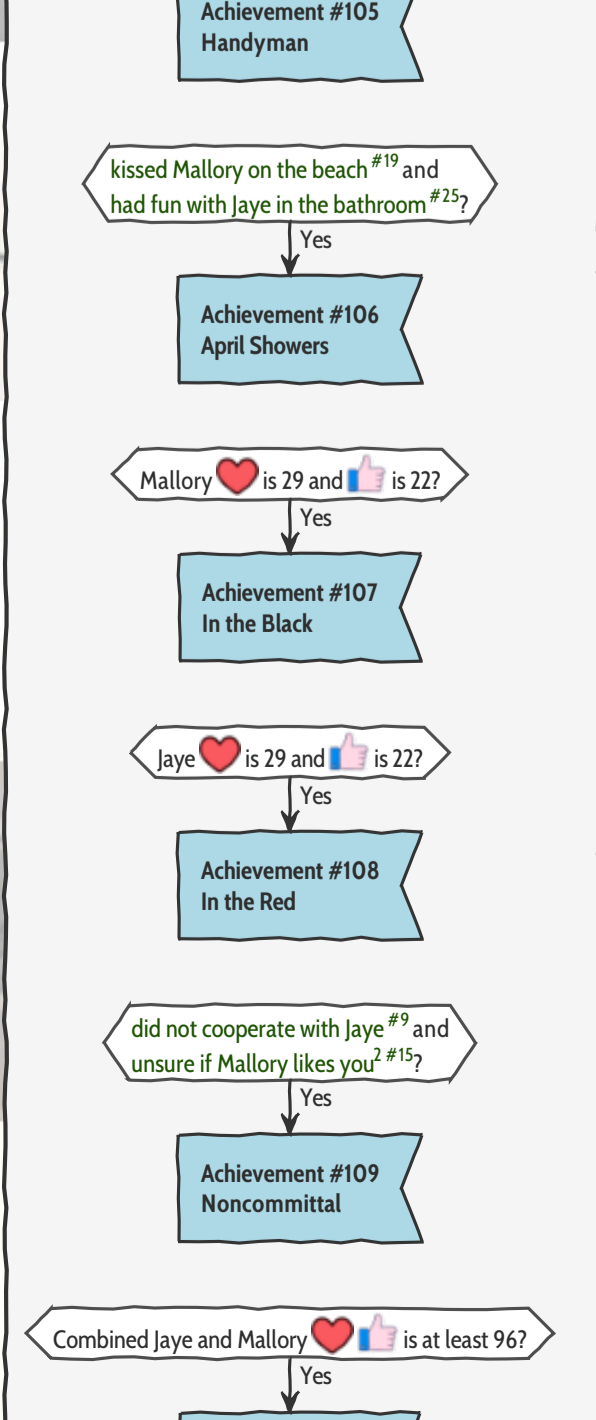
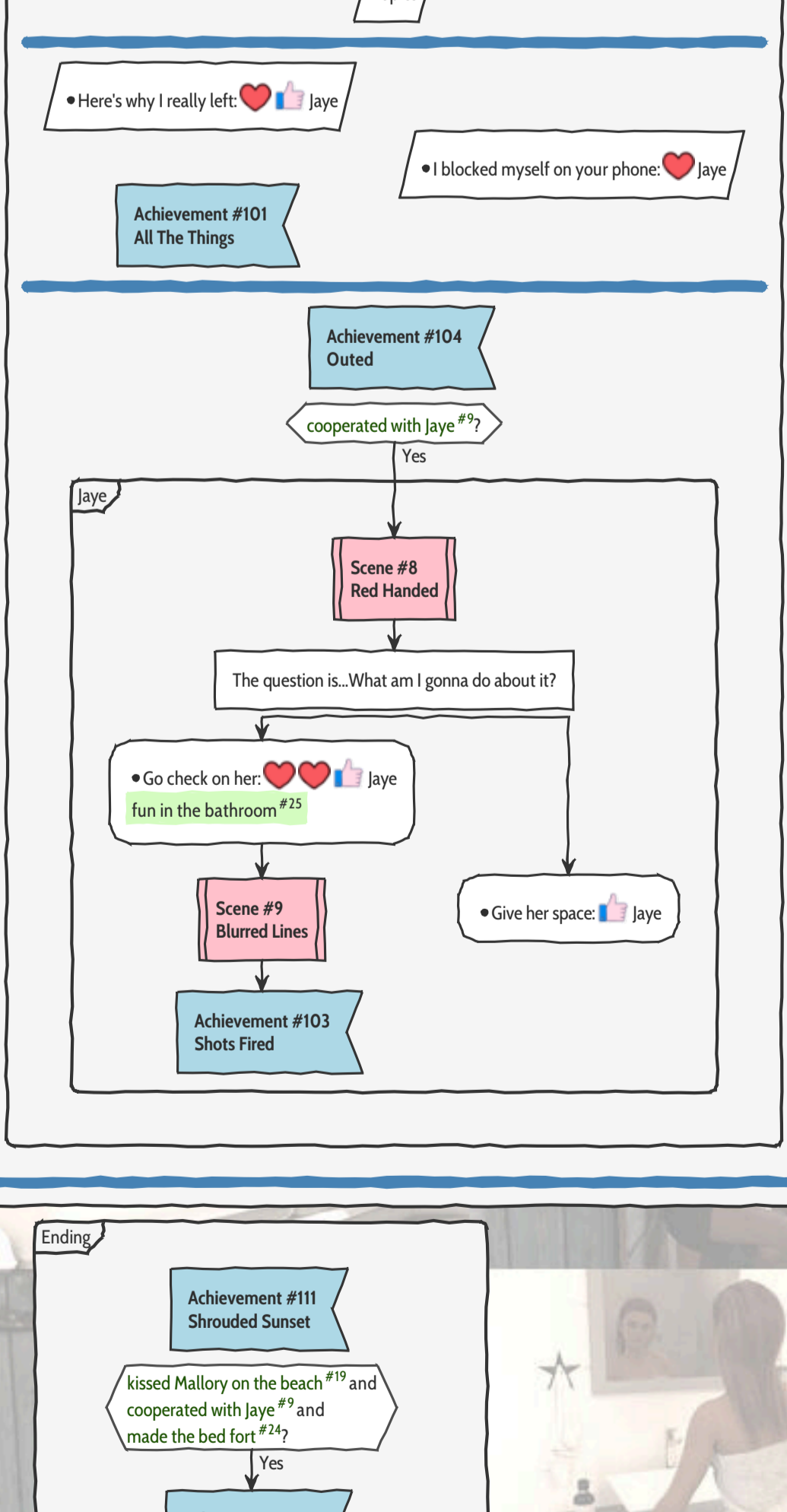
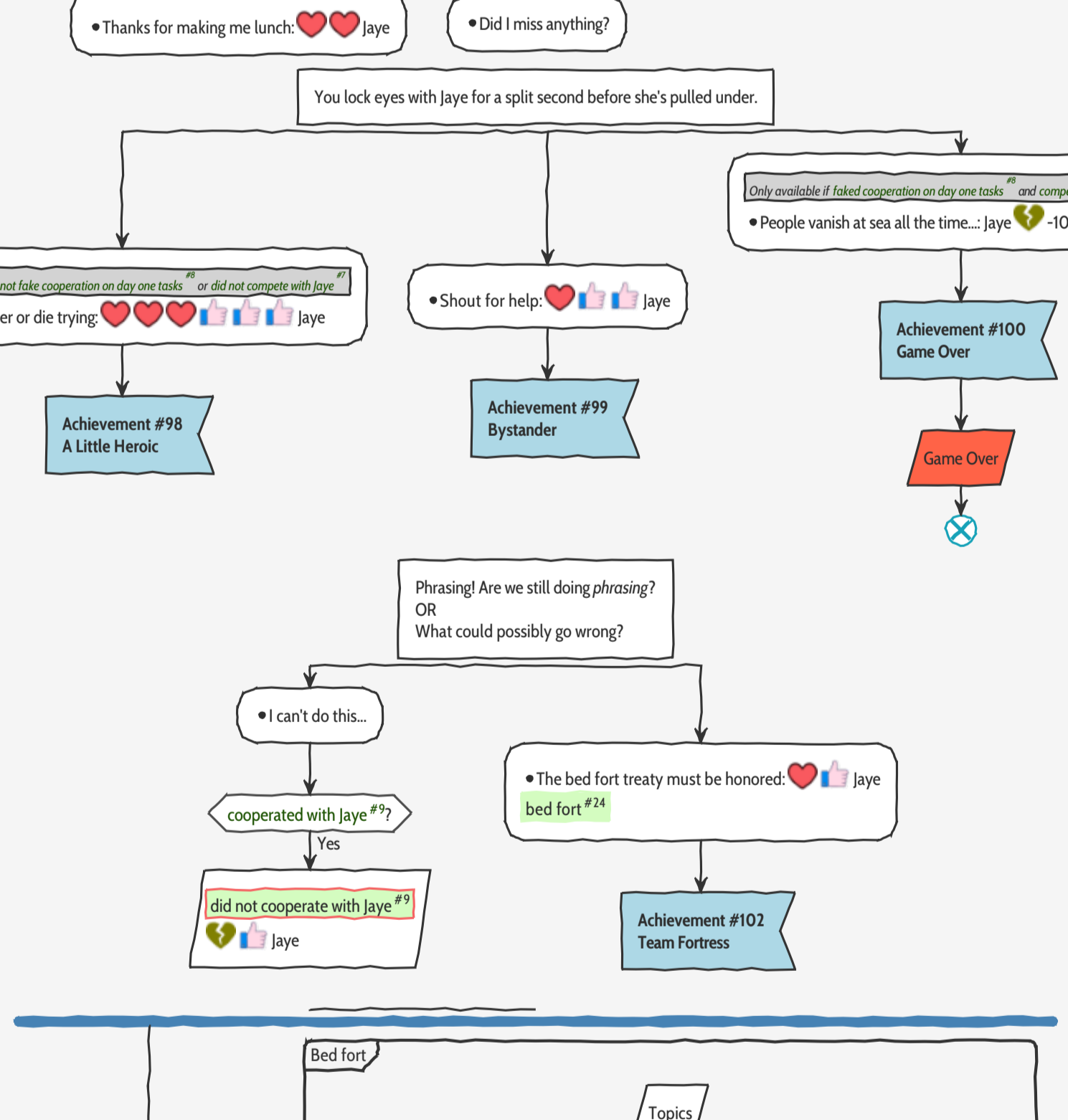
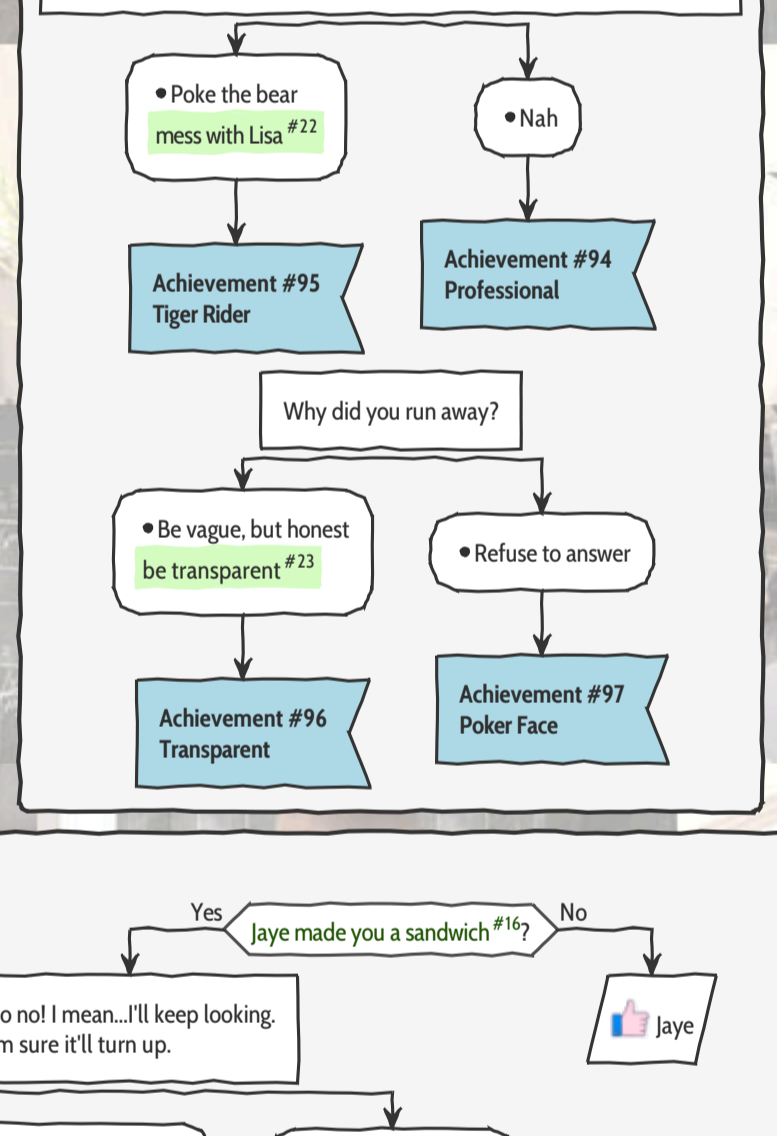
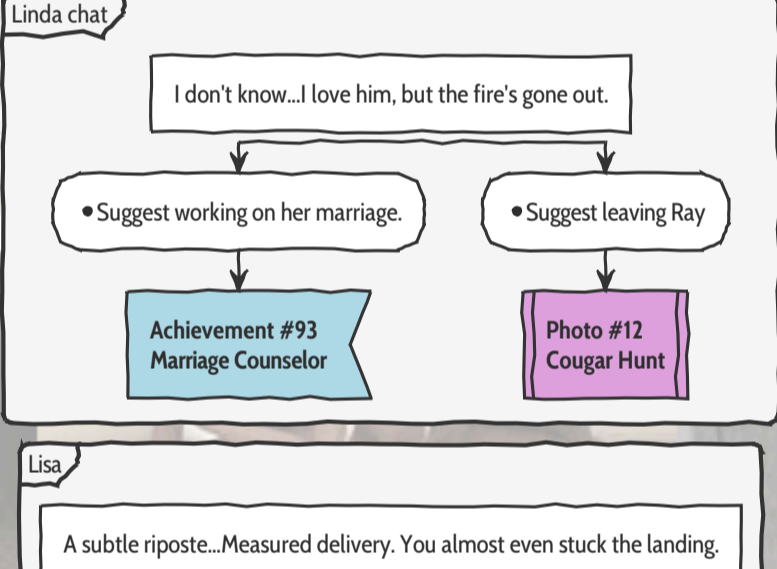
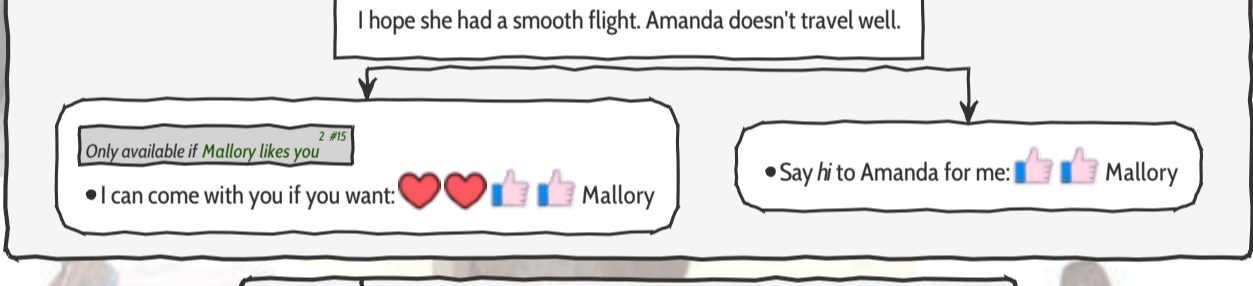
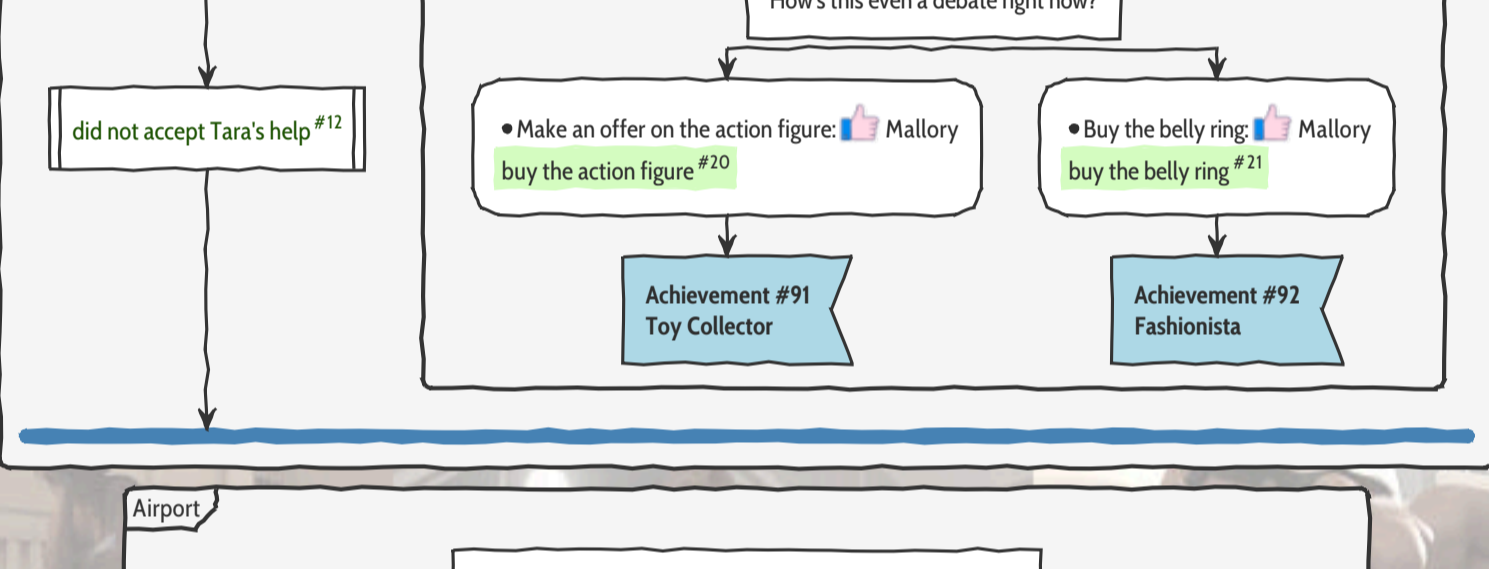
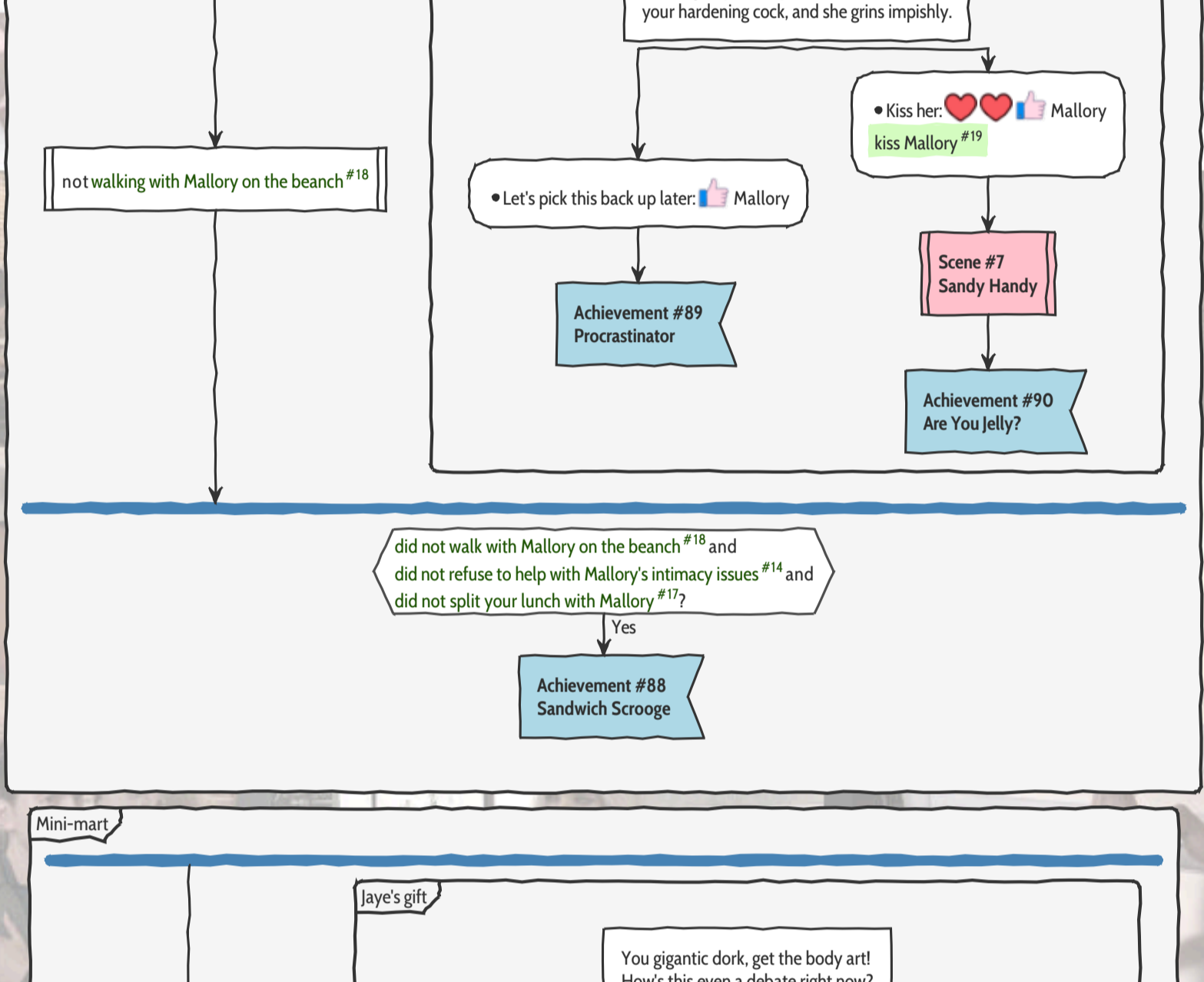
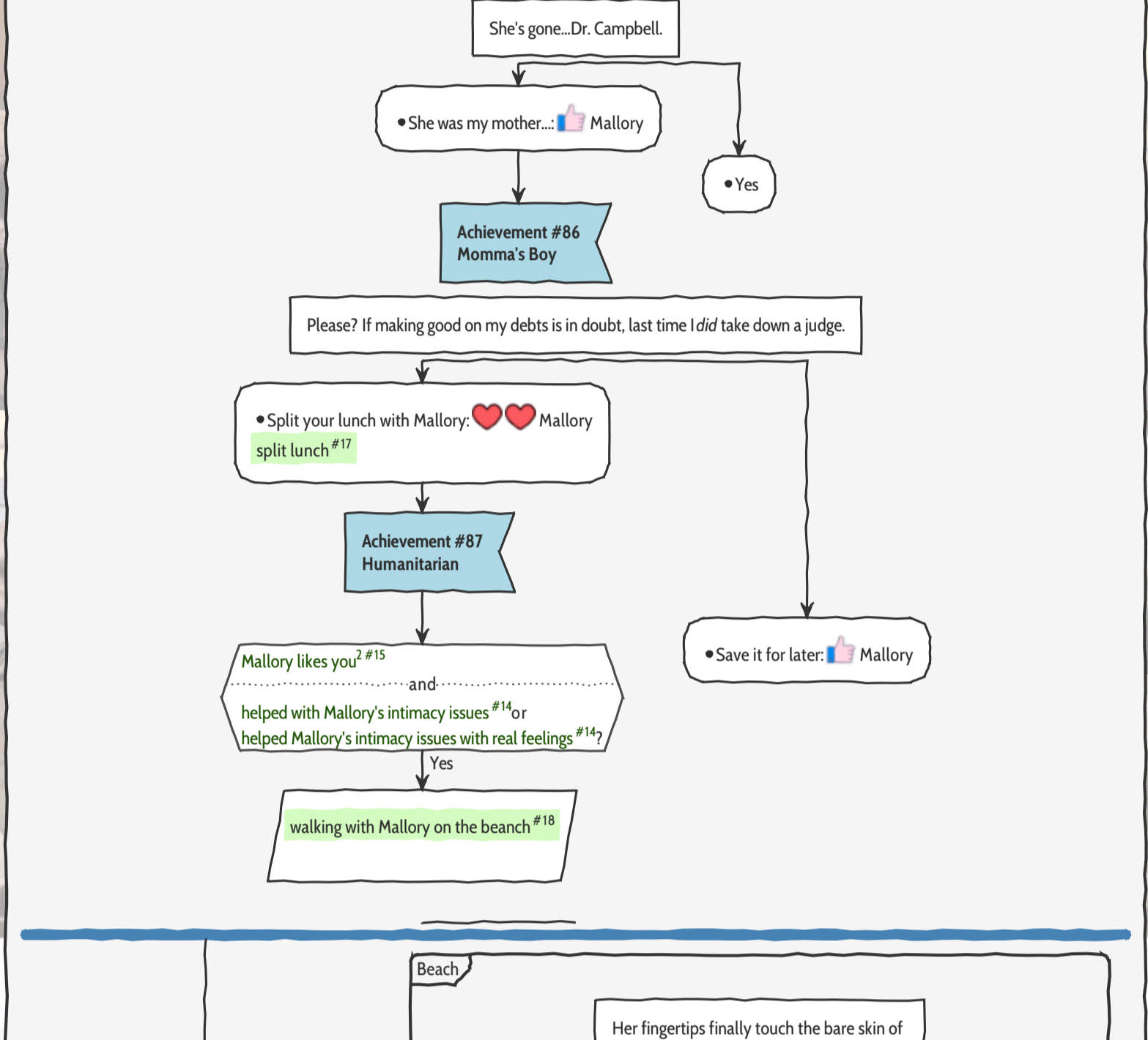
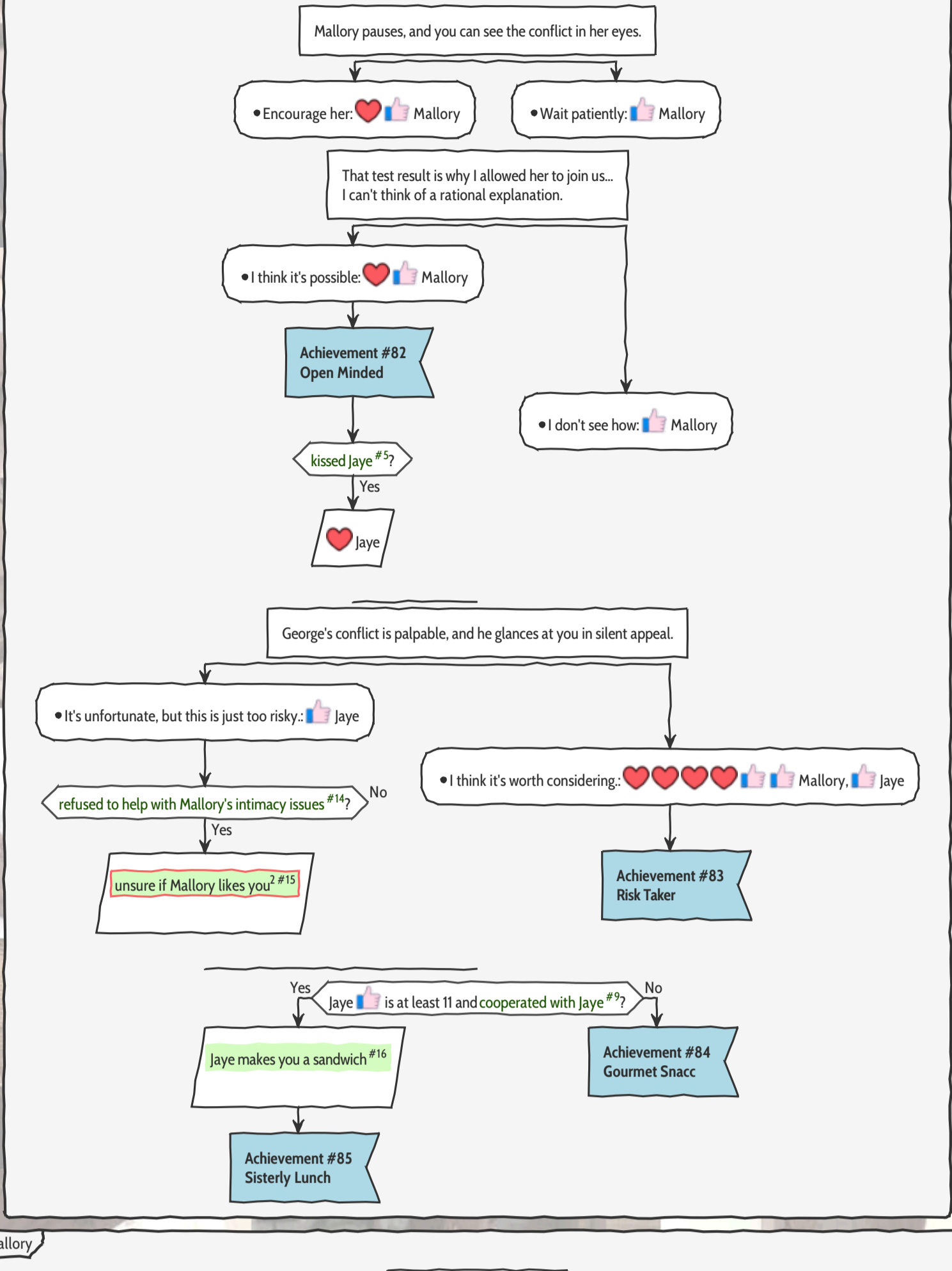
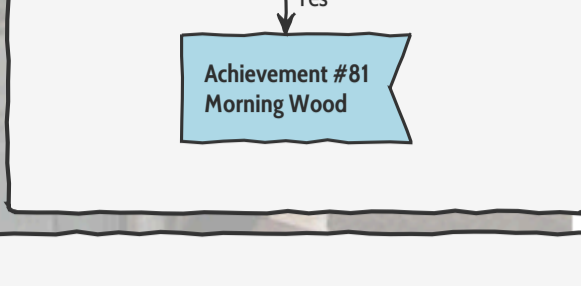
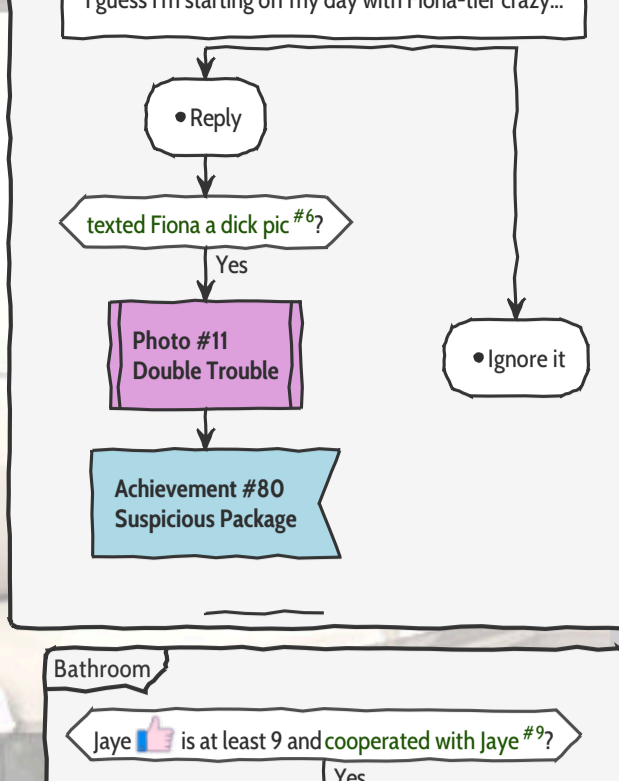
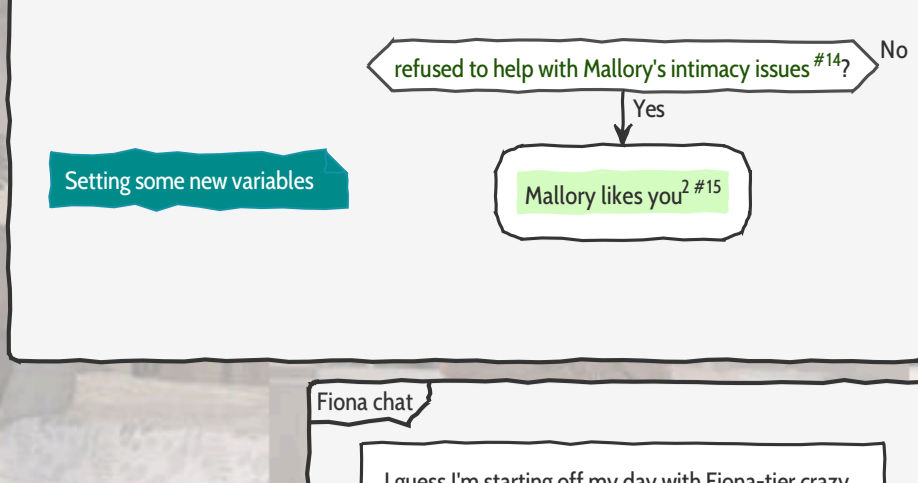
**Tara**  
Scene #5 Bombshell



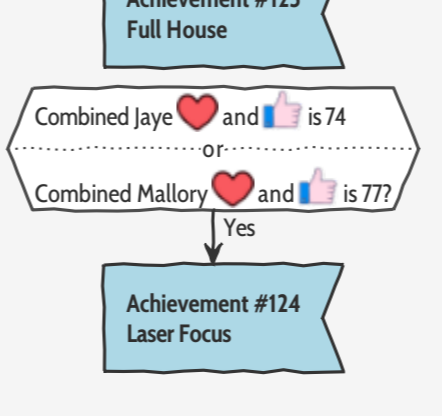
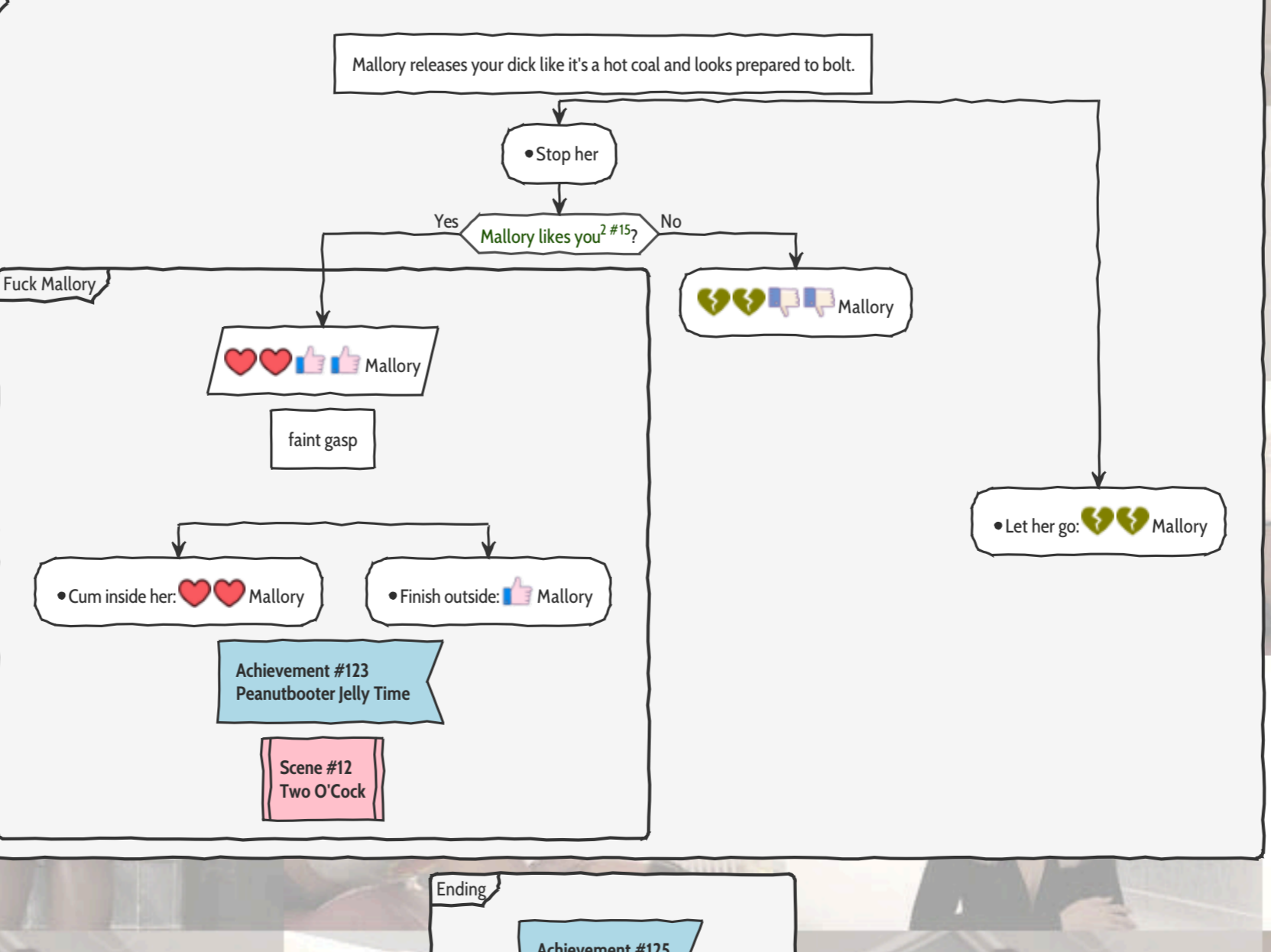
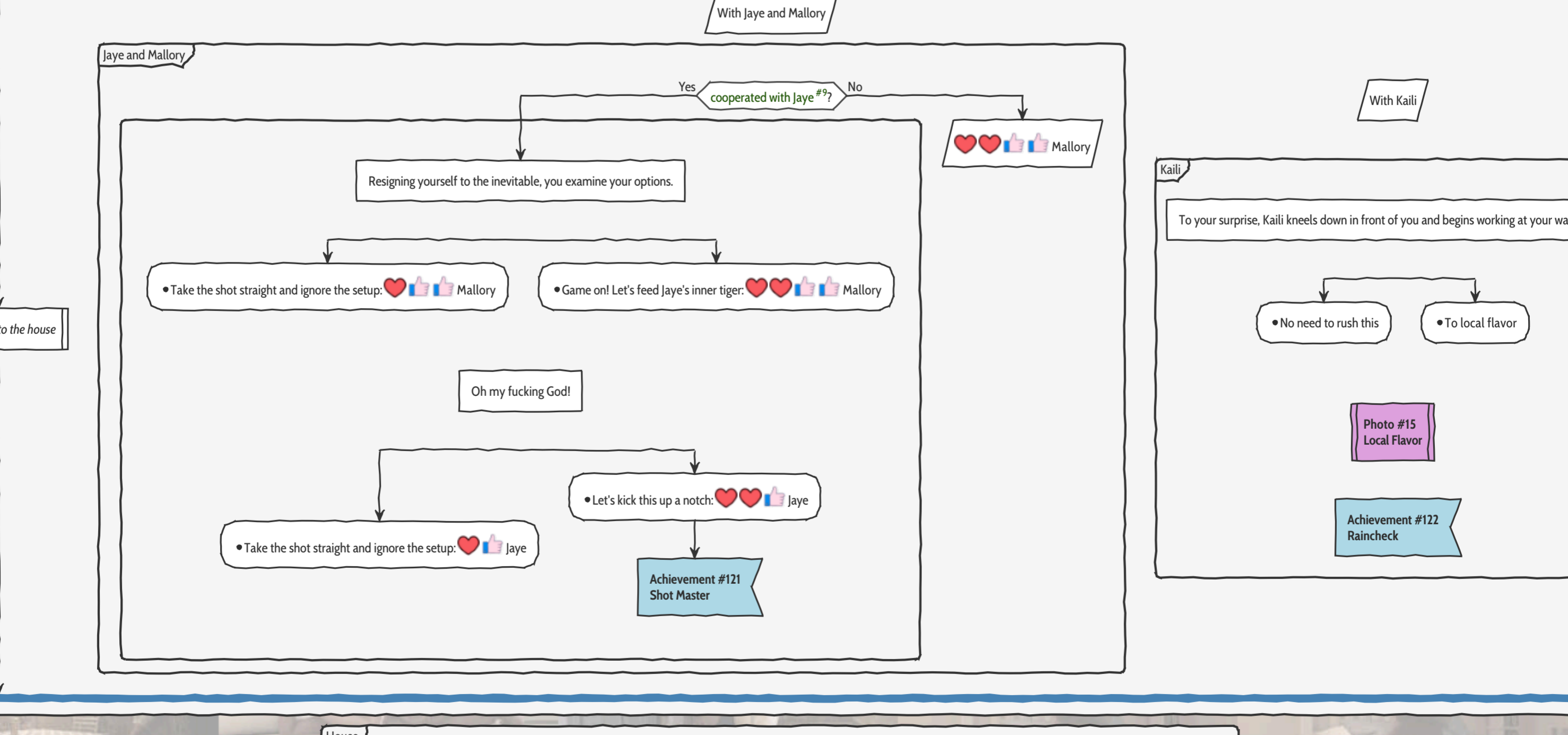
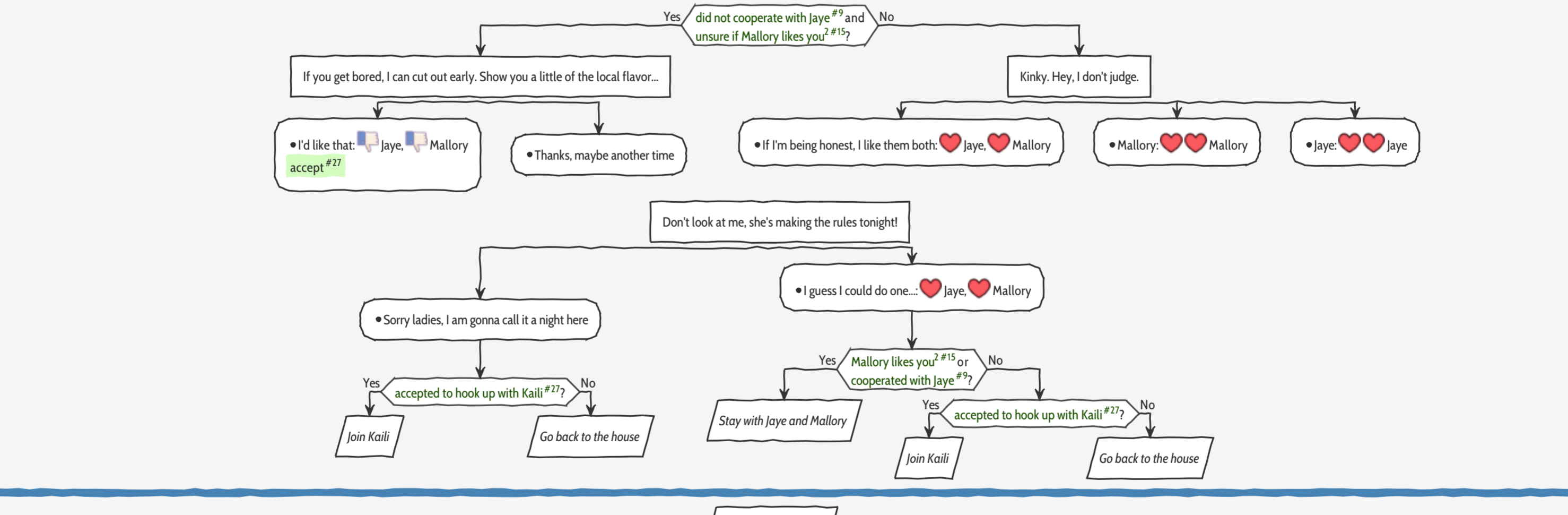
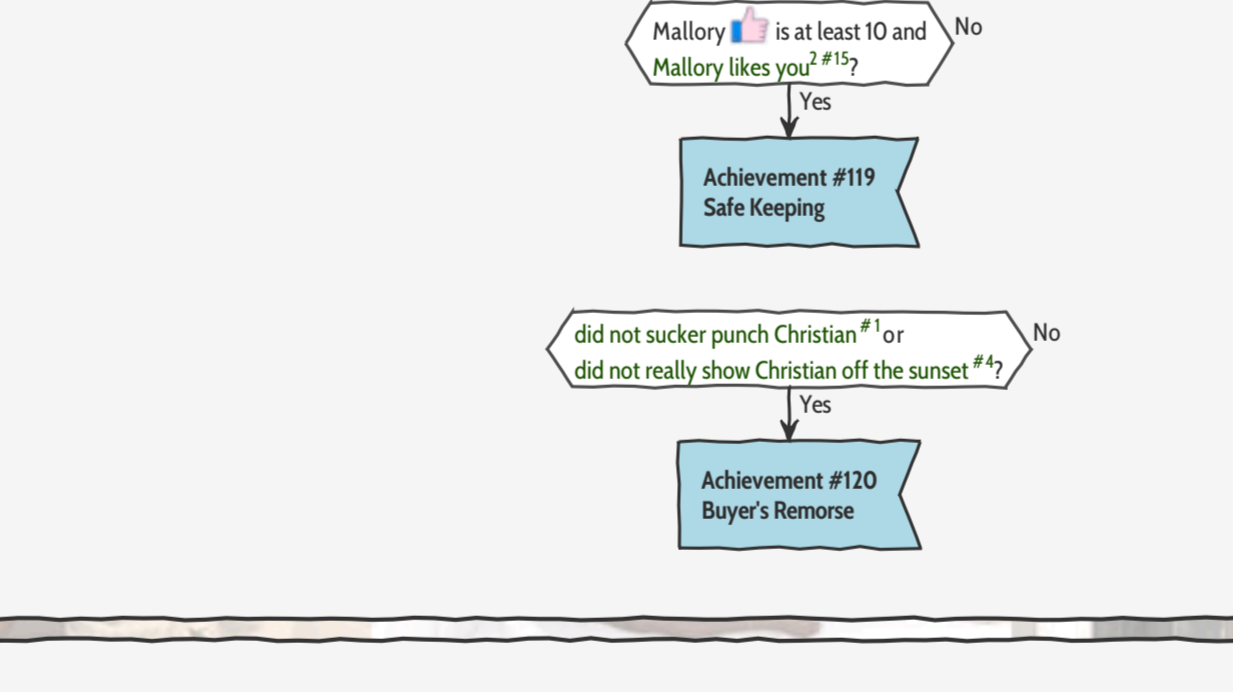
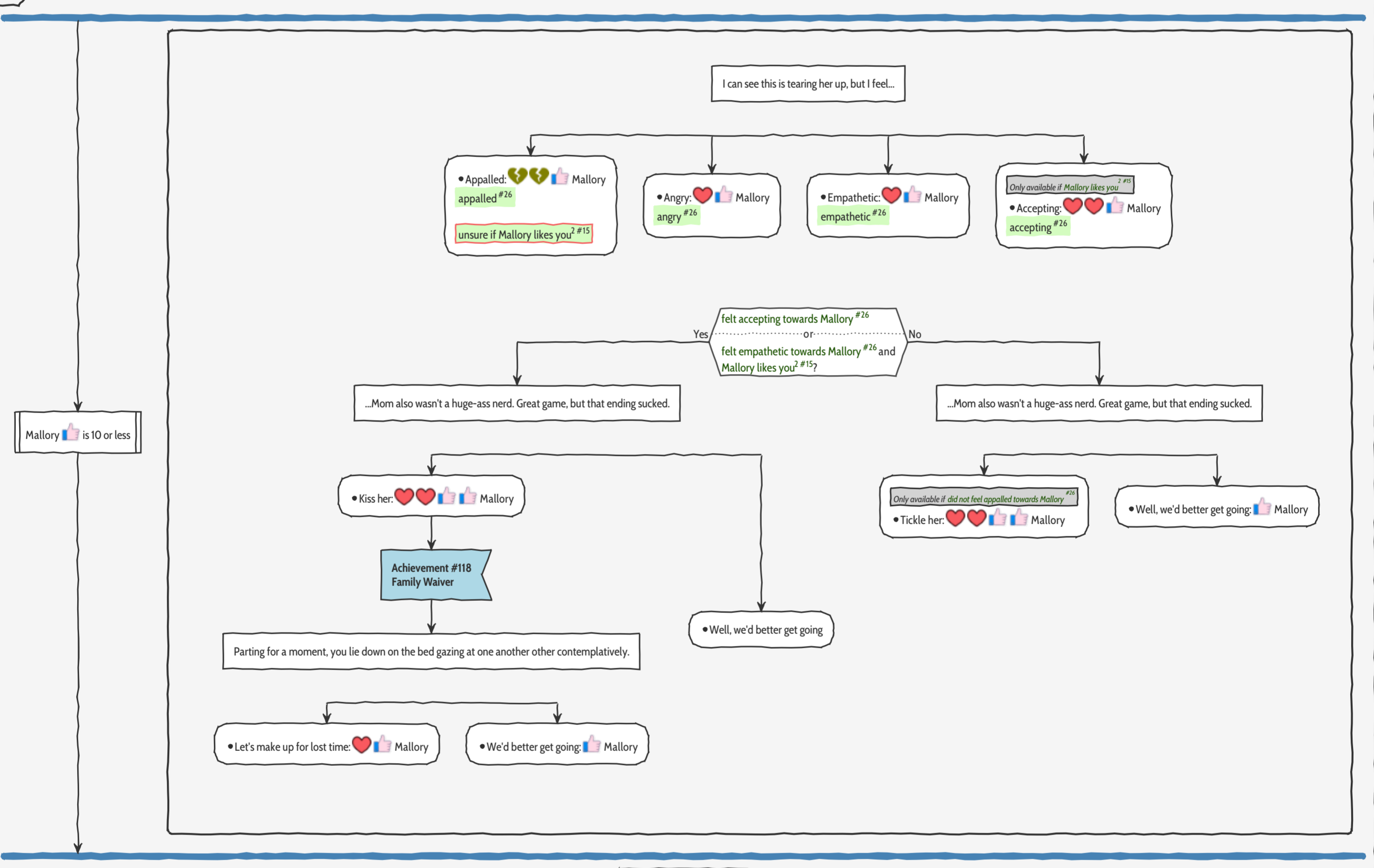
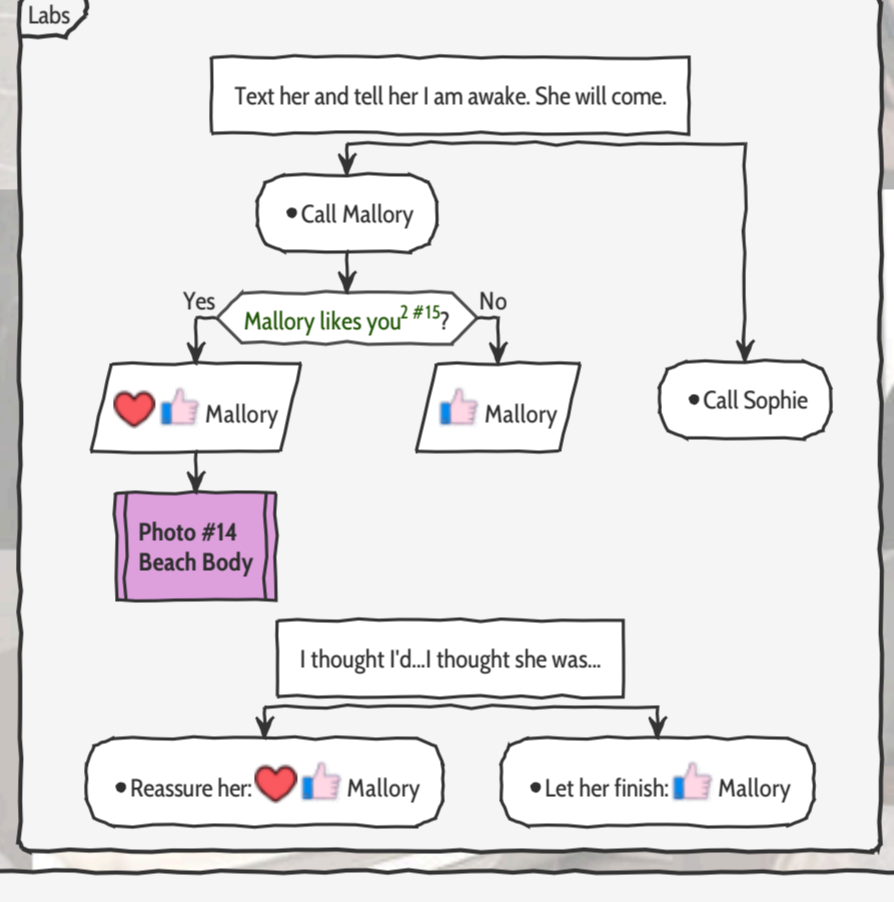
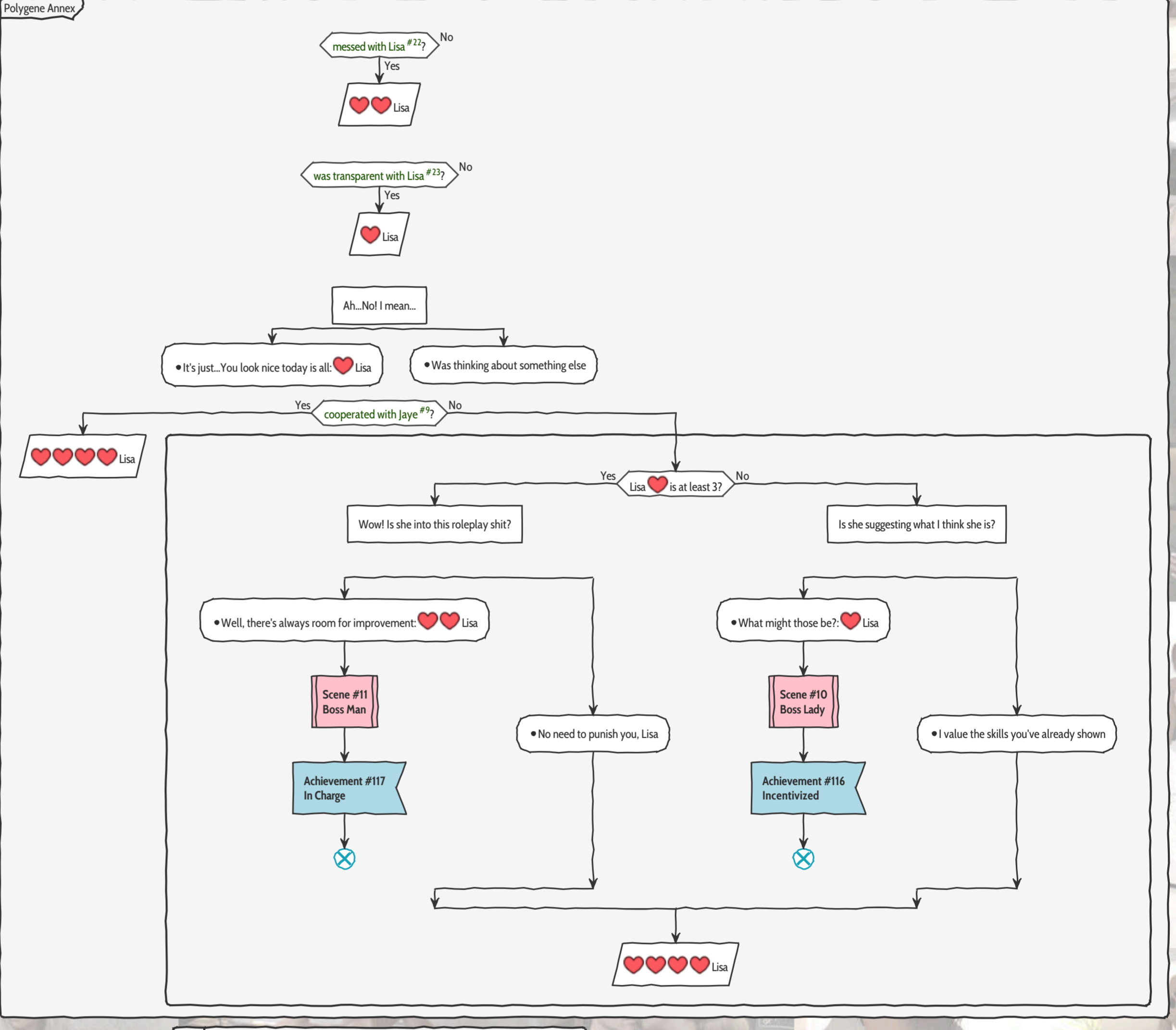
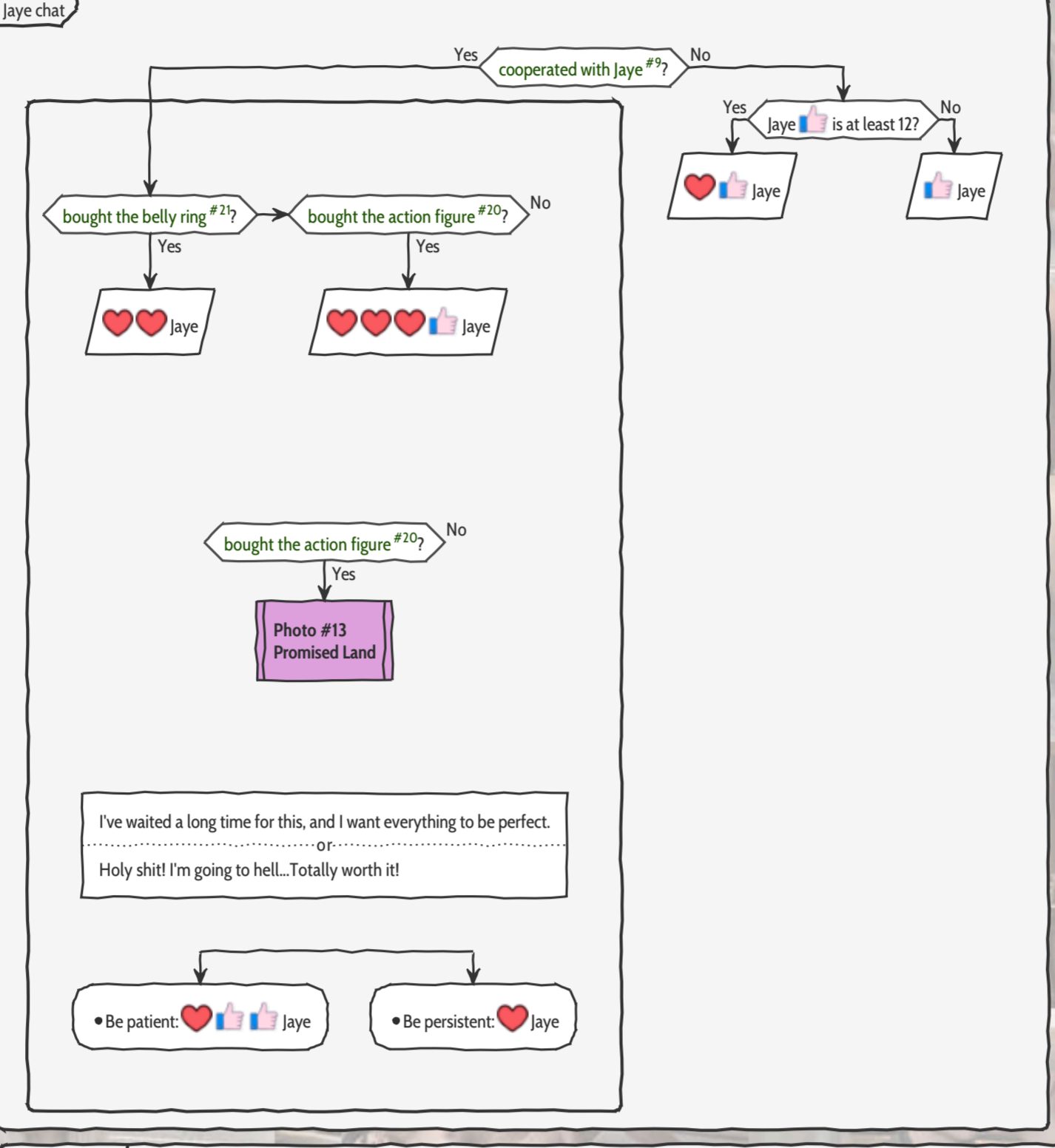
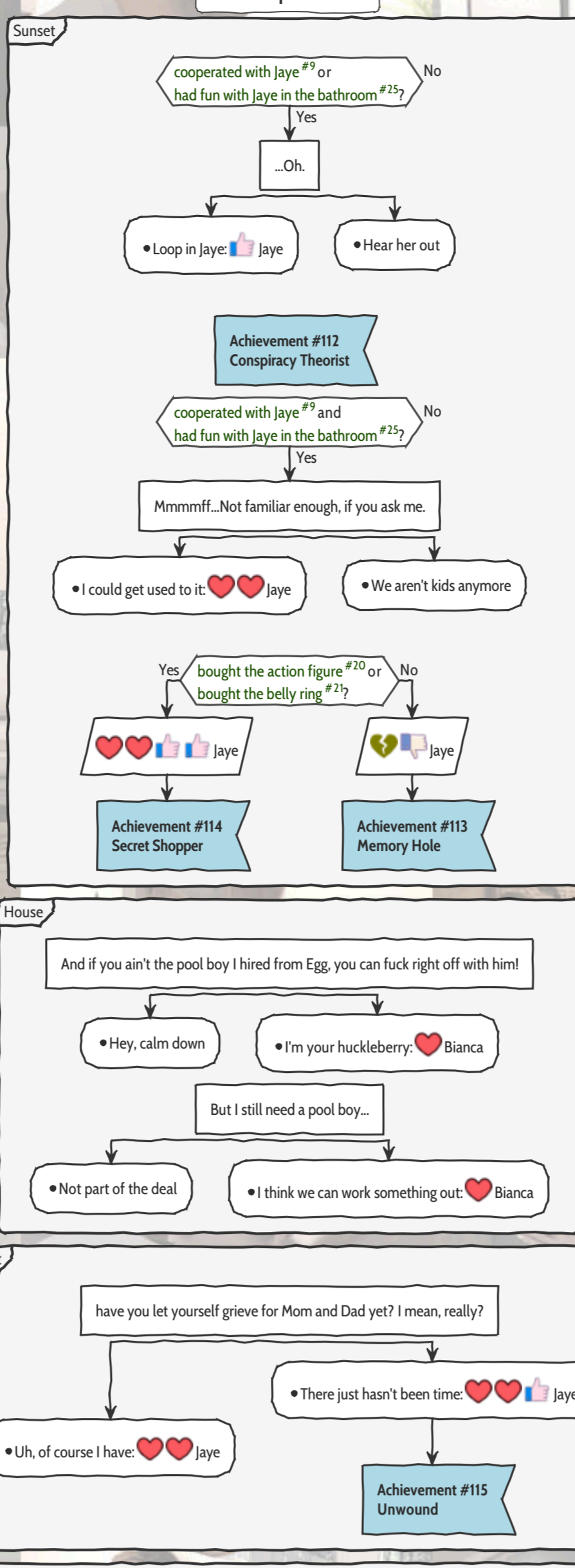
# Chasing Sunsets Chapter 3



# Chasing Sunsets Chapter 4



# Chasing Sunsets Chapter 5





# Chasing Sunsets 0.6 Walkthrough rev 1.2

Cheat without a MOD

So you want to try out a new branch but do not feel like completely starting over a new game?

Don't worry, with the developer console you can easily modify in-game variables.  
You only need some basic understanding of scripting, no MOD required.

First of all, you need to enable the developer console, if you are lucky it is already enabled, type Shift+O in the game (Hold the SHIFT key and type the letter O).  
If not, close the game, go to the `game` directory and either create a file named `options.rpy` or edit with a simple text editor (e.g.: Notepad) if it already exists.  
Write the following lines at the end:

```
init python:
    config.developer = True
```

**Note:** There are 4 spaces before 'config.developer = True'

In some rare cases the game might start correctly once but crash after that. If that happens delete the file `options.rpyc` that gets created automatically when starting the game with the file `options.rpy`

Start the game and load a savegame, type SHIFT+O to open the console and use the ESC key to exit

## Character variables

**variable:** The variable

**definition:** what it represents

**set variable / new value:** what to type in the developer console to turn the variable on or set a new value

**unset variable:** what to type in the developer console to turn the variable off

**check current value:** what to type in the developer console to check the current value

| variable | definition                   | set variable / new value | unset variable | check current value |
|----------|------------------------------|--------------------------|----------------|---------------------|
| num000   | Jaye love points             | num000 = value           |                | num000              |
| num002   | Jaye trust points            | num002 = value           |                | num002              |
| num001   | Mallory love points          | num001 = value           |                | num001              |
| num003   | Mallory trust points         | num003 = value           |                | num003              |
| num004   | Walter trust points          | num004 = value           |                | num004              |
| num018   | Bianca love or trust points? | num018 = value           |                | num018              |
| num019   | Lisa love or trust points?   | num019 = value           |                | num019              |

## Game Decisions Variables

**label:** The label as found in the walkthrough

**set variable:** what to type in the developer console to turn the variable on

**unset variable:** what to type in the developer console to turn the variable off

**check current value:** what to type in the developer console to check if the variable is on

| label  | set variable   | unset variable   | check current value |
|--|--|------------------|---------------------|
| sucker punch #1                              | bool1004 = True  | bool1004 = False | bool1004            |
| wake Erica #2                                | bool1007 = True  | bool1007 = False | bool1007            |
| help the wolf #3                             | bool1011 = True  | bool1011 = False | bool1011            |
| how Christian get off the sunset #4          | show him off: num007 = 1<br>really show him off: num007 = 2<br>don't give a shit: num007 = 3<br>got her back: num007 = 4 | num007 = 0       | num007              |
| kiss Jaye #5                                 | bool1019 = True  | bool1019 = False | bool1019            |
| dick pic #6                                  | bool1039 = True  | bool1039 = False | bool1039            |
| working with Jaye #7                         | cooperate: num013 = 1<br>change your mind and cooperate: num013 = 2<br>compete: num013 = 3                               | num013 = 0       | num013              |
| day one tasks #8                             | compete: num008 = 1<br>cooperate: num008 = 2<br>fake cooperation: num008 = 3   | num008 = 0       | num008              |
| cooperate with Jaye #9                       | bool1046 = True  | bool1046 = False | bool1046            |
| Mallory likes you #10                        | bool1040 = True  | bool1040 = False | bool1040            |
| recover Polygene property from the docks #11 | team up with Jaye: num009 = 1<br>refuse: num009 = 2<br>team up with Mallory: num009 = 3<br>alone: num009 = 4             | num009 = 0       | num009              |
| accept Tara's help #12                       | bool1055 = True  | bool1055 = False | bool1055            |
| Jaye apologizes #13                          | Jaye apologizes: num014 = 1<br>Jaye apologizes and takes another journal: num014 = 2                                     | num014 = 0       | num014              |
| Mallory's intimacy issues #14                | help if it's real: num015 = 1<br>help Mallory: num015 = 2<br>refuse to help: num015 = 3                                  | num015 = 0       | num015              |
| Mallory likes you <sup>2</sup> #15           | bool1047 = True  | bool1047 = False | bool1047            |
| Jaye makes you a sandwich #16                | bool1078 = True  | bool1078 = False | bool1078            |
| split lunch #17                              | bool1056 = True  | bool1056 = False | bool1056            |
| walking with Mallory on the beach #18        | bool1065 = True  | bool1065 = False | bool1065            |
| kiss Mallory #19                             | bool1066 = True  | bool1066 = False | bool1066            |
| buy the action figure #20                    | bool1061 = True  | bool1061 = False | bool1061            |
| buy the belly ring #21                       | bool1062 = True  | bool1062 = False | bool1062            |
| mess with Lisa #22                           | bool1063 = True  | bool1063 = False | bool1063            |
| be transparent #23                           | bool1064 = True  | bool1064 = False | bool1064            |
| bed fort #24                                 | bool1071 = True  | bool1071 = False | bool1071            |
| fun in the bathroom #25                      | bool1072 = True  | bool1072 = False | bool1072            |
| feelings towards Mallory's discovery #26     | appalled: num020 = 1<br>angry: num020 = 2<br>empathetic: num020 = 3<br>accepting: num020 = 4                             | num020 = 0       | num020              |
| accept #27                                   | bool1094 = True  | bool1094 = False | bool1094            |