

v0.8

Contents

I About game and about this	4
II Walkthrough. Basics	6
III Floor 1. Scarlett	9
IV Floor 2. Yvonne	16
V Floor 3. Eliza	23
VI Floor 4. Khulan	30
VII Floor 5. Lady Cobra	35
VIII Floor 5. Lily	41
IX Floor 6. Karen	45
X Floor 6. Santa	53
XI Floor 6. Swan	58
XII Floor 6. Crow	60
XIII Floor ???. Jessica	62
XIV Floor 7. Kaori	64
XV Floor 8. Iris	66
XVI Floors All. Bonus Content	69
XVII Saves	71
XVIII Special thanks	75

Part I About game and about this

Tower of Trample is an ongoing game about saving your friends from a bunch of vicious villainesses. They will stop you with their wicked femdom-oriented wrestling moves. You will stand against their despicable humiliation and fight your way to the top of the tower

From the Patreon page

Important links we will need as we enter this world:

Official F95 thread Bo Wei Patreon Koda Patreon Discord

Hi, useless fylaenix here!

The author of the current PDF is fvlaenix. I was bored waiting for a new floor and decided that I could try to make a new look at the walkthrough of this game. However, I didn't do it from scratch. I used the knowledge of bahamut2195, who wrote an excellent text file that many people have used.

The source already mentioned hasn't been updated in a while and it's about time it was! I really hope this file will help you get through some tough spots. Of course, if you want to enjoy the content, you don't have to follow it blindly. It is for complicated cases, or for cases where you just want to get scenes, that this file is intended

Foreword by bahamut2195

As a porn game, Tower of Trample is always going to be viewed as fap material first, and an actual game second. It's unfortunate, but true. This guide was created to help support those fans who wish to take the time to actually explore the game, and not just advance as quickly as possible toward the next scene. With that in mind, the main design of the guide is to ensure that players will be able to experience each scene each boss has on offer, as well as explore the subplots of each villainess.

Both Zazzaro and I have spent a lot of time on the f95 thread reading the same questions repeatedly over the last few months from new players asking how to obtain certain scenes. Rather than type the same answers, we decided to create this guide in an attempt to help players experience ToT in a manner that doesn't require waiting for responses, or wading through 2500 posts. More recently, we have added a second writer and playtester, Darth Wredd, whose contributions have helped break up the monotony of correcting Zazzaro's sub-par work.

We can all still be reached on the f95 forum, usually in the ToT thread or via PM. Please feel free to contact us there, or you can email me at bahamut2195@gmail.com. You can send me suggestions, comments, questions, scathing criticisms, whatever you like really. Also feel free to post this walkthrough elsewhere, though I would like a heads up either via my f95 account or email before you do. Have fun and enjoy the game, and don't forget to support the game developers if you can on Patreon!

Part II Walkthrough. Basics

- 1. CTRL to skip text
- 2. ALT + ENTER to trigger fullscreen on and off
- 3. ALT + F4 if your parents are entering the room
- 4. Beating a fight with an S rank will unlock that villainess' level EX fight. These fights use the same mechanics as the level 3 fights, but the opponent will never be at a stat disadvantage. They also become more difficult for each time you beat them. These fights are completely optional and not needed to further the story.
- 5. Battle EXP is modified based on fight results. Defeat grants only the base EXP.

Victory: +40% of Base EXP

A-Rank Victory: +70% of Base EXP S-Rank Victory: +100% of Base EXP EX-Mode Victory: +200% of Base EXP

- 6. Stat Boost Items, such as lava potions, increase stats at a 1 point per level basis.
 I.E.: Lava Potion grants 1 ATK at level 1, 3 ATK at level 3, 5 ATK at level 5, and 5 ATK at levels 6+
- 7. Boost from external sources (except Equipment) capped at 3x current level per stat At level 5 with 14 bonus ATK, Lava Potion will only provide 1 more ATK At level 10 with 30 bonus DEF, Frozen Potions can no longer be consumed
- 8. Stat-boost consumables will not be consumed if they will have no effect

Discord basics

- 1. Q: What's the newest version of X?
 - A: All the most recent releases are pinned in #releases
- 2. Q: I can't run the game, what's wrong?
 - A: Remember to install the RPG Maker RTP, which includes the basic files you need to run the game.

You can find it here: https://www.rpgmakerweb.com/run-time-package (Download VX Ace) If you still can't run the game, please provide a definition of what's wrong and if possible, include a screenshot of the error.

- 3. Q: Can I have a save?
 - A: There's plenty of people willing to share a save with you. Please specify what kind of save you are looking for (ie. whose content you'd like to have completed, what scenes you'd like to be able to see, etc.)
- 4. Q: How can I get *this* scene?
 - A: Have you tried progressing the story, using different key items, exhausted all dialogue options?

Also, try interacting with different objects, talk to different people, complete quests.

If you still can't get it, check the walkthrough. If it doesn't contain the necessary info, feel free to ask in the discord.

5. Q: How can I raise my stats?

A: In ToT you can raise your ATK by getting an S-Rank in Scarlett's fight (1F) and your

DEF by getting an S-Rank against Eliza (3F)

You can also raise them for free by adding special Potions to Ethan's food bowl when playing as Crow on 6.5F.

- 6. Q: How many floors are gonna be in ToT?
 - A: As of right now, at least 12 floors are planned with the possibility of more.
- 7. Q: Will we see *insert fetish* here?
 - A: There'll be no Maledom, Futa, Giantess in Boda games.
- 8. Q: Where can I download the newest version of *game*?
 - A: #releases. Alternatively, there's the archive link.
- 9. Q: Can I play Boda games on mobile?
 - A: Yes, it's possible with Joiplay. Keep in mind you have to extract Boda games twice before running them.
- 10. Q: Can I skip the grind of levelling up somehow?
 - A: You can edit your save to make the game easier. Search for the RPG Maker Save editor on F95, download and run it. You'll be able to give yourself the items you need, raise your stats however you want or anything else. Be careful though, this might lead to some unwanted results in some rare cases.
- 11. Q: I need combat advice, can you please help?
 - A: Most battles in Boda games are heavily pattern based. Learn those and you'll have it easier. Check out the detailed Combat guide for more info. (WIP)

Part III

Floor 1. Scarlett

Villainess: Scarlett

Prisoner: Keith

Shop (Keith)

Buy

Name	\mathbf{Cost}
HP Potion	50
MP Potion	50
Red Potion	200
Vial of Water	20
"Grab Block"	100
"Fire Punch"	100

Craft

Name	$\mathbf{Ingredient(s)}$	\mathbf{Cost}
Blue Potion	Herb A (1), Vial of Water (1)	20
Lava Potion	Herb A (1), Herb B (1) Volcano Ash (1)	20
Potion A	Herb A (1), Vial of Water (1)	10
Potion B	Herb B (1), Vial of Water (1)	10
Short Sword	Bronze (1)	50
Bronze Sword	Bronze (2)	100
Iron Sword	Iron (2)	100
Fire Sword	Volcano Ash (1)	100
Bronze Armor	Bronze (2)	100
Iron Armor	Iron (2)	100
Fire Cape	Volcano Ash (1)	400

Fight

Tips

- Scarlett will follow a very strict attack order, use this to decide how to react.
- Don't use fire moves against Scarlett, they are useless.
- Scarlett can neither miss her attacks nor evade Ethan's, but the other villainesses have a chance to.
- To get a Grade S after a fight you need to beat the villainess on level 3 in 10 turns without using items.
- Twin Punch is a very quick move, and generally has priority over most non grappling moves. It's very useful to finish a match.

Moves

- Loser Face Crusher: Deals mediocre damage, no need to block.
- Crimson Hell Mayhem: Deals mediocre damage, no need to block.
- Triple The Pain: Deals massive damage, blocking is necessary. Scarlett will use this move on the 3rd and 6th turn of her loop.
- Attack Boost: Boosts Scarlett's attack for 5 turns, she will use it on the 5th turn of her loop.
- Grappling Move: Can be grab blocked, she will use one on the 8th and 10th turn. If she hits one of these, it will pause her turn counter.
- Armpit Seducing Trap Pose: She might use it instead of a Grappling Move on the 8th turn of her loop. This move will pause her turn counter. Blocking and grab blocking will lead to Armpit Submission.
- Butt Seducing Trap Pose: She might use it instead of a Grappling Move on the 8th turn of her loop. This move will pause her turn counter. Dealing damage won't be possible and instead will lead to Butt Crush.
- Potion: It heals Scarlett for 150 to 200HPs. She will use it when her life gets lower than 200HP, but only once per fight. This move will pause her turn counter.

Grappling Moves

- Facesit Scissor: Beat by QTE. Each failed QTE will deal damage and failing the 1st and 3rd QTE will also poison Ethan for 5 turns. After 5 failed QTEs Ethan loses.
- Force Foot Sniffing: Beat by struggling. Each failed struggle will deal damage and debuff one of Ethan's stats for 5 turns, after 5 failed struggles Ethan loses. IMPORTANT: This move will have different dialogue depending on Ethan's training. With maxed training, you'll get to choose which dialogue to trigger.
- Head Scissor: Beat by QTE. Each failed QTE will deal damage and failing the 2nd and 4th QTE will also poison Ethan for 5 turns. After 5 failed QTEs Ethan loses.
- Armpit Smother: It deals low damage and gives an attack debuff to Ethan for 5 turns.
- Butt Crush: It deals good damage and poison Ethan for 5 turns.

Turn Counter

- 1. Loser Face Crusher/Crimson Hell Mayhem
- 2. Loser Face Crusher/Crimson Hell Mayhem
- 3. Triple The Pain
- 4. Loser Face Crusher/Crimson Hell Mayhem
- 5. Attack Boost
- 6. Triple The Pain
- 7. Loser Face Crusher/Crimson Hell Mayhem

- 8. Grappling Move/Seducing Trap Pose
- 9. Loser Face Crusher/Crimson Hell Mayhem
- 10. Grappling Move
- 11. (repeat)

Drops

- Grade C: 60 Gold, Herb A, HP Potion, MP Potion, Vial of Water.
- Grade B: 100 Gold, Herb B, Red Potion, Bronze.
- Grade A: 150 Gold, Potion A, Herb B, Iron.
- Grade S: 300 Gold, Volcano Ash, Skill Book: "Fire Punch" (50% chance).

Plot

Tip: Talking with Scarlett about Keith will unlock the "About you..." dialogue option with him

Beat Scarlett Once

- Speaking to Scarlett after beating her once will give you the Skill Book: "Surrender".
- Beating Scarlett the first time will change the "Chat..." dialogue option with her.

The Shoe Challenge



- To start the Shoe Challenge take Scarlett's shoes from Keith's cage and click on the shoes icon when talking to her.
- Scarlett's shoes can be in 6 different spots: on the immediate left, on the left in front of Keith's cage, on the top left close to the column, on the top right close to the column, on the bottom right corner or on the right before the stars to the 2nd floor.
- Playing the Shoe Challenge the first time will change the "Ask about Keith..." dialogue option and unlock a new "Chat..." dialogue with Scarlett. More playthroughs will also change Scarlett's "Chat..." dialogue regarding it.
- The shoe challenge will have different dialogues depending on Ethan's training level.

Scarlett's Training (Submission 1/4)

- To start Scarlett's training use the skill Surrender when fighting her, then talk to her.
- Having Submission 1/4 will trigger a dialogue the next time Ethan talks to Keith.
- Having Submission 1/4 will unlock the "Chat..." and "About Scarlett..." dialogue options and change the "About the fight..." dialogue option with Keith. It will also remove the "About you..." and "About the others..." dialogue options with him.
- Having Submission 1/4 will unlock the chance to play scenes instead of receiving items as rewards for the shoe challenge. You will start with shoes and outfit related scenes.

Scarlett's Training (Submission 2/4)

- To advance in Scarlett's training wait for her to tell Ethan to fight her, then surrender and talk to her again. To trigger Scarlett's dialogue you need to play the shoe challenge, watch shoe challenge reward scenes and lose to her; this will increment a Scarlett Addiction.
- Having Submission 2/4 will unlock a new "Chat..." dialogue with Scarlett.
- Having Submission 2/4 will trigger a dialogue the next time Ethan talks to Keith. This dialogue will also take place as Keith's "About Scarlett..." dialogue option from now on.
- Having Submission 2/4 will unlock stockings and panties related scenes as rewards for the shoe challenge.
- Incrementing the Scarlett Addiction with Submission 2/4 will trigger a scene when talking to Scarlett.

Mistress Scarlett's Training (Submission 3/4)

- To advance in Scarlett's training wait for her to mock Ethan into fighting her, then surrender and talk to her yet again. To trigger Scarlett's dialogue you need to increment the Scarlett Addiction again.
- Having Submission 3/4 will change the "Chat..." dialogue option with Scarlett with 3 new interactions. It will also change the "About your crew..." dialogue option with 2 new interactions.
- Having Submission 3/4 will unlock the "Chat for advice..." dialogue option with Scarlett, where Ethan can ask her advice on how to defeat her and, if met, Yvonne and Eliza too.
- Having Submission 3/4 will also unlock the Serve option after clicking on the shoes icon when talking to Scarlett. This can lead to 3 different scenes: footrest, cushion and towel. The order is random, but without back to back repetition, and the first one is always footrest.
- Having Submission 3/4 will trigger a dialogue the next time Ethan talks to Keith. This dialogue will also take place as Keith's "About Mistress..." dialogue option, that replaces "About Scarlett...".
- Having Submission 3/4 will also change the "Chat...", "About the fight..." and "About the tower..." dialogue options with Keith.
- Having Submission 3/4 will change the dialogue on the Shoe Challenge reward scenes. The panties challenge is also slightly changed in art.
- Having Submission 3/4 will change battle dialogues with Scarlett.
- Losing the Shoe Challenge with Submission 3/4 will also automatically start a retry.

Mistress Scarlett's Training (Submission 4/4)

- To advance in Scarlett's training you need to trigger a dialogue by incrementing the Scarlett Addiction yet again. This time you can use Serve to increment the variable as well.
- During Scarlett's dialogue Ethan can decide to resist her, doing so will trigger a small scene and lower the Scarlett Addiction variable and stop Scarlett's subplot until you raise it again, but it will also avoid watersport scenes. You lose a little more content though, it's up to you.
- Having completed Scarlett's training will add a new toilet scene to her Serve option. After that scene if you choose to ask for more, Scarlett might spit on Ethan. The dialogue for the other Serve scenes are changed as well.
- Having completed Scarlett's training will unlock a couple of new interactions in the cage as well as removing some: you can now interact with the bed, water bowl and food bowl, but you won't be able to interact with the window, Keith's sperm and the bones.

- Sleeping will sometimes change the content of the water bowl as well, from water to Scarlet's piss and viceversa. The interaction changes depending on its content.
- The interaction with the tower's entrance also changed.
- Having completed Scarlett's training will trigger a dialogue the next time Ethan talks to Keith. This dialogue will also take place as Keith's "About Mistress..." dialogue option.
- Having completed Scarlett's training will trigger a dialogue each time Ethan talks with her, it's chosen at random between 4 options.
- Having completed Scarlett's training will change the "Chat..." dialogue option with Keith with 3 new interactions. The "About the fight..." and "About the tower..." dialogue options with him change too.
- Having completed Scarlett's training will change the "Chat..." dialogue option with Scarlett with 4 new interactions. It will also replace the "About your crew..." dialogue option with "About tricks...".
- Having completed Scarlett's training will replace the footrest Serve scene with a toilet one. After that scene if you choose to ask for more, Scarlett might spit on Ethan. The dialogue for the other Serve scenes are changed as well.
- Having completed Scarlett's training will change the dialogue on the Shoe Challenge reward scenes.
- Having completed Scarlett's training will change battle dialogues with her.
- Completing the Shoe Challenge without asking for a treat many times in a row might make Scarlett give Ethan a Volcano Ash the next time he asks for a treat. This is only possible after completing Scarlett's training.

Part IV Floor 2. Yvonne

Villainess: Yvonne Prisoner: Howard

Tips

- Fighting with Yvonne once will trigger a new dialogue the next time you choose the "About those scars..." dialogue option with Howard.

- Surrendering to Yvonne once will trigger a new dialogue the next time you talk with Howard.

Shop (Howard)

Buy

Name	Cost
HP Potion	50
MP Potion	50
Red Potion	200
Vial of Water	20
"Insulation"	200
"Surrender"	50

Craft

Name	Ingredients	Cost
Herb B	Herb A (2)	10
Iron	Bronze (3)	20
Blue Potion	Herb A (1), Vial of Water (1)	20
Lava Potion	Herb A (1), Herb B (1), Volcano Ash (1)	20
Potion A	Herb A (1), Vial of Water (1)	10
Potion B	Herb B (1), Vial of Water (1)	10
Potion (A)	HP Potion (1), MP Potion (1)	10
Potion (B)	HP Potion (2), MP Potion (1)	10
Bronze Sword	Bronze (2)	100
Iron Sword	Iron (2)	100
Blade of Wind	Tornado Dust (1)	100
Bronze Armor	Bronze (2)	100
Iron Armor	Iron (2)	100
Iron Armor $(+2)$	Iron Armor (1), Iron (2)	100
Iron Armor (+4)	Iron Armor $(+2)$ (1) , Iron (3)	100
Wind Tunic	Tornado Dust (1)	400

Fight

Tips

- Use the color of Yvonne's boots glow to decide how to react.



- Abuse fire moves, Yvonne is weak to them.
- Buy the Skill Book: "Insulation" from Howard, it will help against one of her best moves.
- After triggering the special "About those scars..." dialogue with Howard, he will tell you that Yvonne gets weaker if you remove her boots. Howard is stupid, Yvonne will get a huge power boost if you do so and you won't be able to see the attacks coming to react accordingly. That said, this is a game for masochists, so by all means do your thing.
- After surrendering to Yvonne 3 times, she will have access to a new powerful move only avoidable with a very hard QTE.
- Yvonne will attempt a grapple every third time she uses a specifically colored attack. For example: After using her "green" attack twice, the next time her boot light turns green, she will use her scissor handjob. The exception is her "orange" attack, which is her Fire Tornado Kick. There is no grapple associated with that. This pattern persists even when her boots are off, there is just no light associated with her patter, so you must pay close attention to the attachs and animations beoing used to continue to predict her grapple occurrence. Thanks to robtbo for this breakdown.

Moves

- Disfiguring Roundhouse: Deals mediocre damage, no need to block. Before using this move, Yvonne's boots will glow green.
- Blade Roundhouse: Deals mediocre damage, but also does bleed damage afterwards. It's worth blocking depending on how the fight is going. Before using this move, Yvonne's boots will glow purple.
- Taser Roundhouse: Deals mediocre damage, but also stuns Ethan both on block and hit. Use the skill Insulation to get stun immunity. Before using this move, Yvonne's boots will glow yellow.
- Grappling Move: Can be grab blocked. Before using one of these moves, Yvonne's boots will glow green.
- Fire Tornado Kick: Deals decent to massive damage, depending on how many times Ethan came during Yvonne's footjobs. On higher power levels, blocking is necessary. Before using this move, Yvonne's boots will glow red.
- Potion: It heals Yvonne for around 200HPs. She will use it when her life gets lower than 200HP, but only once per fight.

Grappling Moves

- Scissor Handjob: Beat by struggling. Each failed struggle will deal damage, after 4 failed struggles Ethan loses.
- Rapid Kick: Beat by QTE. Each failed QTE will deal damage. After 3 failed QTEs Ethan loses.
- Lifting Handjob: Beat by QTE. Each failed QTE will deal damage. After 3 failed QTEs Ethan loses.

Grappling Moves (no boots)

- Waist Squeeze: Beat by QTE. Each failed QTE will deal damage. After 4 failed QTEs Ethan loses.
- Boot Trap: Beat by QTE. Each failed QTE will deal damage. After 3 failed QTEs Ethan loses.
- Trample: Beat by QTE. Each failed QTE will deal damage. After 3 failed QTEs Ethan loses.

Drops

- Grade C: 60 Gold, Herb A, HP Potion, Bronze, Vial of Water.
- Grade B: 100 Gold, Herb B, Red Potion, Iron, Bronze.
- Grade A: 150 Gold, Potion A, Herb B, Iron.
- Grade S: 400 Gold, Tornado Dust.

Plot

Beat Yvonne Once

- Beating Yvonne the first time will change the "Chat..." dialogue option with her.
- Beating Yvonne the first time will allow you to ask her for footjobs by clicking on the feet icon twice when talking to her.

Yvonne's Footjobs

- Asking Yvonne footjobs will give her the Fire Tornado Kick, a new powerful move that becomes even more powerful for each time Ethan comes during her footjobs.
- Dialogue before the footjob scene will change the first 3 times you select the option.
- You can ask Yvonne to stop using the Fire Tornado Kick while fighting by selecting the feet icon then the fire icon when talking to her. The first time you ask her you get to choose between a "Beg" option and an "Argue" one, they only differ in slight dialogue changes. Regardless Yvonne will propose Ethan a deal: if you don't want her to use the move, you'll have to not use Grab Block and lose the chance to escape her boot sniffing move with the QTE. You can cancel and retake the deal anytime.

Capping Yvonne's Fire Tornado Kick

- The Fire Tornado will cap at level 20, and after you reach it, you get a small dialogue after the footjob scene.
- After reaching level 20 in Yvonne's Fire Tornado move, a small dialogue will trigger after the footjob scene.
- The first time you ask for a footjob after Yvonne's Fire Tornado Kick reaches level 20, you'll trigger a different dialogue. During this dialogue you'll get to choose between 2 options twice, choosing "Refuse" either time will stop the interaction, but you can trigger it again anytime.
- The dialogues before and after the footjob scene will change after Yvonne reaches level 20 in her Fire Tornado Kick.
- During the footjob scene there will be new dialogue as well, 3 out of 4 times with options to choose from. Choosing different options will however have no impact on the scene.

Yvonne's Training (Authority 1/4)

- To start Yvonne's training simply talk to her after beating her once.
- After losing with Authority 1/4 to Yvonne, a dialogue will trigger and she will put Ethan in the floor 2 cell.
- While imprisoned you have 3 options to get out: pay in Gold, call for another villainess or clean Yvonne's boots.
- Paying her to get out costs 500 Gold the first time, and will double each time you do it.
- Calling other villainesses will work only once and as follows:

Asking for Scarlett will trigger a scene, but it only works with Submission 4/4.

Asking for Eliza will trigger a scene and, if you decide not to interfere, Aarav will die at the end of it. If you decide to let Aarav die, you'll still be able to access to his shop and craft options by talking to Howard. Asking for Eliza only works with Piety 5/5.

Asking for Khulan or Lady Cobra will only trigger a small dialogue and you won't be bailed out.

- Cleaning Yvonne's boots will start a minigame and it will be necessary to advance in her training.

Yvonne's Training (Authority 2/4 to 3/4)

- To advance in Yvonne's training accept to clean her boots. At first it will be impossible to complete and Yvonne will offer to train Ethan. Submitting will trigger a scene and increase Ethan's boot licking skills, refusing will increase her Fury (see below).
- To get Yvonne's Authority to increase lose to her again, accept to clean her boots and beat the mini-game.
- Having Authority 2/4 will change the "Talk" options with her, giving you the possibility to ask her not to imprison Ethan for losses with grade A, other than a normal chat option.
- To further advance in Yvonne's training do the same you did last time: lose to her, fail the mini-game and accept her offer. Then lose to her again, this time beating the mini-game.
- Having Authority 3/4 will add a new interactable in the floor 2 cell: Yvonne's old boots.

Yvonne's Minigame (Bootlicking)



- Goal is to reduce the top green "Boot Dirtiness" bar to empty before time (bottom bar) runs out.
- Accomplished by managing the "disgust" bar and the "Lust" bar.
- First Attempt will always end in your failure. After cumming, feel free to surrender or see it out to its inevitable conclusion.
- Accept her offer of training (submit), which earns a scene and Bootlicker I (increased sniffing speed, Kiss boot-skill) Kiss slowly reduces both Lust and Disgust and can be used any time except at max lust. You'll also earn an ATK and DEF boost of +2.
- Second Attempt: Selecting clean now gives you the option of either Licking, or Kissing Yvonne's boots. In order to succeed, select: Lick, Lick, Sniff, Kiss, Lick, Sniff, Lick. Congrats, you are now onto stage 2 of your training.
- Stage 2, attempt 1: Will end in failure again. Once again, after cumming, feel free to surrender.
- Accept additional training (submit), which earns another scene and Bootlicker II (max Disgust increased, cum cleaning speed increased, learn worship boot-skill) Worship licks multiple times in succession, but one only be used at 0 disgust. You'll also earn another ATK and Def +2 boost.
- Second Attempt: Clean now has worship option. Select Worship, Sniff, Kiss, Lick, Sniff, Lick. Nicely done! You have now reached stage 3!
- Stage 3 attempt 1: You're gonna lose.
- Accept her last round of training (submit) which earns another scene and Bootlicker III (Sniff speed, Kiss power, and max Lust increased, licking cum no longer increases disgust, polish bootskill). Polish licks multiple times in succession, but only after cleaning cum from boots. You also get another ATK and DEF +2 boost.
- Second Attempt: Worship, Sniff, Cum, Lick, Polish to finish the minigame and your training.

Ethan's Rehabilitation (Authority 4/4)

- To max out Yvonne's Authority do the usual routine one last time and accept her offer. This will lead to Ethan's imprisonment. There are no consequences for refusing though.
- While in the cell you'll be able to interact with Yvonne's boots, her "lemon soda", the cell's door and usually another plot-related item.
- Day 1: Immediately after getting Authority 4/4, a scene will trigger during which you'll have the first choice between submitting or resisting Yvonne. Afterwards you'll be given a chance to save as it won't be possible during the prison time.
- Day 2: Upon starting day 2, you'll be immediately given the choice to submit or resist. To finish day 2 interact for the second time with Yvonne's fire rune, and again you'll be given the choice to submit or resist, with the latter costing you 3 DEF, or 5 if you resisted at the start of the day too.
- Day 3: To finish day 3 interact with the food bowl, and yet again you'll be given the choice to submit or resist, with the latter costing you 5 ATK.
- Day 4?: Day 4? will only feature a scene, but again you'll be given the choice to submit or resist.
- Day 5?: Day 5? is very short and will only feature yet another choice to submit or resist.
- Day ???: Day ??? is the last one and will start with a scene, then a choice. This last choice is one of three different scenarios, but only the one you get if you submit to her no more than twice will give you the chance to resist. Submitting will lead to the Yvonne's Toy ending, while resisting will get you out of prison. After resisting Yvonne, Ethan will also learn a new ability: "Resolve", but he'll only have 1 hp.

Increase Yvonne's Fury

- Each time you fail Yvonne's boot cleaning mini/game and refuse her offer, her Fury will increase.
- Reaching Fury 1/2 will trigger a dialogue.
- Reaching Fury 2/2 will trigger another dialogue.
- Reaching Fury 3/2 will trigger one last dialogue before Ethan's supermax imprisonment, and it will be impossible to get back to the game. THIS IS A POINT OF NO RETURN! Once Ethan enters supermax improsonment, he will eventually succumb to a GAME OVER.
- Submitting fully during Ethan's supermax will lead to Yvonne's Slave ending, while rebelling will lead to Yvonne's Hole ending.
- At the end of Day 2 of Ethan's supermax a dialogue will trigger and you'll be given a chance to save.

Puppy Gear

- Interacting with Howard with the puppy gear on will be different.
- Interacting with Yvonne with the puppy gear on will be different.
- Interacting with Yvonne's piss bowl with the puppy gear on will be different.

Part V Floor 3. Eliza

Villainess: Eliza Prisoner: Aarav

Shop (Aarav)

Buy

Name	Cost
HP Potion	50
MP Potion	50
Red Potion	200
Vial of Water	20

Craft

Name	Ingredients	Cost
Herb B	Herb A (2)	10
Iron	Bronze (3)	20
Ice Block	Ice Debris (3)	20
Blue Potion	Herb A (1), Vial of Water (1)	20
Potion A	Herb A (1), Vial of Water (1)	10
Potion B	Herb B (1), Vial of Water (1)	10
Potion (A)	HP Potion (1), MP Potion (1)	10
Potion (B)	HP Potion (2), MP Potion (1)	10
Frozen Potion	Crystal Ice (1), Herb A (1), Herb B (1)	20
Bronze Sword	Bronze (2)	100
Iron Sword	Iron (2)	100
Sea Splitter	Crystal Ice (1)	100
Pristine Sword	Ice Block (1)	100
Bronze Armor	Bronze (2)	100
Iron Armor	Iron (2)	100
Iron Armor $(+2)$	Iron Armor (1), Iron (2)	100
Iron Armor $(+4)$	Iron Armor (+2) (1), Iron (3)	100
Iron Armor (+6)	Iron Armor (+4) (1), Iron (4)	100
Water Cape	Ice Block (1)	400
Water Platebody	Iron Armor (+6) (1), Crystal Ice (1), Ice Block (1), Iron (3)	600

Fight

Tips

- Eliza will give away which attack she's going to use by the number of pages she turns, use it to decide how to react. Generally if the second time she turn 1 page, it means a strong direct attack, otherwise either a grab or a buff. More details in the Moves section.
- Don't use fire moves against Eliza, they are useless.
- If you use fire moves against Eliza, she will mock Ethan.
- On difficulty Lv2, Eliza will turn pages twice during a single turn.
- On difficulty Lv3, Eliza will attack and then turn pages twice during a single turn.

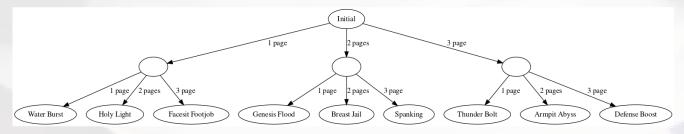
Moves

- Water Burst: This move will deal very good damage. Blocking is necessary unless you have the skill Hydroscreen from floor 5. Before using this move, Eliza will turn 1 page, then 1 again.
- Genesis Flood: This move will deal massive damage. Blocking is necessary unless you have the skill Hydroscreen from floor 5. Before using this move, Eliza will turn 2 pages, then 1 again.
- Thunder Bolt: This move will deal good damage and stun Ethan both on hit and on block. Use the skill Insulation to get stun immunity. Before using this move, Eliza will turn 3 pages, then 1.
- Holy Light: Eliza will heal herself for around 200HPs. Before using this move, Eliza will turn 1 page, then 2.
- Defense Boost: Boosts Eliza's defense for 5 turns. Before using this move, Eliza will turn 3 pages, then 3 again.
- Grappling Move: Can be grab blocked. Any other page turning combination will lead to one of these moves. More details in the Grappling Moves section.

Grappling Moves

- Facesit Footjob: Beat by QTE. Each failed QTE will deal damage. After 4 failed QTEs Ethan loses. Before using this move, Eliza will turn 1 page, then 3.
- Spanking: Beat by QTE. Each failed QTE will deal damage. After 4 failed QTEs Ethan loses. Before using this move, Eliza will turn 2 pages, then 3.
- Armpit Abyss: Beat by QTE. Each failed QTE will deal damage and debuff Ethan's attack. After 3 failed QTEs Ethan loses. Before using this move, Eliza will turn 3 pages, then 2.
- Breast Jail: Beat by struggling. Each failed struggle will deal damage. After 4 failed struggles Ethan loses. Before using this move, Eliza will turn 2 pages, then 2 again.

Short about moves



Drops

- Grade C: 60 Gold, Herb A, HP Potion, Bronze, Vial of Water.
- Grade B: 100 Gold, Herb B, Red Potion, Iron, Bronze.
- Grade A: 200 Gold, Potion A, Herb B, Iron, Ice Debris.
- Grade S: 500 Gold, Crystal Ice, Ice Block.

Plot

Beat Eliza Once

- After beating Eliza once, any time you lose to her, she will imprison Ethan in the left cage.
- Speaking to Aarav after beating Eliza once will trigger a dialogue. In this dialogue Aarav will give Ethan a "Magnetic Stone".
- After beating Eliza once, the dialogue triggered by clicking on the book icon while talking to her will change.

Imprisonment and Eliza's Church

- To advance in Eliza's training lose (or surrender) to her in a fight, so that she will imprison Ethan.
- In prison you can interact with 4 extra objects. The main ones are the bed, to end Ethan's imprisonment, and the hole up north, to enter the church and further advance in Eliza's training.



- The red circles indicate places where you can be guaranteed to hide in 20 seconds.
- The yellow oval marks the place where you can survive Eliza's attack if you do not have time to hide. You need to maneuver carefully to the back of the table, so that she always tries to get around the table from the far side
- Once you got into Eliza's church, you have little time to explore before Eliza enters the place as well. Then you have 5 options: 4 of them lead into scenes that you'll need to watch to raise Piety, the other one is hiding in one of 4 spots.
- After hiding for 20 seconds Eliza will leave, then Ethan will have access to a chest by the exit containing various items.

- After entering the church once, it will be possible to enter again simply by interacting with the door on the top left, skipping fight and imprisonment. This won't be possible however after Ethan's Piety rises to 3.

Raising Piety and Storytime

- To advance in Eliza's training you'll need to raise Ethan's Piety, to do so watch the 4 church scenes multiple times. More details further down.
- For each Piety point risen, you won't have access to Eliza's church until you let her read a chapter of her story, to make her do so click on the book icon while talking to her. (bugged, come back post update)
- During the 2nd story time scene you'll have an option to choose between 3 female body parts, each will trigger a different scene. Afterwards you'll have another choice: Lick and Sniff will both advance the scene although slightly differently, while Struggling will undo it, forcing you to replay it. At the end of the scene Eliza will give Ethan an Ice Block.
- After the 2nd story time it will still be impossible to enter the church, instead to advance you'll have to fight Eliza again. She will defeat Ethan instantly, but then a scene is triggered and she'll teach him a new skill: Prayer.
- Having Piety 3/4 will trigger a scene the next time Ethan talks to Eliza.
- Having Piety 3/4 will make it impossible to access the church by door, instead you can now trigger church scene directly by talking to Eliza, clicking on the book icon and then confession.
- During the 3rd story time a scene will trigger and you'll be given the option to choose between Submit, Endure or Mercy. The scene progress after clicking 3 times on either option. At the end of the scene Eliza will give Ethan a Crystal Ice.
- Having Piety 4/4 will trigger a dialogue the next time Ethan talks to Eliza.
- During the 4th and last story time, you will be given different choices at multiple times. The first 2 times the picked choice won't matter much, just a slight change dialog. The 3rd time however choosing Submit will trigger a scene and complete Eliza's training, while Refuse! will stop the dialogue, forcing you to trigger it once more. The dialogue will be slightly different if Ethan has been completely trained by Scarlett as well.

Crucifix Scenes

- To start the crucifix scenes, while in the church make so Ethan gets caught in the same room the exit and, well, the crucifix are in. Alternatively, if Ethan has 3 piety or more, click on the book icon, then confession and select crucifix while talking to Eliza.
- After crucifix scenes Ethan will have a dream scene. The 1st and 4th time the scene will be Eliza related, other times it will be select randomly but without repetition; it will also be impossible to see scenes related to villainess Ethan is yet to encounter. After watching every currently available dream, you'll have the chance to pick which one to play.
- From the 2nd crucifix scene on you'll have 2 options. Each will trigger a different scene, but won't alter the advancement progress.
- After the 4th crucifix scene Ethan's Piety is risen by one, and Eliza's training advances.

Supper Scenes

- To start the supper scenes, while in the church make so Ethan gets caught in the same room the dining table is in. Alternatively, if Ethan has 3 piety or more, click on the book icon, then confession and select supper while talking to Eliza.
- From the 3rd supper scene on you'll have 2 options. After choosing Wait... Ethan's Piety is risen

by one, and Eliza's training advances.

- After getting the Piety point from the supper scenes, Eliza will dispose and of the burnt corpse in the prison cell and replace it with a bible. To advance interact with it once.
- Further reads of the bible beyond the first one will allow you to both change the name Ethan uses to refer to Eliza and check on the training progress. The former is accessed by clicking on "Her Name", while the latter by clicking on "Lessons Log".
- Ethan will always be able to refer to Eliza as her name or Sister, however calling her Mistress requires at least 3 Piety points and calling her Mommy requires 4.
- After getting the Piety point from the supper scenes and escaping prison, the dialogue triggered by interacting with the prison cell will change.

Baptism Scenes

- To start the baptism scenes, while in the church make so Ethan gets caught in the same room the bath is in. Alternatively, if Ethan has 3 piety or more, click on the book icon, then confession and select baptism while talking to Eliza.
- After the 2nd baptism scene Ethan's Piety is risen by one, and Eliza's training advances.
- After getting the Piety point from the baptism scenes, a new baptism scene will be unlocked. This scene will repeat.

Candle Scenes

- To start the candle scenes, while in the church make so Ethan gets caught in the same room the altar is in. Alternatively, if Ethan has 3 piety or more, click on the book icon, then confession and select candle while talking to Eliza.
- After the 2nd candle scene Ethan's Piety is risen by one, and Eliza's training advances.
- Candle scenes don't end with the Piety point, more are present.
- During the 3rd candle scene you'll be given a choice. Lick will advance the scene, while Refuse! will undo it, forcing you to replay it.
- During the 4th candle scene you'll be given a choice, both will advance the scene although slightly differently.
- After watching all the candle scenes, you'll have the chance to pick which one to trigger the next time you find yourself in position to start a candle scene.

After Completing Eliza's Training

- After completing Eliza's training, Ethan will wake up in the now open prison cell.
- After completing Eliza's training, Eliza leaves a Water Cape for Ethan on his bed.
- Eliza's heels can also be found in the cell after completing Eliza's training. You can interact with them, however not much will happen without the puppy gear on.
- After completing Eliza's training, Aarav will be gone, leaving a letter in his place. Reading it will trigger a dialogue with Eliza.
- It's still possible to speak with Aarav after completing Eliza's training, you'll find him on the 2nd floor. Facing him will trigger a new dialogue, but Buy and Craft will be his only available option. His puppy gear interaction will be unavailable as well.
- After completing Eliza's training, a new dialogue will trigger the next time Ethan talks to Eliza with hisnormal gear.
- After completing Eliza's training, her story time dialogue will change.
- After completing Eliza's training, Ethan can ask hear to change him in his puppy gear.
- Having completed Eliza's training will change battle dialogues with her.

- After completing Eliza's training, interacting with her with puppy gear on will be completely different. Clicking the heart icon will trigger a random dialogue or, in future updates, serve scenes.
- After completing Eliza's training, you can ask Eliza to loosen or tighten Ethan's puppy gear. Doing so will display (in the latter's case) or skip (in the former's case) the puppy gear equip and unequip dialogues.

Puppy Gear

- Interacting with Aarav with the puppy gear on will be different unless you completed Eliza's training.
- Interacting with Eliza with the puppy gear on will be different, and dependent on Ethan's training. Interacting this way after completing Ethan's training will trigger a completely new set of dialogue options.
- Interacting with Eliza's heels with the puppy gear on will be different.

Part VI Floor 4. Khulan

Villainess: Khulan

Prisoner: Jeff

Shop (Jeff)

Buy

Name	Cost
HP Potion	50
MP Potion	50
Red Potion	200
Vial of Water	20
Herb A	20
Herb B	200

Craft

Name	Ingredients	Cost
Castor Oil	Vial of Water (1), Herb C (1)	30
Hot Water	Vial of Water (1), Volcano Ash (1)	30
Bubble Ale	Vial of Water (1), Tornado Dust (1)	30
Gold	Iron (10)	100
Gold Sword	Gold (2)	300
Conductor	Gold Sword (1), Static Orb (1)	100
Gold Armor	Gold (2)	600
Gold Armor (+2)	Gold Armor (1), Gold (1)	300
Gold Armor (+4)	Gold Armor $(+2)$ (1) , Gold (1)	500
Gold Armor (+6)	Gold Armor $(+4)$ (1) , Gold (1)	700
Gold Armor (+8)	Gold Armor (+6) (1), Gold (1)	900
Gold Armor (+10)	Gold Armor (+8) (1), Gold (1)	1100
Insulator	Gold Armor (+10) (1), Static Orb (1)	1200

\mathbf{Fight}

Tips

- Moves unlocked by tinkering with Khulan's food don't deal a lot of damage, so activating a pair gives a small advantage.
- Grab Blocking against difficulty Lv3 Khulan isn't possible.

Moves

- Sucker Punch: Deals mediocre damage, no need to block.
- $\mbox{\tt Bare Stinky Feet Kick:}$ Deals mediocre damage, no need to block.
- Gigantic Bottom Crush: Deals good damage, blocking is advised.
- Electric Power: Boosts Khulan's attack or defense for 5 turns. You can read which stat got the boost on the top left corner.

- Grappling Move: Can be grab blocked. Khulan's grappling moves are more interactive than usual as you are able to choose a reaction to Khulan's moves before doing a QTE to determine that reaction's success. If you don't choose any reaction, Ethan will simply do nothing, take damage and have a second change to decide. More details in the Grappling Moves section.
- Ale: It heals Khulan for 300HPs.
- Waves of Lightning: Try to grab block against difficulty Lv3 Khulan and she will use this move. After she does so it will be impossible to grab block for the rest of the fight. This move does no damage.
- Food Tinkering Move: These moves are all unlocked by tinkering with Khulan's good. They deal %based damage depending on dignity level: %HP, %MaxHP, and Max HP damage all possible.

Grappling Moves

- Choices

- > Block (Guard, Hold Breath, Endure): requiring an easy QTE, these moves will block some of the damage and evade a debuff, on miss however they will lead to a small scene and have the opposite effect.
- > Evade (Dodge, Wriggle, Rollover, Bite, Push, Bridge, Take off shoe, Head shake, Slap her thigh): requiring a medium QTE in most cases or an easy one in the last stages of Khulan's holds, these moves will break the grappling move resetting turn based combat on success.
- > Counterattack (Intercept, Leg Lock, Triangle Lock): requiring an hard QTE with the exception of Triangle Lock which is average, these moves will not only break Khulan's hold but also deal damage to her before resetting turn based combat on success.
- > Talk: Mercy lowers Ethan's dignity, while Insult increases Ethan's dignity but also deals additional damage to him. Afterwards it proceeds to the next phase of the lock.

- Deadly Booty Trap

The first reaction choice is between Guard and Dodge.

The second reaction choice is between Wriggle, Hold Breath and Talk. Fail this and Ethan will also receive a debuff for 5 turns.

The third reaction choice is between Wriggle and Bite.

The fourth and final reaction choice is between Push, Bite and Talk. Fail this and you'll lose the fight.

- Rape Abyss

The first reaction choice is between Intercept, Guard and Dodge.

The second reaction choice is between Endure, Rollover and Talk. Fail this and Ethan will also receive a debuff for 5 turns.

The third reaction choice is between Leg Lock, Triangle Lock and Talk.

The fourth and final reaction choice is between Bridge and Take off shoe. Fail this and you'll lose the fight.

- Foot Punishment

The first reaction choice is between Intercept, Guard and Dodge.

The second reaction choice is between Hold Breath, Rollover and Talk. Fail this and Ethan will also receive a debuff for 5 turns.

The third reaction choice is between Endure and Push. Fail this and Ethan will also receive a debuff for 5 turns.

The fourth and final reaction choice is between Head shake and Slap her thigh. Fail this and you'll lose the fight.

Drops

- Grade C: 80 EXP, 100 Gold, Herb A, Herb B, HP Potion, Iron.
- Grade B: 80 EXP, 150 Gold, Herb B, Red Potion, Blue Potion, Iron.
- Grade A: 110 EXP, 300 Gold, Potion A, Herb B, Herb C, Gold.
- Grade S: 110 EXP, 600 Gold, Herb C, Gold, Static Orb.

Plot

Khulan's Food

- Add Castor Oil to Khulan's food and she'll get a scat and a fart related moves during her next fight.
- Add Hot Water to Khulan's food and she'll get a watersport and a fart related moves during her next fight.
- Add Bubble Ale to Khulan's food and she'll get a spit and a burp related moves during her next fight.
- Sabotaging Khulan's meal provides extra loot, and persists axross multiple battles
- Multiple ingredients can be added at one time to increase meal based attack frequency
- Cauldron can be cleansed with a Herb A, eliminating the extra attacks

Losing to Khulan

- Each time you lose to Khulan, her fury increses.
- Hitting Fury 5/2 will trigger a dialogue during which you have the chance to save before making a choice. "Fight!" will trigger Khulan's Dinner ending, "Beg for mercy..." will trigger a small scene and Ethan loses some dignity and "Accept your fate..." will trigger a dialogue. If you did not get a game over, Khulan's fury will return to 0.

Khulan's Training (Taming 1/2)

- Challenging Khulan with Ethan's dignity down to 0 (starts at 9) will trigger a scene (must challenge her to a fight to trigger). This is necessary to get Taming 1/2 and start Khulan's training. You can lower Ethan's dignity by asking for mercy during Khulan's grappling moves and interacting with her with the puppy gear on.
- Choose to obey when prompted
- Having Taming 1/2 will change the dialogue when clicking on the shoes icon when talking to Khulan.

- Having Taming 1/2 will trigger a dialogue the next time Ethan talks to Khulan with the puppy gear on and in the end Ethan will receive a Stillwater Cookie.
- Having Taming 1/2 will change the dialogue when playing the shoe scene when talking to Khulan with the puppy gear on.
- Having Taming 1/2 will change battle dialogues with Khulan.
- After starting Khulan's training, she will lose an interest in eating Ethan. Losing now triggers a new scene that greatly lowers Ethan's dignity.
- Beat Khulan after starting her training and she will reward Ethan with a sex scene. You'll be able to choose between Ass, Feet, Mouth (S-Rank win only), Pussy (S-Rank win only), Training or Decline. During these scene you are given a choice, choosing the most humiliating option will lower Ethan's dignity. Training will trigger the losing scene.

Khulan's Training (Taming 2/2)

- Continuing to challenge Khulan will result in "training" that will lower Ethan's dignity into the negatives. Reaching a score of -12 will result in a scene the next time you challenge Khulan to a fight.
- After the chance to save, another scene will immediately trigger. During this scene you'll be given the choice to either "Beg" or "Refuse". Refusing 4 times will lead to Khulan's Trophy Ending, which contains Guro so be warned. Begging on the other hand leads to a further dialogue where you need to convince Khulan not to kill Ethan, you can do so by choosing 3 times between any of the options, but you can decide to continue.
- Having Taming 2/2 will change the dialogue when trying to talk to Khulan.
- Having Taming 2/2 will change the dialogue when clicking on the shoes icon when talking to Khulan, this time leading to a choice between one of 3 previously seen scenes.
- Having Taming 2/2 will trigger a dialogue the next time Ethan talks to Khulan with the puppy gear on.
- Having Taming 2/2 will change battle dialogues with Khulan.
- Having Taming 2/2 will also change dialogues for post win and lose scenes with khulan.

Puppy Gear

- Interacting with Jeff with the puppy gear on the first time will trigger a dialogue and in the end Ethan will receive a Stillwater Cookie. This dialogue will trigger again if you don't interact with Jeff with the puppy gear on for some time.
- Interacting with Khulan with the puppy gear on the first time will trigger a scene and Ethan will lose some dignity. Further interactions with her with the puppy gear on will lead to a new dialogue option and the possibility to repeat the scene with different dialogue.

Part VII Floor 5. Lady Cobra

Villainess: Cobra

Prisoner: Lily, Gerald, Balwin and the rest of the Moaning Bay bandits

Tips

- Entering floor 5 will immediately trigger a scene, by the end of it Gerald will give Ethan the Skillbook: "Hydroscreen".

- Dialogue during Lady Cobra's fights and her first meeting with Ethan will differ depending on his level.
- Lady Cobra provides a unique opportunity to increase Ethan's stats and level to their maximum value, if you are so inclined to take advantage of such an exploit without resorting to save editing. Detailes are in the Extras section.

Fight

Tips

- Unlike against other villainesses, Lady Cobra isn't the best to farm as both during the fight and after you lose she will drain Ethan's stats. Besides she has no losing screen meaning no free items after a loss.
- Watch Lady Cobra's charms while fighting her: left side red means water attacks, right side red means fire attacks, both sides red means mega attack and blue charms means drain attack. More details below.
- Unlike other bosses, defeating Lady Cobra won't unlock higher difficulty levels, instead her Lv rank will be given depending on how many of Ethan's stats she stole. With levels counting 4, MHP counting 0.1 and ATK, DEF and any fire skill couting 1: if she stole 8 or less her Lv rank will be C, if she stole between 9 and 16 her Lv rank will be B, and if she stole 17 or more her Lv rank will be A.
- When Lady Cobra's life goes below a third she will start taking poses that hide either the charms on her left or her right, making it harder to react the best way possible. On difficulty Lv3 she will even do normal moves into grappling moves after one of those poses, making her extremely dangerous. To counter that keep some SP for that section of the fight.

Moves

- Fire Scratch: Deals mediocre damage, no need to block. Before using this move some of Lady Cobra's charms on her right will glow red.
- Cold Water: Deals good damage, blocking or hydroscreen necessary. This move breaks guard block. Before using this move some of Lady Cobra's charms on her left will glow red.
- Grappling Move: Can be grab blocked. Lady Cobra's grappling moves can be evaded and countered, to do so don't grab block and beat a hard QTE.
- Fire Punch: Deals mediocre to good damage, depending on how many times Lady Cobra landed a Serpent's Puppet on Ethan and capping at level 3. On higher power levels blocking is advised. Before using this move some of Lady Cobra's charms on her right will glow red.
- Hydro Kick: Deals very good damage, blocking or hydroscreen necessary. Lady Cobra can only use this move after you beat her once and exit her room. Before using this move some of Lady Cobra's charms on her left will glow red.

- Blood Curse: Multiplies Lady Cobra's damage on her fire and water moves. This buff lasts the entire fight and will stack. Lady Cobra will use this move in response to a successful Grab Block, but only on Ly rank B or higher.

Grapling Moves

- Ying Yang Foot Domination: Deals good damage and heals Lady Cobra of the damage dealt. It also steals 10 MHP from Ethan and gives it to her. Before using this move Lady Cobra's charm on her immediate left will glow blue and rise.
- Blind Night Sorrow: Deals good damage and heals Lady Cobra of the damage dealt. It also steals 1 ATK from Ethan and gives it to her. Before using this move Lady Cobra's charm on her immediate right will glow blue and rise.
- Mistress's Shoe Burial: Deals good damage and heals Lady Cobra of the damage dealt. It also steals 1 DEF from Ethan and gives it to her. Before using this move Lady Cobra's charm on her far right will glow blue and rise.
- Serpent's Puppet: Deals good damage and heals Lady Cobra of the damage dealt. It also empowers her Fire Punch move. Before using this move Lady Cobra's charm on her far left will glow blue and rise.
- Shadow Play: Lady Cobra's best move, it deals extreme damage (it's meant to 1 shot Ethan, but he might resist it if over-levelled) and even heals her of the damage dealt. Before using this move, either some of Lady Cobra's charms on both sides will glow red, or no charm will glow at all.
- Face Kick into Head Squeeze into Footjob into Armpit Smother: Deals massive damage. Mistress Cobra has access to this move only if Ethan has become her slave. Before using this move either some of Mistress Cobra's charms on both sides will glow red, or no charm will glow at all.

Drops

- Grade C: ???
- Grade B: 90 EXP, 300 Gold, HP Potion, MP Potion, Blue Potion.
- Grade A: 90 EXP, 400 Gold, Potion A, Red Potion, Blue Potion, Ancient Coin (50% chance)
- Grade S: 130 EXP, 400 Gold, Ancient Coin.

Plot

Talking to Lily before Defeating Lady Cobra

- It doesn't matter much, but you can start shaping Ethan's relationship with Lily and win her trust before defeating Lady Cobra.
- In the "What happened?" dialogue option side with Lily to win her trust.
- In the "What about Gerald?" dialogue option be sincere to win Lily's trust. You can do so even after lying once. Saying "It's complicated..." or lying twice will make Lily mad at Ethan.
- After clicking on both previous dialogue options with Lily a new dialogue will trigger the next time you interact with her. During this dialogue she'll either trust Ethan (if she liked both your

answers), mock Ethan (if she liked neither of your answers) or something in the middle (if she liked only 1 of your answers).

- The dialogue when talking to Lily at the end of floor 5's main plot will also change depending on Ethan's relationship with her.

Interactions with Lady Cobra

- After losing to Lady Cobra one of 3 scenes will trigger. During these scenes Lady Cobra will drain some of Ethan stats: either 3 attack, 3 defense, 30 life points or a level. You can skip these scenes using the candle on the left of Lady Cobra's room, but the stats will still be drained.
- Interactions with Lady Cobra's shoes from the left will be noticed by Lady Cobra herself and trigger one of 3 very small dialogues. It's also possible to interact with Lady Cobra's latex suit and pantyhose in her room.
- Interacting with Lady Cobra with her panties in your inventory will trigger a scene. You can find Lady Cobra's panties in the left cage of floor 5 after you beat her.

Sniffing Lady Cobra's Pantyhose

- Between battles with Lady Cobra you can interact with her pantyhouse in her room and get different scenes.
- The first time you get to choose between sniffing Lady Cobra's pantyhose or not. Not doing so won't advance this plot, but you'll get to choose again the next time you interact with the pantyhose after a fight with her.
- The second time on you get the same choice as the first one, but now not sniffing won't force you to fight her again before advancing and you can just interact with the pantyhose again.
- The third time a scene will trigger.
- The sixth time another scene will trigger.
- The ninth time yet another scene will trigger and afterwards Ethan's mind will be altered by the Viper-Fan Powder into Enslavement 1/3.
- Having reached Enslavement 1/3 will trigger a dialogue the next time Ethan talks to her.
- Having reached Enslavement 1/3 will also slightly change the interaction with Lady Cobra's shoes.

Losing Stats to Lady Cobra

- Lady Cobra's juice variable is incressed by 1 each time she steals 1 ATK, 1 DEF, 10 MHP or a level for her fire skill and by 4 each time she steals a level. This variable is also decreased if you buy back Ethan's stats.
- Reaching 16 on Cobra's juice variable will trigger a scene.
- Reaching 41 on Cobra's juice variable will trigger another scene.
- Reaching 81 on Cobra's juice variable will trigger yet another scene.

Redeeming Stats from Lady Cobra

- Redeeming 1000 Gold worth of stats will trigger a dialogue and Lady Cobra will raise the price of Ethan's stats (excluding levels), then a repeatable mini-game will follow.
- During the mini-game you'll have to beat 3 QTEs and each fail will raise the price of Ethan's stats. The ending dialogue will change depending on how well you did. The first QTE is (R = right and so on) RRLLU, the second is LRLRLRUU and the third is RRRLLLUUUDD.

- Each time Lady Cobra raises the price for stats redemption, she raises the price for ATK, DEF and MHP by 100 Gold and the price for levels by 500 Gold.
- Redeeming 3000 Gold worth of stats will trigger another dialogue and repeatable mini-game.
- The second mini-game works like the first one, just with a different scene. The first QTE is LLRRL, the second is ULULRLRL and the third is UULLDDRRUUU.
- Redeeming 5000 Gold worth of stats will trigger yet another dialogue and repeatable mini-game.
- The third and last mini-game works differently: failing a QTE will stop the mini-game entirely and double the price of Ethan's stats. Beat the 3 QTEs however and Lady Cobra will give you back all of Ethan's stats. The first QTE is UUDDU, the second is UDUDRRLL and the third is LLDDRRLLDDD.

Declaring Bankruptcy! (Enslavement 2/3)

- To declare bankruptcy and advance in Lady Cobra's training you first need Enslavement 1/3 and having completed Mistress Cobra's stats redemption subplot.
- Once the requirements are met, a new option appears when talking to Mistress Cobra called "Bankruptcy!". Clicking on it will trigger a scene and by the end of it Mistress Cobra will return all of Ethan's stolen stats.
- Having Enslavement 2/3 will replace the "Redeem" option when talking to her with multiple new options. To access them click on the folding fan icon.
- Selecting "Serve" after clicking on the folding fan icon will allow you to choose between 3 different scenes: a towel one if you click on the orb icon, a feet worship one by clicking on the shoes and a chair one by clicking on the panties.
- Selecting "Tribute" after clicking on the folding fan icon will allow you to give Mistress Cobra some (or all) of Ethan's gold or stats, the option to tribute Ancient Coins however will only trigger a dialogue for now. After paying tribute to Mistress Cobra any amount of stats or gold, you can choose to play any of Mistress Cobra's stats redemption mini-games.
- Selecting "Recover" after clicking on the folding fan icon will allow you to ask Mistress Cobra to give Ethan's stats back to him. "Core" means she will only give Ethan enough stats to get him to level 5 (with respective ATK, DEF and MHP), and if Ethan already is level 5 or more, a small dialogue will trigger. Select "All" to get all of Ethan's stolen stats back.
- Tributing Mistress Cobra all of Ethan's stats will completely change the interactions with her and give you a chance to play any of the stats losing scenes. The first time you interact with her with no stats a new dialogue will trigger, any other time after that you'll be given the possibility to choose between playing a stats losing scene by selecting "Artifacts" or the "Recover" option.

Mistress Cobra's Lessons (Enslavement 2/3)

- After declaring bankruptcy, to advance in Mistress Cobra's actual training serve her twice. Afterwards a dialogue with choices will trigger the next time you interact with her. The first choice won't matter, but in the second one accepting Mistress Cobra's offer will trigger a scene. If you refuse you can trigger the dialogue again by clicking on "Earn" in her Tribute > Coin options.
- Regardless of your choice, once the dialogue is triggered you'll have the possibility to tribute Mistress Cobra Ancient Coins. Tributing Mistress Cobra an ancient coin will allow you to choose between 3 different scenes: a pussy smothering one if you click on the panties icon, a footjob one if you click on the shoes icon and a petting one (no pictures) if you click on the gloves icon. If you have no ancient coin, however, a small dialogue will start.
- To further advance in Mistress Cobra's training trigger another 2 scenes with her (both Serve and Ancient Coin Tribute options are fine) and interact with her once more. This will trigger a

dialogue with choice and afterwards, regardless of your choice of reply, a scene.

- To finish Mistress Cobra's training trigger yet another 2 scenes with her and interact with her. Again, this will trigger a dialogue with choice and afterwards, if you decide to trust her, a scene. If you refuse you can trigger the dialogue again by clicking on "Earn" in her Tribute > Coin options.

Mistress Cobra's Training (Enslavement 3/3)

- After the third and last of Mistress Cobra's lesson scenes is triggered, Ethan will wake up in his new Mistress's bed, and after a small dialogue triggers automatically. By the end of it Ethan's Enslavement will have reached 3/3.
- After reaching Enslavement 3/3 an interactable is placed on the left side of Mistress Cobra's bed. Interact with it to trigger a small dialogue and get 10 Ancient Coins. The interactable will disappear afterwards.
- Having Enslavement 3/3 will trigger a dialogue each time Ethan talks with her, it's chosen at random between 7 options.
- Having Enslavement 3/3 will change the "Talk" dialogue option with her. Instead of choosing an argument, a dialogue will trigger at random between 5 options.
- Having Enslavement 3/3 will change battle dialogues with Mistress Cobra.
- Having Enslavement 3/3 will also slightly change the Serve option with her: the old scenes will still be available by selecting "Others", but now you'll also be able to replay Mistress Cobra's lesson scenes by choosing "Latex". Unlike usual, pressing ESC after choosing "Latex" won't drop the conversation, instead she'll choose for you.

Puppy Gear

- Interacting with Lady Cobra with the puppy gear on the first time will trigger a dialogue. Doing the same a second time will trigger another small dialogue, and from then on another very small dialogue will repeat.
- Interacting with Gerald with the puppy gear on will be different.

Part VIII
Floor 5. Lily

Villainess: Lily

Notes

- To begin floor 5 part 2 you have to, after beating Lady Cobra, interact with Lily twice and select "Enough!".
- The shop for this floor (Gerald) is in the main room of floor 5 and is unlocked by redeeming Lily and/or losing to her 4 times.
- Lily's affection towards Ethan starts at 0, but can float between -2 and 2 based on your interactions with her before Lady Cobra's first defeat.
- Defeating Lily once allows Ethan unlocks an 'Odd Shard' item next to the portal in the main room. Bringing the shard to Lady Cobra triggers a dialogue and unlocks the Naga Shard, which can be used to 'fast-travel' between floors.
 - Defeating Lilyallows access to Halloween Content (details in Bonus Content section)

Shop

Craft (Geralt)

Name	Ingredients	Cost
Lily's Outfit	Iron (10), Ice Block (2), Silver Shark Hide (1)	0
Silverfin Mesh	Iron (6), Ice Block (4), Silver Shark Hide (3)	0
Blade of Silver	Iron (7), Ice Blobk (3), Silver Shark Hide (2)	0

Fight

Tips

- Challenging Lily for the first time will trigger a dialogue and raise Ethan's lust bar by 2 segments.
- Lily's choice of moves will vary based on her relationship with Ethan: a better relationship will causes her use more seduction moves, while a worse one will cause her use more physical ones.
- Lily's seduction moves increase Ethan's lust bar, which is divided into 10 segments. If the bar is full you lose the fight.
- Defeating Lily is easier when she likes Ethan, but health-replenishing items will be less useful.
- Lily won't use physical moves until she takes a battle pose, which won't happen until you damage her. You can use this time to use buff items, but keep in mind she will use seduction and grappling moves in a certain pattern to raise Ethan's lust bar.
- Lily will occasionally perform 2 moves per turn.

Moves

- Water Punch: Deals mediocre to very good damage depending on Lily's footwork, blocking advised on higher power levels. Before using this move Lily will take a battle pose facing forward
- Multiple Kicks: Deals good damage. Before using this move Lily will take a battle pose facing backwards and raising a leg.

- Charge Up: Charges her Super Kick move. After this move Lily will either do it again or do a Heavy Punch or Heavy Kick.
- Heavy Punch/Heavy Kick: Deals good to massive damage based on how many times Charge Up was used beforehand, but no block damage at all. Blocking is necessary, even if a turn is wasted.
- Seduction Move: Can be blocked but not grab blocked.
- Grappling Move: Can be grab-blocked. Lily's grappling moves can be evaded or countered when not grab blocked, by beating a QTE.
- Taunt: Triggers one of various dialogues and essentially wastes a turn. She only does this when not into a battle pose.

Seduction Moves

- Shoe Smalling: Raises Ethan's lust bar by 1 or more segments.
- Sock Pulling: Raises Ethan's lust bar by 1 or more segments.
- Sock Seduction: Raises Ethan's lust bar by 1 or more segments.

Grappling Moves

- Scissors: Deals mediocre damage and raises Ethan's lust bar by 2 or more segments. Can be evaded by not grab blocking and beating a hard QTE.
- Facesitting: Deals mediocre damage and raises Ethan's lust bar by 2 or more segments. Can be evaded by not grab blocking and beating a hard QTE.
- Sit and Trample: Deals mediocre damage and raises Ethan's lust bar by 2 or more segments. Can be evaded by not grab blocking and beating a hard QTE.
- Face Trample: Deals good damage. Can be countered by not grab blocking and beating a very hard QTE.
- Footjob: Deals decent damage. Can be countered by not grab blocking and beating a very hard QTE.

Drops

- Grade C: 90 EXP, 200 Gold, HP Potion, MP Potion.
- Grade B: 90 EXP, 300 Gold, HP Potion, MP Potion, 2x Iron.
- Grade A: 90 EXP, 400 Gold, Potion B, Blue Potion, Ice Block.
- Grade S: 130 EXP, 500 Gold, 2x Iron, 2x Ice Block, Silver Shark Hide.

Plot

Redeem Lily

- Lily starts with Confidence level 6, which can be reduced by defeating her.
- Dropping Lily's confidence down to 0 will allow you to redeem her, by talking to her and defeat her in a higher difficulty match.
- Losing the redeeming match will trigger a scene.
- Redeeming Lily will trigger a dialogue the next time you talk to Gerald and partially unlock the shop.
- Redeeming Lily unlocks her EX mode

Lily's Affection

- Between fights, you can talk to Lily. Choosing "Acknowledge" will raise her affection towards Ethan, while choosing "Lecture" will lower it.
- Similar to Lady Cobra, losing to Lily will trigger one of 3 scenes. During each of those scenes you'll be given a choice: giving up to Lily's demands will raise her affection, while resisting will lower it. Remaining neutral is possible with one of the scenes and won't affect the variable, similar to skipping the scene.
- Lily's fight will change a lot depending on her affection towards Ethan. (More details in fighting tips)

Losing to Lily

- Losing twice to Lily will trigger a scene.
- Losing 4 times to Lily will trigger another scene and unlock the shop.
- Losing 4 times allows you to offer Lily items. Those items being: Lava Potion, Skillbook: "Grab Block", Skillbook: "Fire Punch" and Latex Outfit. Each item offered will trigger a different, repeatable scene.

Drop Ethan's Confidence

- Ethan starts with Confidence level 6.
- Siding with Lily in post losing scene will reduce Ethan's confidence.
- Dropping Ethan's confidence down to 0 will trigger a scene.
- Another scene is available after dropping Ethan's confidence down to 0, but you'll have to have offered Lily the latex suit, "Grab Block" skillbook, "Fire Punch" skillbook, and Lava Potion to unlock it. To trigger the scene talk to Lily and select "Apprentice to her"

Part IX Floor 6. Karen

Villainess: Karen, The Reaper

Prisoner: Blake, Zach, Alijah, John and Tyler

Shop (Zach)

Name	Ingredients	Cost
Electricity Trap	Magnetic Stone, Iron	0
Herb C	Herb A (2), Herb B (2), Gold	500
Blade of Wind	Tornado Dust	300
Conductor	Gold Sword, Static Orb	100
Pristine Sword	Ice Block	100

Shop (Alijah)

Name	Ingredients	Cost
Static Gloves	Static Orb, Iron	0g
Herb C	Herb A (2), Herb B (2), Gold	500g
Insulator	Gold Armor (+10), Static Orb	1200g

Shop (John)

Name	Ingredients	Cost
Castor Oil	Vial of Water, Herb C	30
Hot Water	Vial of Water, Volcano Ash	30
Bubble Ale	Vial of Water, Tornado Dust	30
Herb C	Herb A (2), Herb B (2), Gold	500
Gold	Iron (10)	100
Static Orb	Ice Block (2), Gold (4)	1000
Potion A	Herb A, Vial of Water	10
Potion B	Herb B, Vial of Water	10
Potion K	Herb A (3), Herb B (3), Herb C (3)	2000

Tips

- Unlike other floors, to advance in floor 6 you won't just need to beat the villainess once. Instead there will be an actual story, watch the MAIN PLOT section for details.
- The save warnings during this floor aren't for show, use them! It's very easy to miss scenes, items and even lore during this floor, luckily this walkthing is written by a very cool guy and bahamut2190, so you are in good hands.
- Karen won't always be on her throne, meaning you can't always interact with her. When she's in other places however it means you can often trigger different content, more details under "Karen's Position" in the subplot section.
- Entering Karen's Playground will immediately trigger a small dialogue.
- If Karen is in the room the Furious Thunder Dojo members will be too scared to talk to you and a different small dialogues will trigger.
- Interacting with Karen after losing to her 3 times will trigger a dialogue.

- Interacting with the throne will give hints on Karen's current whereabouts.

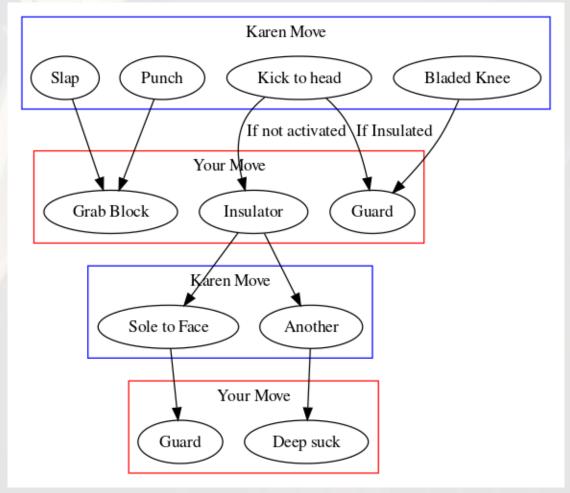
Fight

Tips

- Karen will mock Ethan during the fight if you have bad equipment, wasting 3 turns. This will only happen once.
- Karen will also mock Ethan after you lost 3 times to her, against wasting 3 turns. This also will only happen once.
- After surviving Karen enough turns, the option "Enough..." will appear in your attack menu. That will only work if you wagered a Furious Thunder Dojo member though, otherwise a small dialogue will trigger. There are different dialogues for different wagers.
- The key to Karen is to recognize her A, B attack pattern.
- Weapons and equipment aren't important as her damage is % based.
- Have the insulator skill

Strategy

- Karen presents the most complex strategy thus far in the Tower. Her attacks are telegraphed, but it's not immediately obvious. She cannot be defeated, only survived, and your gear that you slaved and grinded to upgrade is a bunch of useless junk for this fight.
- You can prepare for this fight by "donating" some MHP to Cobra, which will make healing much easier, but its really not necessary unless you have an ungodly amount of HP. If you do, just use the save editor you are already familiar with to change your HP back to more reasonable levels
- She attacks you will a regular, physical attack every odd numbered turn, and follows up with a special attack every even numbered turn.
- You will always get to go first.
- Watch the type of animation she does for a physical attack, then use the appropriate defensive move immediately after.
- If you already have the right defense up from a previous turn, use an attack of your own, or drink a potion if your health is below half.
- Generally, healing takes priority, but don't neglect your own attacks as this forces Karen to lose her attack buff and rebuild her stack from the beginning.
- The first time she uses her "foot in face" chain starter, you will have a choice to either "plead" or "refuse". Pleading inflicts a negative status that reduces your MP and TP to Zero every turn, which will eventually be your downfall. Refusing allows you to continue the fight as normal, though pinned (guard next turn to prevent chain).
- The list of attack animations and their appropriate responses are as follows:



- After a successful defense, use an attack to reset her buff, or drink a potion/heal if HP is low
- Achieving 20+ turns should be a breeze as long as you have the potions to keep up. Try to keep a good stock of restoratives, and make a safety save before each attempt at saving a monk.
- First monk takes 10 turns survived, next takes 12, then 14, then 16.
- This is all geared toward hostage fights. I don't care about your stupid gold wagering.

Plot

The Ambush

- After taking a few steps into Karen's Playground a dialogue will trigger with Blake.
- Blake's "About Magnetic Stone..." dialogue will differ depending on if you've triggered the "About Aarav..." dialogue, and which choice you've picked during it.
- Interacting with any of the Furious Thunder Dojo members the first time will trigger a small dialogue.
- To advance craft the Electricity Trap from Zach and the Static Gloves from Alijah, the talk to Blake and select "Prepare the Ambush!".
- After the ambush fails (big surprise there), a new dialogue will trigger the next time you interact with Blake, who now is in a cell. Ambush related dialogues with Zach and Alijah will change too.

Freeing the Furious Thunder Dojo

- To try and free the Furious Thunder Dojo members, choose "Hostage" after challenging Karen. Each time you survive with a hostage's life at stake, the amount of turns you'll have to survive next time rises by 2.
- Each time you wager a hostage a small dialogue will trigger. Blake's life must be wagered last.
- Each time you manage to free a hostage a small dialogue will trigger and the next time you interact with Karen an extra option will appear. Those are extra tasks Karen gives Ethan and are talked in detail in the subplot section.
- Each time you fail to free a hostage a scene will trigger, followed by a dialogue with Karen different depending on how many Furious Thunder Dojo members you failed to save already. Afterwards interactions with that member will change and it will be impossible to access his craft.
- Trying to wager a hostage you already wagered will result in a different dialogue, different depending whether you managed to free him or not.

The Endings

- Regardless of outcome challenging Karen with Blake's life as wager will end the story of floor 6. Afterwards Karen won't be present anymore.
- Challenging Karen with Blake's life as wager will trigger a different dialogue depending on how many monks you managed to free.
- There are 3 different endings to floor 6's story, 2 of which require special conditions.
- If you manage to save every member of the Furious Thunder Dojo (Tyler too), you'll get the extended ending. This is the only ending where Blake survives.
- After getting the extended ending, if you interact with Blake you'll get the Skillbook: "Thunder Fist".
- If you fail to save every single Furious Thunder Dojo member, you'll get the Karen's Menagerie ending. This is not just a floor 6 ending, but also a game over.
- Regardless of which ending you get, afterwards interaction with Karen's throne, bedroom, torture room and boots will change.

Subplot

Karen's Position

- Karen can be located in various positions: on her throne (where you can have the more standard interactions with her), somewhere in her bedroom (this allows you to trigger various scenes, more under "Karen's Bedroom" in the subplot section), playing with one of the Furious Thunder Dojo members, or nowhere at all.
- To make so that Karen changes location travel to another floor and back. This might be required more than once. If unlocked, entering and exiting Karen's bedroom or the sewage will also work.
- If Karen is playing with a Furious Thunder Dojo member, you can interact with them to trigger a small dialogue. The first time you do so Karen will tell Ethan to kneel in front of her throne, doing so will trigger a dialogue and change Karen's location to her throne, allowing you to interact with her.

Wagering Gold against Karen

- When challenging Karen you may decide to wager Gold instead of the Furious Thunder Dojo members. Doing so and winning will give you as much Gold as you wagered, but lose and that

Gold is gone. Additionally, you are only able to wager 20% or more of your total gold.

- A different dialogue will play depending whether you wager more or less than 50% of your Gold.
- Just like when trying to free the Furious Thunder Dojo members, each time you are able to survive Karen's fight will make the turn requirements for the next fight tougher. Unlike with the hostages however, the amount of extra turns added depends on the Gold won.
- Losing Gold against Karen once will trigger a scene and by the end of it you'll get back half the Gold you lost.
- Losing Gold against Karen a second time will trigger another scene.
- Losing Gold against Karen a third time will trigger yet another scene.
- Different scenes occur depending on amount of gold wagered

Karen's Bedroom

- Karen's bedroom is located behind the door at the top right of Karen's Playground.
- Interactions with Karen's bedroom are limited by one per time she sits on her throne.
- Interacting with Karen's bedroom door a first time will give you the change to peek inside. If you decide not to, you'll be given another chance to do so the next time you interact with it.
- Interacting with Karen's bedroom door once while she's inside will trigger a scene. To advance in Karen's Bedroom subplot, click on "Peek", then "Stroke" and "Continue...". Again if you decide not to, you'll be given another chance to do so the next time you interact with it. Also if you decided to "Stroke", then leave and comeback, only 1 additional "Stroke" will be necessary.
- Once Karen "invited" Ethan in her bedroom, you'll be able to enter the room anytime. There you'll be able to interact with Karen's wardrobe and toilet, and if she's present, Karen herself.
- Interacting with Karen's wardrobe while she's not in her bedroom will trigger a scene. If she's present, just a small dialogue.
- Getting out of Karen's bedroom while she's not inside will also trigger a scene.
- Interacting with Karen while she's on her bed will trigger a scene.
- Getting inside Karen's bedroom while she's on the sofa on the top left will trigger a scene.
- Getting inside Karen's bedroom while she's on the sofa at her bed's feet will trigger a scene.
- You can trigger any bedroom scene besides the one triggered by getting out of the room anytime. To do so just interact with Karen while she's in the right position or her wardrobe while she's not inside.

Karen's Extra Task: "Broken Grate"

- This is the task Karen will give you after freeing Zach.
- After receiving this task you'll receive the 6/F Storage Key, which you can use to open the floor 6 cell the bottom right.
- After receiving this task also a new related task dialogue option will appear when talking to Zach or Karen.
- To advance in this task open the storage room and pick up the "Mithril Ingot". The go talk to Zach and select the task related dialogue.
- To finish this task, once you've talked with Zach, interact with the broken sewer gate at the right of the place with the 2 cross torture-things. This will trigger a scene.
- After finishing this task, talk to Zach and select the task related dialogue once more. This will allow you to craft the weapon "Tempest" from him from now on.

Karen's Extra Task: "Boot Repair"

- This is the task Karen will give you after freeing Alijah.
- After receiving this task you'll receive the item "Boot Sole (Broken)".
- After receiving this task also a new related task dialogue option will appear when talking to Alijah or Karen.
- To advance in this task just go talk to Alijah and select the task related dialogue. This will give you the item "Boot Sole (Repaired)" and change the task related dialogue with Alijah.
- To finish this task just go talk to Karen and select the task related dialogue. This will trigger a scene.
- After finishing this task, talk to Alijah and select the task related dialogue once more. This will allow you to craft the armor accessory "Static Gauntlets" from him from now on.

Karen's Extra Task: "Sewage Problem"

- This is the task Karen will give you after freeing John.
- After receiving this task you'll have access to the Sewage, and area accessible at the far left of Karen's throne.
- After receiving this task also a new related task dialogue option will appear when talking to John or Karen.
- To advance in this task just go talk to John and select the task related dialogue. This will give you the item "Oil of Vitriol" and change the task related dialogue with John. Afterwards just interact with the blockage at the far south of the sewage.
- To finish this task just go talk to Karen and select the task related dialogue. This will trigger a scene.
- After finishing this task, talk to John and select the task related dialogue once more. This will allow you to craft the potion "Potion K" from him from now on.
- After finishing this task, a new CG might show after losing to Karen.
- At the left of the sewage blockage there's a corpse you can interact with. Doing so will give you the item "Mysterious Paper".
- As long as you have the "Mysterious Paper" in your inventory, a new task dialogue option is available when talking to Karen. Selecting it will trigger a scene.
- Having the "Mysterious Paper" in your inventory also unlocks a new task dialogue option with John. Selecting it will remove the item from your inventory and save Tyler.

Sniffing Karen's Boots

- Karen's old boots can be found in the storage room of floor 6, you'll receive the key to access it at the start of the "Broken Gate" task.
- Interactions with Karen's boots are limited by one per time she sits on her throne.
- The first time you interact with her boots you are given the change to sniff them, do so to trigger a small scene and start this plot. If you decide not to, you'll be given another chance to do so the next time you interact with it.
- Sniffing Karen's boots a second time will trigger a scene.
- Sniffing Karen's boots a third time will trigger a small scene.
- Sniffing Karen's boots a fourth time will trigger another small scene.
- Sniffing Karen's boots a fifth time will trigger a scene.
- Sniffing Karen's boots a sixth time will trigger a small scene.
- Sniffing Karen's boots a seventh time will trigger another small scene.

- Sniffing Karen's boots an eighth time will trigger a scene.
- Sniffing Karen's boots a ninth time will trigger a small scene.
- Sniffing Karen's boots a tenth time will trigger a scene.
- Interacting with them anymore times will trigger a small scene.

The Skull

- The skull is a bonus item you can create by finding its 2 halves and putting them together.
- One half of the skull is found in the storage room of floor 6. You'll receive the key to access it by starting the "Broken Gate" task.
- The other half of the skull is found in the sewage. You'll get access to that area by starting the "Sewage Problem" task.
- Once you have both halves you can click on them in your inventory and get the "Skull Helmet" armor accessory.
- Interacting with Karen with the "Skull Helmet" equipped will trigger a scene.
- After finishing this task, a new CG might show after losing to Karen.

Puppy Gear

- Trying to equip the puppy gear while in Karen's playground will trigger a small dialogue and unlock a new wager option after challenging Karen. Ethan won't equip the puppy gear though and trying to do so any more will result in a small dialogue.
- Selecting the new wager option the first time will trigger a dialogue.
- Fighting Karen with the puppy challenge will give you 2000 gold in case of survival without the need to wager any of your own. Different battle dialogues will play during these fights, and they will end with a different CG. Unlike other wagers, Karen's challenge will always require surviving 10 turns to beat, regardless of how many times you've beaten it.
- Accepting Karen's puppy challenge the first time will trigger a dialogue before the fight.
- Accepting Karen's puppy challenge the second time will trigger another dialogue before the fight.

Part X Floor 6. Santa

53

Villainess: Santa

Prisoner: Christmas

Part 1

Meeting Miss Claus

- Christmas related content can be accessed in the Cozy Cabin, found at the bottom of floor 6's main hall.
- Entering the Cozy Cabin will trigger a dialogue and by the end of it Miss Claus will invite you to take one of her presents, do so to advance in her content. Regardless of which gift you open, Ethan will always find a Wind Tunic, but a slightly different dialogue will trigger depending whether you already have one or not.
- After getting your present you'll be able to interact with Miss Claus more significantly, her hearth icon interactions will only trigger a small dialogue though.
- The "About the wardens..." talk option for Scarlett will trigger a different dialogue depending on Ethan's relationship with her. Some of the other villainesses will also show different honorifics depending on how Ethan refers to them.

Taking Miss Claus's Presents

- Despicable as it may be, to advance this plot you'll have to take the other 2 presents.
- Interacting with the first one will give you 5 Static Orbs and trigger a dialogue.
- Interacting with the second one will trigger a scene. You can then replay the scene with a slightly changed intro dialogue by interacting with Miss Claus, clicking on the hearth icon and selecting "Massage".

The Mistletoe Trials

- To further advance in the Christmas content interact with the decorated tree. This will trigger a dialogue.
- Afterwards you'll have to complete the first of 3 trials. Each of these trials will have you trying to avoid Miss Claus's mistletoes trying to reach a destination. Don't forget to sprint using SHIFT!
- At the end of the first 2 mistletoe trials you'll find a treasure and a campfire. Interact with the campfire to trigger a small dialogue and free the path to the next trial.
- The first treasure contains 5 Ancient Coins and 5 Static Orbs. Before jumping down to the left make sure you lighted the campfire!
- After completing the first trial you'll be able to interact with the snowmen. Doing so will teleport you to a location of your choice between each of the trials you unlocked and the Cozy Cabin.
- The second treasure contains a Lava Potion, a Frozen Potion and a Tornado Dust. Again: don't forget the campfire!
- In the last 2 obstacles of the last trial there are indications on where to evade the mistletoes, first on the ground, then on the right wall.
- Beating the last mistletoe trial will trigger a small dialogue and teleport you on the lower side of the Cozy Cabin. You can go the back to the main space of the Cozy Cabin by interacting with the crack on the left. Be careful though as you won't be able to come back without completing the third trial again.

- The 2 presents on the lower side of the Cozy Cabin will contain a Stillwater Cookie each. After taking them both a new interactable will appear. Follows under "Miss Claus's Training".

Getting Hit by Mistletoes

- Failing the mistletoe trials will trigger additional content. Each time you get hit by a mistletoe you also get your vision slightly obfuscated, but this will reset each 3 times it happens. You can also reset your vision by returning to the Cozy Cabin and back.
- Getting hit by a mistletoe the first time will trigger a dialogue.
- Getting hit by a mistletoe a second time will trigger another dialogue.
- Getting hit by a mistletoe a third time will trigger a scene.
- Getting hit by a mistletoe anymore times will trigger a small dialogue.
- Once you've seen the first scene and completed the first trial, a new counter will start, and just like before getting hit by a mistletoe the first and second times will trigger a dialogue, then a scene the third time.
- Once you've seen the second scene and completed the second trial, yet another counter will start and again getting hit by mistletoes will trigger a dialogue the first 2 times and then a scene.
- Afterwards you'll be able to replay any of these scenes by interacting with Miss Claus, clicking on the hearth icon, selecting "Kisses" and choosing Ethan's attitude.

Miss Claus's Training

- Interacting with the last present in the lower side of the Cozy Cabin will trigger a dialogue with a choice. Wearing it will trigger a scene, while resisting will end the interaction, but you'll be able to interact with it again.
- To advance in Miss Claus's training interact with her, then click on the hearth icon and select "Bell Collar". This will trigger a scene.
- To further advance in Miss Claus's training select the "Bell Collar" option again to trigger another scene.
- Afterwards you'll be able to replay any of these scenes by interacting with Mistress Claus, clicking on the hearth icon, selecting "Bell Collar" and choosing Ethan's attitude.
- After play the "bell" scense 3 times, part 2 will start after you leave and go back the cobin. To enter part2, you need to interact with the fireplace in her cobin. Then you will goto "shoe forest".

Miss Claus's shoe forest

- The distance from wall (from shoe side) is same as the floor of shoe owner. The shoe of Jessica means back 1 step.

Miss Claus's progress advancing

- You can use "Nap" to change her position between main room and side room.
- In main room, you can interact with her and there are totally 3 kinds. (Ass, Stocking and Bare foot)
- The bare foot part will trigger when you interact with her after you have stocking part. First 2 kinds has 3 levels, please reach all of them. If you do something "wrong", she will "charm" you or wear you the collar. In this situation, you can use above interactions to pass time, or you can play shoe present game to finish it.

- The "wrong" thing contains searching her wardrobe before she allows and going to the maze and fail in it. In other hand, if you make her happy she will rewards you will points. The points can be used to buy materials or her heel. (50 points)
- After buy her heel, you can interact with her wardrobe and get the heel. If you want to play games without doing wrong things, you can also wear the collar by yourself at the bottom of the room.

Miss Claus's shoe present

	Scarlett	Yvonne	Eliza	Khulan	Cobra	Lily	Karen	Santa	Swan	Crow	Jessica	Rose
bold	0	0	X	0	X	X	0	X	X	О	X	X
corrupting	X	X	X	X	O*	X	X	X	X	X	X	X
deep	O	X	0	0	X	X	X	X	X	X	X	X
dense	X	X	X	X	X	О	О	X	X	X	0	О
divine	X	X	O*	X	X	X	X	X	X	X	X	X
disorienting	X	X	X	X	X	X	X	X	X	X	O*	X
gentle	0	X	O	0	X	X	X	O	O	O	X	О
humbling	X	X	X	X	X	X	X	X	X	O*	X	X
hypnotic	X	О	X	X	О	X	X	O	О	X	X	X
innocent	X	X	X	X	X	X	X	X	O*	X	X	X
intense	0	О	X	0	X	X	О	X	X	О	X	X
illusive	X	X	О	X	0	О	X	O	O	X	0	О
jolly	X	X	X	X	X	X	X	O*	X	X	X	X
lethal	X	X	X	X	X	X	O*	X	X	X	X	X
mature	O*	X	X	X	X	X	X	X	X	X	X	X
mysterious	X	X	О	X	0	О	X	0	O	X	0	O
pacifying	0	X	О	O	X	X	X	O	О	О	X	O
primal	X	X	X	0*	X	X	X	X	X	X	X	X
rich	0	X	0	X	0	X	X	O	X	O	X	X
sadistic	X	0	X	X	0	О	0	X	X	X	0	X
salty	X	X	X	X	X	O*	X	X	X	X	X	X
steamy	X	О	X	X	X	О	0	X	X	О	X	X
sticky	X	O*	X	X	X	X	X	X	X	X	X	X
thick	X	X	X	0	X	X	X	О	O	X	0	X
vicious	X	0	X	X	О	0	О	X	X	X	0	X
warm	X	X	X	X	X	X	X	X	X	X	X	O*

Miss Claus's maze

There is star map at the left side of wall behind Claus, it can be memoried and is same as the maze path. (In the modification one, I changed the variable time to 30 for all 3 times. Because it was to hard if it is only 5.) At 1st and 2nd time, you can get some gifts. And the "big gifts" which is trap can trigger a scense. At the 3rd time, it will cause bad end. (Claus's toy) In this end, it will replay other mistress's poitures if you have been their slave. So please submit to all of them and then reach this end.

Ends

1. Helper END

Fail in the shoe present 3 times and win once.

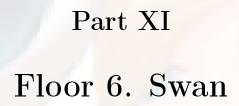
In the reward time, select the 2nd one "Freedom". (Maybe mistress in some cases?)

2. Reindeep END

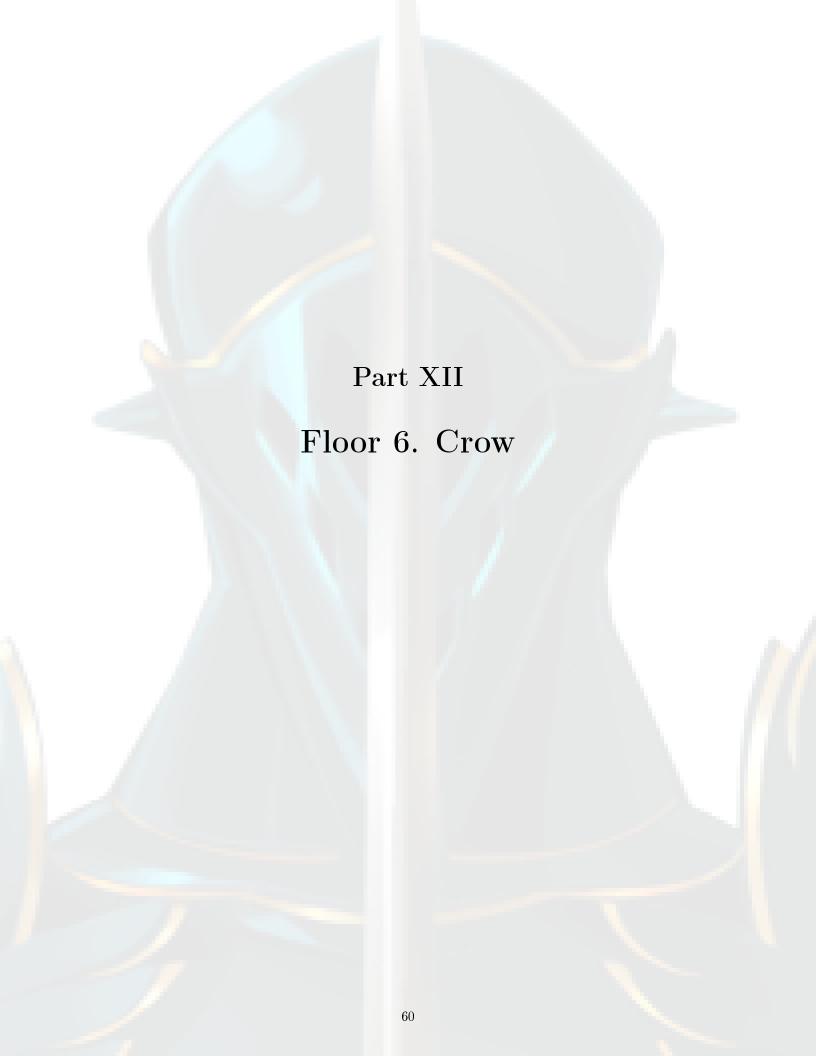
You need to be "helpless" and wear the collar. Then interact with Claus. Helpless is the status that LVL1, ATK1, DEF1.

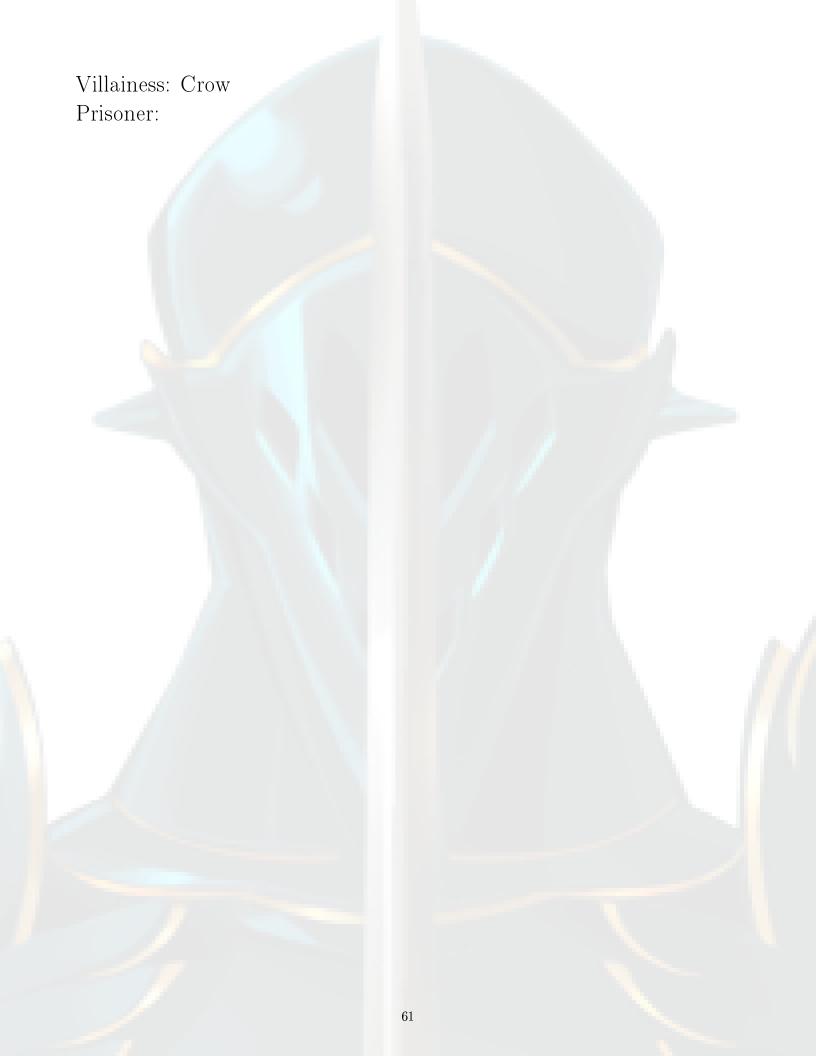
3. Toy END

Explained in the part of Miss Claus's maze.



Villainess: Swan Prisoner:





Part XIII

Floor ???. Jessica

Villainess: Jessica

Prisoner:

Part XIV Floor 7. Kaori

Villainess: Kaori

Prisoner: 7F

Part XV

Floor 8. Iris

Villainess: Iris

Fights

In the Milk Bath

Grabs

Sinking hand in water \rightarrow Block Raising one arm \rightarrow Grab Block Raising Legs \rightarrow Grab Block

Next to the Toilet

Grabs

Putting Leg on Stool \rightarrow Block Revealing back side of dress (Shifted Dress) \rightarrow Grab Block Opening Stool \rightarrow Grab Block

In the Piss Pool

Grabs

Bending upwards one leg \rightarrow Grab Block Raising upwards one leg (with shoe) \rightarrow Block Showing ass \rightarrow Grab Block

Next to Sarcophagus

Grabs

Leg lifted on Sarc. (will follow after a turn of doing nothing, an early tell to prepare 1st block in the prev turn) \rightarrow Grab Block (lasts 2 turns) + Block Revealing back side of dress (Shifted Dress) (will follow after a turn of doing nothing, an early tell to prepare 1st block in the prev turn) \rightarrow Insulation (lasts 5 turns) + Grab Block Not looking at you (Disregards you) -> Grab Block

Sitting on Lower throne

Grabs

Shoving Shoe in Front \rightarrow Insulation Raising both hands upwards \rightarrow Block Showing hands in front \rightarrow Grab Block Raising one arm \rightarrow Grab Block

On the High (Final) throne

Tips

- Each grab blocked, you'll have one of the mid-grab struggle options sealed for 11 turns
- Escape Limb Curse = From Hand spread

- Heave Rotted Body = From Getting up
- Resist Tar Mind = From Shifted Dresss
- She will use her first 3 grabs on turn 4, 7 and 10, then on turn 13 will use her 4th Grab
- If resisted her 4th Grab, she will continue battle randomly using Grabs each 3rd turn

Grabs

Shifted (revealing) dress \rightarrow Insulation

Getting up from throne \rightarrow Block

Hand spread towards you \rightarrow Grab Block

Raising foot (taking of Sandal) → Unblockable. To get out of it, do not block Hand spread Grab (as blocking it will disable your Escape grab-struggle option

- Get out of Hand spread Grab via Escape struggle
- When Raising foot grab, on it's 3rd struggle, Escape grab-struggle option will be Lvl 4 (and thus, doable)

Losing mechanic

- With each loss, in the next fights, per turn, one more of your skills, at random, will be temp. replaced by a random Submission-type word (won't do anything, won't even take the cost for that certain skill)
- Each turn, the skills that are Nullified like this randomize

Endings

- Normal. Beat her normally
- Poison ending. Fall to mostly Poison-type Grabs (Smells/Fluids)
- Ass ending. Fall to mostly Ass-type Grabs
- Feet ending. Fall to mostly Feet-type Grabs

Part XVI Floors All. Bonus Content

Hallowen Event

Defeating Lily once unlocks the Magic Pumpkin item in the eastern cage. This can be used to trigger extra, seasonal scenes with each villainess. To unlock the scenes, the following requirements must be met:

> Scarlett: Submission 4/4 (tricks: LURU, LRLR, DDLR, and UULR)

> Yvonne: N/A.

> Eliza: Piety 5/5.

> Khulan: Taming 1/2.

> Lady Cobra: Enslavement 1/3.

> Lily: Redeem her and possess the Naga Shard



Part XVII Saves A REVERSED RYONA GAME

bahamut2195

- Here I have a Mega link to my savegames archive. Each save is recorded at a specific point to allow quick access to content that a player may want to view, or view again.
- I have included a table explaining where each save is recorded, and why I recorded it then, so you know what to expect.
- By "clean" I mean a save in which Ethan has not submitted to any bosses, nor experienced bonus content. Strictly main story.
- I tried to keep Ethan slightly underpowered for these files, so players could get a grasp of the actual gameplay, not savefile edited God Mode.
- Yvonne is an exception, as her content does not allow Ethan to continue if fully trained. It's up to you to go through her training on your own.
- Karen is also special, as she has multiple branches in which characters die. I only made saves in which the monks survived. It's up to you again to create your own more macabre saves. In fact, Karen's floor is the only floor where you can't see everything on one file, so I didn't even bother viewing the ancillary scenes.
- Unpack the archive into your main ToT folder (the one with the .exe), or cut n paste them there.
- Feel free to delete any saves you do not need/want after unpacking.

т.	٠		1	
1	.1	n	k	
_	ш	ш	.L	

Number	Description
1	Main "clean" file, most current while maintaining access to bonus content
2	"Clean" floor 2, ready for Yvonne content
3	"Clean" floor 3, ready for Eliza content
4	"Clean" floor 4, ready for Khulan content
5	"Clean" floor 5, ready for Cobra. Lily is as of yet untalked
6	"Clean" floor 5 part 2, ready to begin Lily Content
7	"Clean" floor 6, ready to begin Karen content
38	Ready for Lily bonus content
39	After submitting to Lily
40	Ready for Cobra bonus content
41	After submitting to Cobra
42	Ready for Khulan bonus content
43	After submitting to Khulan
44	Ready for Eliza bonus content
45	After submitting to Eliza
46	Ready for Yvonne content
47	After setting up Yvonne, but before Yvonne's training (ends poorly for Ethan)
48	Ready for Scarlett content
49	After submitting to Scarlett "Good Boy!"
50	Main "dirty" file, submitted to everyone possible, gained all skills, all content experienced

fvlaenix

- Similar to the previous point, all safes are marked and described. However, now I made them for each floor separately, because there are too many. Link

${\bf Scarlet}$

Number	Description
01	Before all. Let's goooo
02	After some loses
03	After first win
04	Free Keith
05	Took Scarlet shoes
06	After losing by surrender
07	Another surrender
08	After shoe games
09	Some defeat, some win
10	Another surrender
11	Submission 3/4
12	On cage
13	Final

Yvonne

Number	Description
01	Start
02	Before meeting
03	First win
04	After two cleaning boots
05	After third cleaning boots
06	Beat her third time
07	Authority 3/4
08	Cleaning boots
09	In jail
10	Ending choise

Eliza

Liiza			
Number	Description		
01	Start		
02	Before meeting		
03	After one defeat		
04	After first cross scene		
05	After third cross scene		
06	After firth cross scene		
07	After storytell 1		
08	After first table scene		
09	After second table scene		
10	After third table scene		
11	After first candle scene		
12	After second candle scene		
13	After first bath scene		
14	After second bath scene		
15	After final puppy scene		

Khulan

Number	Description
01	Start
02	First win
03	Some surrender
04	Khulan getting hungry scene
05	Get negative dignity
06	Save person
07	Taming 1/2
08	Dignity -4
09	Taming 2/2 choise
10	After final scene
11	Some buy

Cobra and Lily

Number	Description
01	Start
02	Before meeting
03	Some looses Cobra
04	Win Cobra
05	After win Cobra
06	Win Lily

Part XVIII Special thanks

- Bo Wei and Koda for creating the game.
- Bobman22 for his assistance with Cobra's mechanics.
- Sadat for suggestions to clarify Lily's apprentice trigger.
- robtbo for his excellent Cobra exploit, as well as Yvonne pattern analysis.
- bahamut2195 for the base file that formed the basis of this document
- SZ for cool review and FAQ
- MetaMorForz for review
- moetanhua for walkthrough for Santa p.2
- JakeMSG for walkthrough for battles with Iris

