Superhuman v0.85 Walkthrough

{Event Name}: Go to Event. Sometimes might have Dead End name in it, which means do nothing}

[Variable]: Sets variable to true unless otherwise noted.

[Money]: Changes your current amount of money.

[MC's stats]: Increases/decreases stat. Includes moral, corrupt, skill, power, evolution, slut, kill, public, gov, and train.

[Char Points]: Increases/decreases character points

[Char/Other Event]: Increases event point

[Misc.]: Miscellaneous events

Sections:

Repeated Menus (Daily Menus)

Main Story

Character Stories (Liz, etc.)

Other Stories (Cheerleader, etc.)

Repeated Menus

1. Day to Day Menu
    a. Look for Deryl   {LookDeryl X}
        i. 1: 1-10
    b. Train my abilities   {Train X}
        i. 1: 1-
        ii. 2: 2-48
        iii. 4: 4-48
        iv. 7: 7-48
        v. 8: 8-48
        vi. 9: 9-48
        vii. 42: 42-
        viii. 43: 48-
        ix. 44: 52-
        x. 45: 64-
        xi. 47: 68-
        xii. 48: 68-
        xiii. 51: 68-
        xiv. 52: 68-
        xv. 57: 68-
    c. Visit Liz and Amber   {VisitLA X}
        i. 1: 1-
        ii. 2: 1-
    d. Just relax
        i. Always
    Note: Choice 'e' requires [LA] == 2.
    e. Walk/Wank/Amber   {VisitAmber X}
        i. 3: 3, 7, 15-
        ii. 4: 15-
        iii. 5: 15-
        iv. 6: 15-40, 43-
        v. 7: 45-
        vi. 9: 45-
        vii. 11: 45-
    f. Toilet/Glory Hole   {GloryHole X}
        i. 2: 3-48
        ii. 3: 3-
    g. Shops

        i.   Day 9 onwards
   h. Therapy
        i.   Day 15-24
        ii. Never changes any variable

Note: Choice 'i' requires [VisitEm] >= 5.

   i.   Gym   {Gym X}
        i.   15: 15-
        ii. 16: 21-
        iii. 17: 21-
        iv. 19: 45-
        v. 21: 45-
   j.   Emily   {VisitEm X}
        i.   12: 15-
        ii. 13: 21-
        iii. 14: 21-
        iv. 15: 21-
        v. 16: 35-
        vi. 17: 35-
        vii. 19: 35-
        viii. 20: 35-
        ix. 22: 35-
   k. Frat House   {ZombieEvent X}
        i.   25: 29-
        ii. 26: 29-
        iii. 27: 29-
        iv. 28: 68-
        v. 29: 68-
   l.   Cheerleaders   {CheerLeaderHunt X}
        i.   18: 35-40, 42-
        ii. 21: 42-
        iii. 24: 42-
  m. Campus/Demi   {DemiEvent X}
        i.   24: 35-40, 43-
        ii. 26: 35-40, 43-
        iii. 23: 40-41
        iv. 27: 49-
        v. 28: 49-
        vi. 29: 49-
        vii. 30: 49-
        viii. 31: 49-
        ix. 33: 49-

2. Afternoon to Afternoon Menu
   a. Go See Emily   {VisitEm X}

       i.   2: 2-

      ii.   3: 8-

     iii.   9: 9-

     iv.   10: 10-

      v.   11: 11-

     vi.   18: 36-

    vii.   21: 51-

   viii.   23: 68-

b. Find Deryl/Cheerleader   {CheerLeaderHunt X}

       i.   2: 2-

      ii.   3: 3-

     iii.   7: 7-

     iv.   8: 8-

      v.   10: 10-

     vi.   11: 11-

    vii.   15: 15-

   viii.   16: 16-

     ix.   17: 36-

      x.   19: 36-

     xi.   20: 36-

    xii.   22: 42-

   xiii.   23: 42-

   xiv.   25: 42-

c. Just relax

       i.   Always

d. Train abilities   {Train X}

       i.   3: 3-

      ii.   15: 15-

     iii.   21: 21-

     iv.   22: 23-

      v.   46: 68-

     vi.   49: 68-

    vii.   50: 68-

   viii.   53: 68-

     ix.   54: 68-

      x.   55: 68-

     xi.   56: 68-

    xii.   58: 68-

Note: Choice 'e' requires [VisitLiz] == 1.

e. Liz   {VisitLiz X}

       i.   3: 3-

      ii.   4: 7-

     iii.   5: 15-41, 43-45, 49-

     iv.   6: 15, 21-41, 43-45, 49-

- v. 7: 28-41, 43-45, 49-
- vi. 8: 36-41, 43-45, 49-
- vii. 9: 63-
- viii. 10: 63-
- f. Campus/Demi   {DemiEvent X}
  - i. 18: 18-
  - ii. 21: 21-
  - iii. 22: 23-
  - iv. 23: 23-
  - v. 25: 42-
  - vi. 32: 68-
- g. Frat house/Zombies   {ZombieEvent X}
  - i. 25: 25
  - ii. 28: 63-
- h. Amber   {VisitAmber X}
  - i. 8: 45-
  - ii. 10: 45-
  - iii. 12: 45-
  - iv. 13: 45-
  - v. 14: 45-
  - vi. 15: 45-
- i. Gym/Angelina   {Gym X}
  - i. 18: 63-
  - ii. 20: 63-
  - iii. 22: 64-
  - iv. 23: 64-

3. Night to Night Menu
   a. News   [News++]
      i. Some news events will have different dialogue based on variables, but these events do not change any variable themselves.
   b. Bed
   c. Jack off
      Note: Choice 'i' if [CheerHunt] >=2 && [Dildo].
      i. 1: 9-

Note: Cannot buy items again and will subtract the number from your money total.
4. Shop
   a. Condoms   [Condoms] [$15--]
   b. Laptop   [Laptop] [$1500--]
   c. Camera   [Camera] [$3000--]
   d. Dildo   [Dildo] [$100--]
   e. Big Dildo   [BigDildo] [$200--]
   f. Buttplug   [ButtPlug] [$150--]

g. Vibrator   [RemoteVibe] [$300--]
    h. Onahole   [Onahole] [$100--]
    i. Sculpture   [CrackedFace] [$2000000--]

5. Prison Menu
    a. Showers/Poker   {FuckBoiEvent X}
            i.   1: 56-59
            ii. 2: 56-59
    b. Looking at me   {PrisonGuard X}
            i.   1: 56-59
            ii. 2: 56-59
    c. Cop wants to see me   {PrisonBrianna X}
            i.   1: 56-59
            ii. 2: 56-59
    d. Visitor   {PrisonAlice X}
            i.   1: 56-59

6. After Prison Menu
    a. Train   {Train X}
            i.   1: 60-
            ii.   42: 60-
            iii. 43: 60-
            iv.   44: 60-
            v.   15: 60-
            vi.   21: 60-
            vii. 22: 60-
    b. Gym   {Gym X}
            i.   18: 60-
    c. Frat House   {ZombieEvent X}
            i.   25: 60-
            ii.   26: 60-
            iii. 27: 60-
    d. Fanclub/Demi   {DemiEvent X}
            i.   27: 60-
            ii. 28: 60-
    e. Cheerleader/Jess
            i.   24: 60-
            ii.   11: 60-
            iii. 15: 60-
            iv.   16: 60-
            v.   17: 60-
            vi.   19: 60-
            vii. 22: 60-
            viii. 25: 60-

f. Liz   {VisitLiz X}
    i. 9: 60-
    ii. 10: 60-
g. Just sit
h. Take up a disguise

Main Story

1. Jordan: "Can't come soon enough if you ask me, …."
   a. Does not matter

2. Deryl: "Maybe even land ourselves a sugarmomma!"
   a. Does not matter

3. MC: "Uh..."
   a. Does not matter

4. Dave: "Actually, do you wanna take her off me hands [name]? …."
   a. Does not matter

5. MC: "Dave you fucker, trying to dump this chick on me."
   a. Does not matter

6. Thought: "Should I help her out, or..."
   a. Does not change any variable in the long run

7. MC: "Well... he-"
   a. Does not matter

8. MC: "But... do I go left or right? It's been ages since I've ridden down here..."
   a. Go left   [FMonster]
   b. Go right   [FMonster = False]

9. Thought: "Everything goes black and all I can think is…"
   a. Does not matter

10. Thought: "Turning around I see a girl in what looks like some sort of cheerleading …."
    a. Does not matter

11. MC: "I've never had tits before... this could be a fun opportunity."
    a. Have a play
        i. It was just me playing with myself ….   [PJared]
        ii. It's Amber's body reacting ….
            1. Fuck yeah ….   [FJared]
                a. Sub-choices do not matter
            2. Nah ….
    b. Forget it

12. MC: "I could..."
    a. Does not matter

13. Day to Day Menu

14. MC: "(Shit, she asked me a question didn't she? What should I say...)"
    a. Does not matter

15. MC: "(Wow, Liz must really have been worried. ….)"
    a. Does not matter

16. MC: "Oh, right. This is Deryl, he's..."
    a. Does not matter

17. Ella: "Who?"
    a. Does not matter

18. MC: "(What do I do! What do I....)"
    Note: Will get Dead End if you fight if you did not train before.
    a. I FIGHT!!!!   [FoughtThugs] [Skill++] [Power++]
        i. First choices do not matter
        ii. 2nd Choice
            1. Kill them   [Kill++] [Power++] [Corrupt++]
            2. Let them go
    b. I RUN!!

19. MC: "Could she be the one in trouble?"
    a. Does not matter

20. Day to Day Menu (Day 2)

21. Afternoon to Afternoon Menu

22. Night to Night Menu

23. Day to Day Menu (Day 3)

24. Afternoon to Afternoon Menu

25. Night to Night Menu

26. Day to Day Menu (Day 4)

27. MC: "(Do I try and use my superhuman strength ….)"
    a. Full strength   [Power++]
    b. Technique   [Skill++]

28. Afternoon to Afternoon Menu

29. Night to Night Menu

30. Daryl: "I'm getting a beer."   [VisitElla++]
    a. Does not matter

31. MC: "Ok. What should I do?"
    a. Stripper   [MetStrip++]
    b. Boys

32. MC: "(Why is she saying it like that? ….)"
    a. Does not matter

Note: If [Power] > 6 && [Train] != 0, then [Power+=2].

33. MC: "(Should I ask?)"
    a. Does not matter

34. MC: "(I guess I can take a look around. Might find something interesting.)"
    a. Search everything

Note: If [Train] == 0, then Dead End 2.

35. Thought: "Then again, I'm clearly not going to get any of the answers …."
    Note: If [Power] > 6 && [Train] != 0, then Dead End 3.
    a. Fight her
    b. Don't fight her

36. Ella: "Ask."
    a. Ask all questions

37. Day to Day Menu (Day 7)

38. Afternoon to Afternoon Menu

39. Night to Night Menu

40. MC: "That's a nice outfit you got there. Really compliments your um...."
    a. Does not matter

41. Day to Day Menu (Day 8)

42. Afternoon to Afternoon Menu

43. Night to Night Menu

44. Thought: "....Right?"
    a. Does not matter

45. Day to Day Menu (Day 9)   [$50++]

46. Tiff: "No. We'll meet up at my house next time, …."
    a. Does not matter

47. MC: "But how should I handle him?"   [$200++]
    a. Beat him
    b. Steal it
    Note: Choice 'c' only if [CheerHunt] >=2.
    c. Turn into a chick

48. Afternoon to Afternoon Menu

49. Night to Night Menu

50. Day to Day Menu (Day 10)

51. Afternoon to Afternoon Menu

52. Night to Night Menu

53. Day to Day Menu (Day 11)

54. MC: "(Although.... I could try and aim for the other strap....)"
    a. Does not matter

55. Afternoon to Afternoon Menu

56. Night to Night Menu

Note: Choice 57 only if [CheerHunt] >= 6.
57. MC: "Hmmmmmmmmm."
    a. Chick   [PartyF]
    b. Dude

Note: Choices will be the same, but events will play out differently based on futa or female route.
58. Party Choices

     a. Pool Table   [PoolDerly++]

- i. Choice 1
    1. Put Down $50   [$50--] [PoolBet]
    2. Do not bet
- ii. To win, do not jump the ball
    1. Get [$100++] if win

     b. Dance Floor   [DanceFloor++]

     c. Drink   [GrabDrink++]

- i. Choices do not matter

     d. Somewhere Quiet   [SomewhereQuiet++]

- i. Will get [$200++] if have sex with Tess

     e. Amber?   [Tord++]

- i. Choices do not matter on futa route
- ii. Will get [$250++] if [GrabDrink] != 0 on male route.

     f. Shots   [Shots++]

     g. Look around   [IsJake++]

     h. Bathroom   {Continues Party}

59. MC: "Is he killing people? He must be!"
     a. My Fault
     b. Should have killed him   [Corrupt++]

Note: Will get Dead End 4 if [Train] <= 4.

60. MC: "(Fucking hell! What do I do?)"
     a. Deal with the horde   {Dead End 4}
     b. Run past and kill Kenny

Note: Choice 61 only if [Corrupt] >= 1.
61. MC: "It almost feels as though they want something from me..."
     a. Put him out of his misery
     Note: Dead End 5 if you chose 'b' if [Power] < 8.
     b. Follow the feeling...

- i. Purge it   [KennyEaten] [Corrupt++]
- ii. Let it overtake you   {Dead End 5}

Note: Wil get [Power++] by default.

62. MC: "(It's not so much the people that died, rather it's that...)"
     a. My fault   [MyFaultKenny]
     b. I almost died

63. MC: "I...."
     a. Does not matter

64. MC: "..."
   a. Does not matter

65. Day to Day Menu (Day 15)

66. MC: "No, no, no. That's obviously a..."
   a. Girl   [DemiGirl]
   b. Guy

67. Afternoon to Afternoon Menu

68. Night to Night Menu

69. Day to Day Menu (Day 16)

70. Afternoon to Afternoon Menu

71. Night to Night Menu

72. Day to Day Menu (Day 17)

73. Afternoon to Afternoon Menu

74. Night to Night Menu

75. Day to Day Menu (Day 18)

76. Afternoon to Afternoon Menu

77. Deryl: "I don't know man, it's up to you..."
   a. Normal Self
   b. Appear as Hero   [TVHero]

78. Deryl: "Sooner or later, there is probably going …."
   a. Does not matter

79. Deryl: "Is she hot?"
   a. Does not matter

80. Tiff: "It means everything."
    a.   Does not matter

81. Tiff: "What?"
    a.   Does not matter

82. Tiff: "Are you going to deny it?"
    a.   Lie
    b.   Truth   [Tiffany++]

83. MC: "I-"
    a.   Survive
    b.   Power   [Tiffany++]
    c.   Help

84. Alaric: "Who's this Tiffany? …."
    a.   Polite
    b.   Rude
    c.   Stake your claim   [Tiffany++]

85. Claudia: "I hope we can talk again sometime."
    a.   Absolutely   [Claudia++]
    b.   Yeah, maybe

86. MC: "(Do I turn him down and go as Hero?….)"
    a.   Go as hero   [TVHero]
    b.   Go as yourself

87. MC: "(I've had a lot of shit on my mind lately, ….)
    a.   Does not matter

88. Alice: "Easy, right?"
    a.   You are crazy   [MoneyAlice]
    b.   Won't break a sweat   [Alice++]

89. MC: "……."
    a.   Does not matter

90. MC: "(Maybe I can find out…)"
    a.   Does not matter

91. Day to Day Menu (Day 21)

92. MC: "(Haha, wow, this chick is losing it. ….)"
    a. Offer yourself
        i. Take off your shirt   [Brianna++]
        ii. Nah
    b. Ignore her

93. Afternoon to Afternoon Menu

94. Night to Night Menu

95. Day to Day Menu (Day 22)

Note: Choice 96 only if [TVHero].
96. TVHero Choices
    a. "Well…."
        i. Hero   [Public+=10] [Gov-=10]
        ii. Not a hero   [Public-=10] [Gov+=10]
        iii. Shrug
    b. Murders
        i. Looking into them   [Public+=10] [Gov-=10]
        ii. Cops   [Public-=10] [Gov+=10]
        iii. Shrug
    c. Obeying law
        i. Not Bound   [Gov-=10]
        ii. Respect   [Gov+=10]
        iii. Shrug   [Public+=10]
    d. "Sure."
        i. Need Me
        ii. Protect you   [Public+=10]

Note: Choice 97 only if not [TVHero].
97. Normal TV Choices
    a. "Me? Uh, alright..."
        i. Stick with story
        ii. Embellish   [Public+=5] [Gov-=5]
    b. "Surely if he was truly interested …."
        i. Interject and insult   [Jess++]
        ii. Interject and defend   [Public+=5]
        iii. Ignore
    c. Is not legal
        i. Yes   [Public+=5]
        ii. No   [Jess++]
        iii. Let the others   [Public+=5]
    d. "Is there anything else you'd like to say before the show ends?"

       i.   We Need   [Public+=5] [Gov-=5]

      ii.   Hero

98. Day to Day Menu (Day 23)

99. Afternoon to Afternoon Menu

1. Night to Night Menu

2. Day to Day Menu (Day 24)

3. Afternoon to Afternoon Menu

4. Night to Night Menu

5. Back to Party House
    a. Kitchen   [TherapyKitchen++]
    b. Upstairs   [TherapyHall++]
        i. "What Did you say to me" if [Power] >= 8.
        ii. Choices do not affect anything.
    c. Bedrooms   [TherapyStairs++]
    d. Head back

6. Afternoon to Afternoon Menu (Day 25)

7. Tiffy: "We're going monster hunting."
    a. What?
    b. Do it   [Tiffany++]
    c. Hang up

8. MC: "Uh…"
    a. Does not matter

9. Afternoon to Afternoon Menu (Day 28)

10. Day to Day Menu (Day 29)

11. Afternoon to Afternoon Menu

12. Night to Night Menu

13. Day to Day Menu (Day 30)

14. Afternoon to Afternoon Menu

15. Night to Night Menu

16. Day to Day Menu (Day 31)

17. Afternoon to Afternoon Menu

18. Night to Night Menu

19. Day to Day Menu (Day 32)

Note: If [Train] >= 9, then [Poker] and [$1000++].

20. Alice Party Events
    a. What the hell   [AlicePartyDemi++]
    b. Find Deryl   [AlicePartyDeryl++]
        i. Does not matter
    c. Sorority House   [JaredAlParty++]
    d. Emily   [AlicePartyJess++]
        i. Does not matter
    e. Drink   [AlicePartyJake++]
        i. If tell Jake about virginity, will get [Jake++] if lose to Chrissie or [Jake+=2] if lost it
            to Liz.
    f. Wrapping up

21. Alice Father: "Here. You can have it, wear it tonight, …."
    a. Does not matter

22. Klaus: "And who's this?"
    a. Rude   [Alice++]
    b. Polite

23. Casino Menu
    a. Blackjack Table   [BlackJack++] [$100--]
        i. Hit twice to get [$200++]
    b. Michael   [CasinoMichael++]
        i.   I am   [Crime]
        ii. I don't care   [Crime]
        iii. Maybe not
    c. Alice   [CasinoAlice++]
        i. Does not matter
    d. Bar   [CasinoBrianna++]
    e. Phone Call

24. Klaus: "*whisper* Yes, I've known about you for some time now, …."
   a. Attack
   b. Do nothing

25. Alice: "Well? Can I count on you?"
   a. Yes   [TeamAlice] [Alice++]
   b. You're not powerful enough

Note: Choice 26 only if [Poker].
26. MC: "Oh. In that case I'll take a..."
   a. If do not drink or [Power] >= 13, then [WinPoker].

27. Alice: "You alright?"
   a. Does not matter

28. MC: "Alice...."
   a. She's dead huh?   [Moral--]
   b. She's … she's dead. Dammit   [Moral++]

Note: If [Train] <= 7, then Dead End 7 or Dead End 8 if also [Power] < 9.

29. Alice: "What? No. I just passed out."
   a. Does not matter

30. Alice: "The least I could do after you fought so hard to protect us from Klaus."
   a. I didn't do it for you
   b. I guess so   [Alice++]

31. MC: "...."
   a. Thank you   [Alice++]
   b. Let's just go

Note: Will get [Alice++] if [Train] >= 10.

32. Alice: "Right... you lost to Klaus, didn't you?"
   a. Does not matter

Note: Will get [Skill++] by default. Will get [Power++] if [Power] <= 9.

33. Alice: "Just take it. You've worked more than hard enough for me. It's yours."
   a. True
   b. Thank you

34. Day to Day Menu (Day 35)

35. Alice: "Do you think you can win if you fought him again?"
    a. Does not matter

36. Day to Day Menu (Day 36)

37. Deryl: "Psshhh, consent? Sexual harassment? …."
    a. Does not matter

38. Alice: "Well, back to business..."
    a. Peek
        i. Join   [Alice++], [AliceSmallGuys] if [Alice] >= 2
        ii. Stop this
    b. Don't peek

39. Afternoon to Afternoon Menu

40. Night to Night Menu

41. Day to Day Menu (Day 37)

42. Alice: "Hang on, can I see how fast you can heal?"
    a. Does not matter

43. Afternoon to Afternoon Menu

44. Night to Night Menu

45. Day to Day Menu (Day 38)

46. Thought: "Alice looks up at me confidently, …."
    a. Pure luck
    b. Good job   [Alice++]

47. Alice: "I guess. What did you think of my new move?"
    a. It was good
    b. Meh
    c. Why before me?   [SpecialMoveJ]

48. Afternoon to Afternoon Menu

49. Night to Night Menu

50. Day to Day Menu (Day 39)

51. Claud: "MC It's me? Claudia, remember?"
   a. Who?
   b. I remember   [Claudia++]

52. MC: "Oh, sure..."
   a. Want me to show you the place   [Claudia++] [TourClaudia]
   b. See ya
      i. Got other plans   {Choice 54}
      ii. I guess   [TourClaudia]

53. Amber: "Seriously MC? Going for highschool girls now?"
   a. Does not matter

54. MC: "....."
   a. Does not matter

55. Afternoon to Afternoon Menu

56. Night to Night Menu

57. MC: "It'll be fine, as long as we follow my plan..."
   a. Hookers
      i. Fuck him   [Slut++]
      ii. Let's not
         1. Kill him   [Corrupt++]
         2. Knock him out
   b. Prisoner
      i. Choice 1
         1. Squeeze   [Alice--]
         2. Want her?
      ii. If [Corrupt] >=2, then [Corrupt++].

58. MC: "Yeah, pretty much."
   a. I do not need you   [Corrupt++]
                                                      [Power++] if [Corrupt] == 0
   b. Ask him your questions

59. Danica: "Now that that's out of the way, how about we have a chat?"
   a. Attack
   b. Hear what she says   {Dead End 9}

60. MC: "(What should I do?)"

a. Charge her   {Dead End 10}
b. Wait here   {Dead End 10}
c. Run away?

61. MC: "(I've got her on the ropes now. ….)"
    a. Finish her!   {Dead End 10}
    b. Find out how her powers work

62. MC: "T-this can't be, am I…. going to-"
    a. Kill her
    b. Spare her   [Danica++]

63. Alice: "…..Sorry. This was my fault."
    a. Does not matter

Note: Will get [Power++] and [Skill++] by default.

64. Day to Day Menu (Day 41)

65. Klaus: "Hmmm… I saw that you did quite the number …."
    a. Does not matter

Note: Choice 66 only if [Train] >= 9; else, {Dead End 11}.
66. MC: "(Dammit! I have to fix this... but with Klaus here-)"
    a. Attack   {Dead End 11}
    b. Focus

67. MC: "(Is this what I get for thinking I didn't need Ella's help? I'm a disgrace.)"
    a. Does not matter

68. MC: "(But what do I choose….)"
    a. Below collar   {Dead end 11}
    b. Above collar   [CutHead]

69. MC: "Scared?"
    a. Does not matter

Note: Choice 70 only if [Danica] < 1.
70. MC: "I don't suppose that telling me all this is the only reason you came here?"
    a. Does not matter

Note: Choices 71- only if [Danica] >= 1.
71. MC: "Huh? That? Well..."
    a. You're hot   [Danica++]

  b. Do not like killing

  c. I dunno

72. MC: "Fine, fine. How about instead you..."
  a. Does not matter

73. MC: "....What?"
  a. Does not matter

74. Markus: "And please, keep her safe."
  a. Does not matter

Note: Will get [Corrupt+=2] and [DanicaEaten] if [Danica] < 1.

75. MC: "(But I won't be beaten again.)"
  a. Range
    i. Force   {Dead End 12}
    ii. Poison   {Dead End 12}
  b. Close combat
    i. Size and power   {Dead End 13}
    ii. Agility and power

76. Klaus: "Your body seems resilient enough. How about it, want to be my test dummy?"
  a. Does not matter

77. Thought: "The surging plasma pushes forward, but Alice, ….”
  a. Help Alice
  b. Go after Klaus   {Dead End 14}

78. Thought: "Why am I fighting again?"
  a. Myself   [Moral--]
  b. People   [Moral++]

79. Thought: "I recognize the feeling; it's happened to me before."
  a. God   [Corrupt++]
  b. Now or never

Note: Will get [Evolution++], [Power+=20], and [Alice+=10] by default.

80. Alice: "And me as well."
  a. Does not matter

81. Day to Day Menu (Day 42)

82. Afternoon to Afternoon Menu

83. Night to Night Menu

84. Day to Day Menu (Day 43)

85. MC: "(Unless...)"
    a. Ask her out
        i. No harm   [AliceDate]
        ii. You are right
    b. I'm not interested

86. Afternoon to Afternoon Menu

87. Night to Night Menu

88. Day to Day Menu (Day 44)

89. MC: "Haha, sure, sound like a great idea. ...."
    a. Ask Jake   [Jake++]
    b. Let's go

90. MC: "......"
    a. You should come too Jake   [Jake++] [JakeBeach]
    b. .....

91. Afternoon to Afternoon Menu

92. Night to Night Menu

93. Day to Day Menu (Day 45)

94. MC: "....."
    a. Put a stop to it
    b. Lucky tomorrow   [ChrisBF] [Christie++]

95. Afternoon to Afternoon Menu

96. Night to Night Menu

97. Day to Day Menu (Day 46)

98. Afternoon to Afternoon Menu

99. MC: "To my bedroom of course. …."
  a. Pass
  b. OK   [Christie++]
     i. Yes   [Christie++]
     ii. No

1. Night to Night Menu

2. Beach Menu
  a. Pier   [BeachPier++]
  b. Sun tan   [BeachTan++]
     i. Choices do not matter
  c. Time to get wet   [BeachWet++]
     i. Does not matter
  d. Beach   [BeachWander++]
     i. Does not matter
  e. Bar   [BeachBar++]
     i. Does not matter
  f. Goth things   [BeachShade++]
     i. Both choices
        1. Yours   [Christie++]
        2. Ella's   [Ella++]
  g. Exercise   [BeachExercise++]
     i. Take pill   [MichaelPill] [Michael++]
     ii. Do not take pill
  h. Showers   [BeachShowers++]
     i. If peek, {Dead End 15}
  i. Eat
     i. Jake and Mia   [Mia++] [Jake++] [JakeBeach]
        1. 1st choice does not matter
        2. 2nd choice
           a. Of course I am
           b. Not particularly   [Jake++]
           c. Don't answer
     ii. Quiet Place   [Deryl++]

3. Deryl: "And... say you find out who did it, what then?"
  a. Does not matter

4. MC: "Err..."
  a. Looking around   [Claudia++]
  b. Following Claudia

5. Tiff: "...That's right. What did you think?"

      a. Nice
      b. Creepy   [Tiffany++]
      c. Rich

6. Tiff: "If all goes well, we'll be able to observe …."
      a. Civilians   [Moral++]
      b. Dad   [Tiffany++]

7. Day to Day Menu (Day 46)

Note: If [VisitZombie] == 0, then [ZombieNew].

8. Ella: "Doll! That's it. How's my favorite doll?"
      a. Does not matter

9. Afternoon to Afternoon Menu

10. Night to Night Menu

11. Day to Day Menu (Day 46)

12. MC: "…."
      a. Does not matter

13. Bailey: "Of course Master. You're the strongest, so you're in charge."
      a. Kill her   [VisitZombie+=100] [Corrupt++];
                                   [Corrupt++], [BaileyEaten] if not
                                   [ZombieNew]
      b. Alright

14. Afternoon to Afternoon Menu

15. MC: "Wait, Is it even a she? …."
      a. Does not matter

16. MC: "Fuck. How am I going to go about this..."
      a. Giant
      b. Speed and flight
          i. More mass
          ii. Continue   {Dead End 16}

17. Thought: "Rather, it seems like... an offer?"
      a. Take the hand
          i. Ask all questions

<p style="margin-left:2em">ii. Attack</p>

1. Go wild	[Corrupt++] [KillCrowd] [Public-=50]
2. Minimum	[Public+=50]

<p style="text-align:center;color:red">Note: Choice 'iii' only if [Corrupt] >= 7.</p>

iii. Submit to me	[Corrupt++] [Public+=50]

b. End it

i. Go wild	[Corrupt++] [KillCrowd] [Public-=50]
ii. Minimum	[Public+=50]

Note: Will get [Power+=3] by default.

18. MC: "...."

a. Kill him	{Dead End 17}
b. It's all yours	

19. Day to Day Menu (Day 51)

20. Afternoon to Afternoon Menu

21. Night to Night Menu

22. Day to Day Menu (Day 52)

23. Afternoon to Afternoon Menu

24. MC: "......"

a. I'll get whoever did this	[Mia++]
b. Don't suppose	

25. MC: "(Great, now what do I do?)"

a. Get involved	[Ella++]
b. Do not	[Ella--]

26. Hobo: "That's right. And who's that?"

    a. Does not matter

27. Ella: "Disgusting fuck has been stinking

    a. Does not matter

28. MC: "Erm..."

    a. Does not matter

29. MC: "(For fuck's sake...)"

    a. Does not matter

30. Ella: "Oh, good. Did you want to stay to eat?"
    a. Yes
        i. Ask all questions
    b. No

31. MC: "Maybe..."
    a. Fine
    b. Feels like   [Tiffany++] [TiffanyDeal]
        i. Body   [SexTiff]
        ii. Money   [MoneyTiff]
        iii. Love   [Tiffany++] [LoveTiff]
        iv. Power   [PowerTiff]
        v. Sister   [SisterTiff]

32. MC: "Umm..."
    a. Lie
    b. Tits   [Slut++]
    c. Kill him   [Corrupt++] [Power++] [EatResearch]

33. MC: "*yawn* But... Was I thinking about anything important?"
    a. Does not matter

34. MC: "......."
    a. Does not matter

35. MC: "(What could have gotten me arrested?)"
    a. Does not matter

36. Bitch Breaker: "So bitch, are you ready to be broken in?"
    a. Does not matter

37. Prison Menu (Day 56)

38. Prison Menu

39. Prison Menu (Day 57)

40. Alpha Breaker: "Don't get smart with me boi! You fucking killed him didn't you!!"
    a. Does not matter

41. Prison Menu

42. Prison Menu (Day 58)

43. Prison Menu

44. MC: "(That bitch...)"
    a.   Mia and Deryl   [MiaDerylJake++]
    b.   Why   [WhyPrisonJake++]
         i.   Fight her   [Jake+=2]
         ii. Weak   [Jake-=2]
    c.   Too scared to fight me?   [ScaredFightJake++];
                                                [Jake--] if [Corrupt] >= 6
    d.   You're a piece of shit   [ShitJake++] [Jake-=2]
    e.   I thought we were friends   [ShitJake++] [Jake+=2]
    f.   You know I could escape
         i.   [PrisonBreak] if [Jake] >= 3.
               1.   Prison Menu (Day 59)
               2.   "Whatever, I'll just fuck you up again."
                     a.   Kill him   [Corrupt++] [KillAB]
                     b.   Spare him
               3.   [Power+=5] by default
               4.   "...."
                     a.   Dispose of him   [Corrupt++]
                     b.   Fuck you as you are
                     c.   Fuck you as a girl
                     d.   No charge
         ii. Morgue
               1.   "Unless..."
                     a.   Does not matter
               2.   [Power+=5] by default

45. After Prison Menu (Day 60)

46. After Prison Menu

Note: [KillNTR] by default.

47. After Prison Menu

48. After Prison Menu

49. After Prison Menu

50. Alice: "......So what do we do?" (Day 61)
    a.   Does not matter

Note: Will get [KillJakeMen++] and [Corrupt++] if [Corrupt] >= 3.

51. Jake: "Take him out."
    a. Kill   [Corrupt+=3] [KillJakeMen+=2]
    b. Avoid casualties
        i. Turn them against Jake   {Dead End 18}
        ii. Make them leave

Note: Choice 52 only if [Jake] < 3.
52. Jake: "...It doesn't matter. As long as she's alive."
    a. Does not matter

Note: Choice 53 only if [Jake] >= 3.
53. Jake: "Well, it's not even a question. …."
    a. I'd try and save you both   [Jake+=3]
    b. Maybe…

54. MC: "(Do I want to kill them? Or should I just go straight for Jake?)"
    a. Take them out first
    b. Go straight for Jake   {Dead End 19}

55. MC: "(That way I can keep them open to avoid Deryl's attacks, ….)"
    a. Attack Deryl   {Dead End 20}
    b. Attack Jake

56. Jake: "I've let her down enough..."
    a. Kill Jake   [JakeEaten] [Corrupt++]
    b. Spare Jake

57. MC: "..........."
    a. Doll proxies   [DollDeryl++]
    b. Jake's mind control   [JakeContrDeryl++]
    c. Ask about Ella   [AskEllaDeryl++]
    d. I'll take you down   {Continue}
    e. I'll fix you up   [Deryl++] {Continue}

58. MC: "(Should I fuck with them?)"
    a. Does not matter

59. Deryl: "MC..."
    a. Does not matter

Note: Will get [Power+=4] by default.

60. Day to Day Menu (Day 63)

61. Afternoon to Afternoon Menu

62. Night to Night Menu

63. Day to Day Menu (Day 64)

64. Afternoon to Afternoon Menu

65. Daryl: "So how's it been going [name]? …."
    a. Does not matter

66. Christie: "Unless you want me to?"
    a. Does not matter

67. Christie: "But the last couple months you've been the one hassling me. What gives?"
    a. Does not matter

68. MC: "….."
    a. Tell her   [ChrisKnows]
    b. Don't
    Note: Choice 'c' only if [Corrupt] >= 12.
    c. Kill her and take her memories   [Corrupt++] [ChrisKilled]

69. Day to Day Menu (Day 65)

70. Afternoon to Afternoon Menu

71. Night to Night Menu

72. Day to Day Menu (Day 66)

73. MC: "Hmmm..."
    a. I get it   [Michael++]
    b. I don't get it

Note: Will get [Skill++] by default.

74. Night to Night Menu

75. Day to Day Menu (Day 67)

Note: {Dead End 19} if [ChrisKilled].

76. Ella: "Mhm."
    a. Does not matter

77. Ella: "Go on then. Ask away."
    a. Ask first 5 questions
        i. Sub-choices do not matter
    b. Ask for her help with Deryl   [Ella++] {Continue}
    c. Tell her you're going to stop her   {Continue}
    d. Don't say anything   [Ella++] {Continue}

78. Day to Day Menu (Day 68)

79. Afternoon to Afternoon Menu

80. Night to Night Menu

81. Day to Day Menu (Day 69)

82. Afternoon to Afternoon Menu

83. Night to Night Menu

84. Day to Day Menu (Day 70)

Note: If [MoneyTiff], then [$10000000++].

85. Afternoon to Afternoon Menu

86. Night to Night Menu

87. Day to Day Menu (Day 71)

88. Tiffany: "*shrug* It was always going to happen eventually. …"
    a. Aren't you mad you're being forced?
    b. Whatever you say   [Tiffany++]

89. Tiffany: "You'll be brought into the fold eventually, …"
    a. How much time?   [Tiffany++]
    b. I don't think so

Note: Choice 90 only if [Tiffany] >= 3.
90. MC: "Err, good to know...."
    a. Do it   [VirginTiff]

b. Refuse

91. Day to Day Menu (Day 72)

92. Afternoon to Afternoon Menu

93. Day to Day Menu (Day 73)

94. Deryl: "Well yeah. Let's face it pal, your grades could use it."
   a. Fine. Just for a little
      i. Sub-choice does not matter
   b. Nah, I think I'm good

95. Afternoon to Afternoon Menu

96. Night to Night Menu

97. Day to Day Menu (Day 74)

98. MC: "I wonder...."
   a. Open the package   {Dead End 23}
   b. Just deliver it

99. Shopkeep: "Make your choice."
   a. Horn   [Power+=10] [ShopHorn]
   b. Eye   [ShopEye]
   c. Mask   {Back to Choice 99}

1. Afternoon to Afternoon Menu

2. Night to Night Menu

3. Day to Day Menu (Day 75)

4. MC: "(Maybe I've become a little too corrupt....)" or "(But....)"
   a. Yeah, I feel my humanity slipping   [Deryl++] [DerylCold]
      i. Sub-choices does not matter
   b. No, I feel pretty much the same

5. Afternoon to Afternoon Menu

6. Final Menu (Day 76)
   a. This includes the daily and afternoon menus.
   b. This repeats until you tell it to.

7. MC: "Looks like I've got a bit of time. Let's go find my friends."
   a. Gunshop   [MicMall++] [MallEv++]
   b. Sex shop   [DjMall++] [MallEv++]
        i. Does not matter

   c. Karaoke rooms   [EmMall++] [MallEv++]
   d. Cinemas   [AliceMall++] [MallEv++]
   e. Arcade   [DerylMall++] [MallEv++]
        i. Alice's basement   [DerylGift++] [DerylQuest++]
        ii. Powers   [DerylPowers++] [DerylQuest++]
        iii. Ella   [DerylBeach++] [DerylQuest++]
        iv. Whole Story
   f. Pawn Shop   [PawnMall++] [MallEv++]
   g. That's everyone

8.

Character Events

Daryl

1. LookDeryl1   [LDeryl++]
   a. Choices do not matter

Groups

1. VisitLA   [LA++]
   a. Choice 1
      i. Side with Liz   [Liz++]
      ii. Side with Amber   [Amber++]
   b. Other choices do not matter

2. VisitLA 2   [Liz++] [VisitLiz++] [LA++]
   a. Does not matter

Emily

1. VisitEm 2   [VisitEm++] [Emily++]

2. VisitEm 3   [VisitEm++]

3. VisitEm 9   [VisitEm++]
    a. Ask all

4. VisitEm 10   [VisitEm++]
    a. Choice 1
        i. Friends   [Emily++]
        ii. That's rough
    b. Choice 2
        i. Sure
        ii. I'd date her   [Emily++] [EmHot]

5. VisitEm 11   [VisitEm++]

6. VisitEm 12   [VisitEm++]
    a. Offer to pay   [Emily++] [$40--]
    b. Do not offer to pay

7. VisitEm 13   [VisitEm++]
    a. MC: "Yep."
        i. Christie is a bitch
        ii. She's right you know
        iii. You ok?   [Emily++]
    b. Emily: "*shrug* Why bother? Jess will do what she wants."
        i. You kind of let people walk….   [WalkOverEm]
        ii. Whatever's easier for you

8. VisitEm 14   [VisitEm++]
    a. Emily: "Do you know what my problem is Rob?"
        i. Boobs
        ii. Fat
        iii. Dumb
        iv. Weak   [Emily++]
        v. Dad
        vi. Dog
    b. Emily: "What about you MC, …."
        i. Does not matter

9. VisitEm 15   [VisitEm++]
    a. MC: "(So much for standing up for herself.)"

   i. Does not matter

10. VisitEm 16   [VisitEm++]
  a. Jared: "Ugh, you.... Always sticking your nose where it doesn't belong."
   i. Does not matter

11. VisitEm 17   [VisitEm++]
  Note: If [CheerHunt] >= 14, then [Emily++].
  a. Emily: "So you were watching huh?"
   i. Praise her   [Emily++]
   ii. Make fun of her

12. VisitEm 18   [VisitEm++]
  a. Emily: "Oh yeah...."
   i. Does not matter
  Note: Choice 'b' only if [EmKiss].
  b. Ian: "I'm Ian by the way."
   i. Correct him
   ii. Forget it   [Emily++]
  c. Emily: "I guess that was me just chickening out again."
   i. Sounds like it   [Emily++]
   ii. Not necessarily
  d. Emily: "Well, how's your relationship with your father?"
   i. Bad
   ii. Good   [DadGood]
  e. Emily: "Honestly... I'm getting a little sick of it."
   i. Time to cut them loose   [EmCutDad]
   ii. Well, they are your parents

13. VisitEm 19   [VisitEm++]

14. VisitEm 20   [VisitEm++]
  a. Emily: "Yeah."
   i. That's still great
   ii. I thought you weren't ….   [Emily++]
  b. Emily: "I don't have a choice. …."
   i. Does not matter
  c. Thought: "I do wonder what the hell …."
   Note: Choice 'i' only if you have [$20000].
   i. Offer to pay instead   [Emily+=3]
   ii. Offer help figuring it out

15. VisitEm 21   [VisitEm++]
  a. MC: "(The only question is, what do I do about it?)"

    i. Kill everyone here   [Corrupt++]
        1. Give it to him   [EmDadGood]
        2. Don't trust him
    ii. Wait until Tom leaves and ask him about it
        1. Have Tom give it to Emily   [EmDadGood]
        2. Give it to Emily

16. VisitEm 22   [VisitEm++]
    a. Emily: "Thank you again MC. …."
        i. Does not matter

17. VisitEm 23   [VisitEm++]
    a. Emily: "Yes? At literally every opportunity."
        i. No need to be embarrassed   [Emily++]
        ii. I'm just happy to hear you all play
        iii. So why did you call me here?
    b. Emily: "MC! What did you think, did you have a good time?"
        i. Definitely   [Emily+=2]
        ii. Sure   [Emily++]
        iii. Meh   {Stops Event}
    c. Choices do not matter after this

Amber

1. VisitAmber 3   [LA++] [VisitAmber++]

2. VisitAmber 4   [VisitAmber++]

3. VisitAmber 5   [VisitAmber++]
   a. Does not matter

4. VisitAmber 6   [VisitAmber++] [Amber++]
   a. Stop This   [Amber++]
   b. Watch this

5. VisitAmber 7   [VisitAmber++]
   a. Lola: "Oh yeah...? This your boyfriend Amber?"
      i. Yes, I am!
      ii. No. Not yet   [Amber++]
      iii. No
   b. MC: "(Goddamit. I need to be able to touch her when I'm talking to her!)"
      i. Pay up   [Amber++] [$100--]
      ii. Get Amber to convince her

6. VisitAmber 8   [VisitAmber++]
   a. Does not matter

7. VisitAmber 9   [VisitAmber++]
   a. Does not matter

8. VisitAmber 10   [VisitAmber++]
   a. Neil: "Huh? Oh, it's you."
      i. Threaten them   [Amber++]
      ii. Persuade them
   b. MC: "I see..."
      i. Offer her money   [$500--] [Amber+=3]
      ii. The life of a college student sucks
   c. MC: "(Ha, that was a pretty cute reaction. For Amber at least.)"
      i. Mess with her a bit   [Amber++] [MarryAmber]
      ii. Just get to the point
   d. MC: "I...."
      Note: Choice 'i' only if [Amber] >= 3.
      i. I love you   [Amber++] [KissAmber]
      ii. I feel the same way
      iii. I get it, get off me

9. VisitAmber 11   [VisitAmber++]

10. VisitAmber 12   [VisitAmber++]
    a. MC: "Huh."
        i. Does not matter
    Note: Choice 'b' only if [KissAmber].
    b. Amber: "I was just surprised to hear that he'd be ok with someone …."
        i. Compliment her   [Amber++]
        ii. Tell the truth

11. VisitAmber 13   [VisitAmber++]
    a. MC: "Amber...."
        i. Does not matter
    Note: If [KissAmber], will get sex scene.

12. VisitAmber 14   [VisitAmber++]
    a. Dean: "*cough* *wheeze* Y-You, who are-"
        i. Does not matter

13. VisitAmber 15   [VisitAmber++]
    a. Amber's Mom: "Oh and of course you as well."
        i. Support Amber   [Amber+=3] [SupportAmber]
        ii. Not my problem
    b. Any other choice does not matter.
    Note: Will get [AmberDate] if [KissAmber].

1. VisitLiz 3   [VisitLiz = 1]
   a. Chose NTR route or non-NTR route

2. VisitLiz 4   [VisitLiz++]
   a. Choice 1 (non-NTR)
      i. No
      ii. None of your business   [Liz++]

3. VisitLiz 5   [VisitLiz++]
   a. Choice 1 (non-NTR)
      i. Make a move   [FuckLucy]
      ii. Not interested in   [Liz++]
          1. Choices do not matter

4. VisitLiz 6   [VisitLiz++]
   a. [Liz++] if on non-NTR route

5. VisitLiz 7   [VisitLiz++]
   a. Choice 1 (non-NTR Route?)
      i. Race again?
      ii. Make a move on her?   [Liz++]
          1. Yeah
          2. We'll see   [Liz++]

6. VisitLiz 8   [VisitLiz++]
   a. Choice 1 (NTR Route)
      i. Kill them   [KillNTR]
      ii. I'm cumming
   b. [Liz+=5] (Non-NTR route)

7. VisitLiz 9   [VisitLiz++]
   a. Choice 1 (non-NTR)
      i. Does not matter
   b. Choice 2 (non-NTR)
      i. You will help me
      ii. You will be taken care of   [HelpLucy]

8. VisitLiz 10   [VisitLiz++]
   a. Choice 1 (NTR route and [KillNTR])   [Power++] [Corrupt++]
      i. Does not matter
   b. Choice 2 (Non-NTR path)
      i. Kill him   [EricDead] [Power++] [Corrupt++]
      ii. Spare him

c. Choice 3 (Non-NTR path)
    i. Tell her about the monsters   [Liz++]
    ii. It's nothing
d. Choice 4 (Non-NTR path)
    i. Does not matter
e. Choice 5 (Non-NTR path)
    i. I love you too   [LizDate]
    ii. Yeah, you're right

Demi

1. DemiEvent 18   [VisitDemi++]
   a. Choices do not matter

2. DemiEvent 21   [VisitDemi++]
   a. Strip down   [Demi++] [SexDemi]
   b. Refuse

3. DemiEvent 22   [VisitDemi++]

4. DemiEvent 23   [VisitDemi++]

5. DemiEvent 24   [VisitDemi++]
   a. Comics   [Public+=30]
   b. Costumes   [Gov+=30]
   c. Both   [Public+=15] [Gov+=15]

6. DemiEvent 25   [VisitDemi++]
   a. Choices do not matter

7. DemiEvent 26   [VisitDemi++]

8. DemiEvent 27   [VisitDemi++]
   a. I guess so   [Demi++]
   b. I wouldn't say that

9. DemiEvent 28   [VisitDemi++]
   a. 1ˢᵗ Choices does not matter
   b. 2ⁿᵈ Choice
      i. Suppress Demi   [ControlDemi = False]
      ii. Control Demi

10. DemiEvent 29   [VisitDemi++]
    a. Thought: "It's clear I hit a big nerve. …."
       i. Taunt her
       ii. Let it go
       iii. Placate her   [QuitClubDemi]

11. DemiEvent 30   [VisitDemi++]
    a. Demi: "Hehe….?"
       Note: Choice 'i' only if [Corrupt] >= 6.
       i. Kill Demi   [Corrupt++] {End Demi Route}
       ii. Just admit it

12. DemiEvent 31   [VisitDemi++]

13. DemiEvent 32   [VisitDemi++]
    a. Demi: "Please, Pleeeaase don't hurt her! …"
       Note: Choice 'i' only if [Corrupt] >= 6.
       i. Kill Clover   [Corrupt++] {End Demi Route}
       ii. Spare her
           1. Clove's right   [CloverJail]
           2. It's not your fault [Demi+=3]
           3. Just forget about it [Demi++]

14. DemiEvent 33   [VisitDemi++]
    a. Demi: "It's all up to you!!"
       i. Love and yaoi   [Public+=100]
       ii. Harrass the cops   [Gov-=100]
       iii. Teach the haters   [Public-=100]
       iv. Write letters to the government [Gov+=100]

Other Events

Training

1. Train 1   [Train++] [Power++]
   a. Choice 1
      Note: Choose 'i' to do both.
      i. Specific Areas   [Arms++]
      ii. Whole Body   [Transf++]
         1. If you do not masturbate, you will get choice 'i' if you did not choose it specifically.

2. Train 2   [Train++] [Power++]

3. Train 3   [Train++] [Power++]

4. Train 4   [Train++] [Power++]
   a. Will get [CharMemories++] for whichever character chosen.

5. Train 7   [Train++] [Power++]

6. Train 8   [Train++]

7. Train 9   [Train++]

8. Train 15   [Train++]
   a. Reveal   {Dead End 6}
   b. Secret
      i. Thanks   [Ella++]
      ii. Leave

9. Train 21   [Train++] [Power++]

10. Train 22   [Train++] [Power++]
    a. How do I do it?   [Ella++]
       i. Does not matter
    b. Not happening

11. Train 42   [Train++] [Power+=2]

12. Train 43   [Train++] [Power+=2]

13. Train 44   [Train++] [Power+=2]

14. Train 45   [Train++] [Power+=2]

15. Train 46   [Train++] [Power+=2]
    a. Go all in
    b. Be careful   {Dead End 22}

16. Train 47   [Train++] [Power+=2]

17. Train 48   [Train++] [Power+=2] [Energy++]
    Note: Choice 'a' if [Corrupt] >= 6.
    a. Kill him   [Corrupt++] [Power++]
    b. Run

18. Train 49   [Train++] [Skill++] [Michael++]

19. Train 50   [Train++] [Skill++] [Michael++]

20. Train 51   [Train++] [Skill++] [Power++]

21. Train 52   [Train++] [Skill++] [Power++]

22. Train 53   [Train++]

23. Train 54   [Train++]

24. Train 55   [Train++]
    a. MC: "Hmph, alright."
        i. Kill the servants   [MinyakSmart++]
        ii. Armor up
    b. MC: "Looks like it's just you and me now babe, lets see what you got..."
        i. Directly
        ii. Indirectly   [MinyakSmart++]
    Note: if [MinyakSmart] == 2, then [Skill+=2], [Power+=2]. If == 1, then [Skill++], [Power++].

25. Train 56   [Train++] [Skill++] [Power++]

26. Train 57   [Train++]

27. Trian 58   [Train++]
    a. Ella: "So, did it work, or are you still mad about Deryl?"
        i. Of course I'm mad   [MadElla]
        ii. No, fuck Deryl
        iii. You looked different a second ago
    b. Ella: "Curious huh? Should I take that as a yes?"
        i. Yes   [EarFuckElla]
            1. Does not matter

ii. No

Cheerleader

1. CheerLeaderHunt 2   [CheerHunt++] [Deryl++]
   a. Does not matter

2. CheerLeaderHunt 3   [CheerHunt++]
   a. Choice 1
      i. Female
      ii. Futa   [Futa]

3. CheerLeaderHunt 7   [CheerHunt++]
   a. Punch Dean   [PunchDean]
   b. Strip Teacher

4. CheerLeaderHunt 8   [CheerHunt++]

5. CheerLeaderHunt 12   [CheerHunt++]

6. CheerLeaderHunt 11   [CheerHunt++]
   a. Need to get this one to get invited to party with the cheerleaders

7. CheerLeaderHunt 15   [CheerHunt++] [Skill++]
   a. Choice 1
      i. Chicks
      ii. Dudes   [MCIntoDudes]

8. CheerLeaderHunt 16   [CheerHunt++] [Skill++]

9. CheerLeaderHunt 17   [CheerHunt++] [Skill++]
   a. Choice 1
      i. Maybe a bit
      ii. Great   [Jess++]
   b. 2nd Choice does not matter
   c. Choice 3
      i. Dump him
      ii. Talk it out   [DumpJared++]
   d. Choice 4
      i. Hero   [JessAndHero]
      ii. If you say so

10. CheerLeaderHunt 18   [CheerHunt++]
    a. Does not matter

11. CheerLeaderHunt 19   [CheerHunt++]
    a. Does not matter

12. CheerLeaderHunt 20   [CheerHunt++] [Jess++] [Tess++]
   a. 1st Choices does not matter
   b. 2nd Choice
       i. Lets go   [Tess++]
       ii. No thanks

13. CheerLeaderHunt 21   [CheerHunt++] [Jess++] [Tess++]
   a. 1st Choice
       i. Smash   [TennisAliceW]
       ii. Go for Tess
   b. Other choices do not matter

14. CheerLeaderHunt 22   [CheerHunt++] [Jess++]
   a. Does not matter

15. CheerLeaderHunt 23   [CheerHunt++]
   a. 1st Choice
       i. Alright   [Jess++]
       ii. No

16. CheerLeaderHunt 24   [CheerHunt++] [Jess++]
   a. Truth   [JessKnows]
       i. Other choices do not matter
   b. Secret

17. CheerLeaderHunt 25   [CheerHunt+=2] [Jess++]
   a. Choice 1
       i. Brutally
           1. Sub-Choices do not matter until next one
           2. Sub-Choice
               a. Punch him
               b. Break his arm   [JaredArmBreak]
       ii. Sexually   [Slut++] [JaredSexPunish]
           1. Break   [JaredDickBreak]
           2. Strangle

Toilet/Glory Hole

1. GloryEvent 2   [Glory++]

2. GlroyEvent 3
   Note: Choice 'a' only if [CheerHunt] <= 14.
   a. Men's Side
   Note: Choice 'b' only if [CheerHunt] >= 2.
   b. Women's Side
      i. Suck   [Slut++]
      ii. Do not
   Note: Choice 'c' only if [Day] >= 16.
   c. Use the Toilet

Masturbate

1. Masturbate 1   [Mas++]
   a. Small Dildo
   Note: Choice 'b' only if [BigDildo].
   b. Large Dildo
   c. Tentacles

1. Gym 15
   a. Version 1   [VisitAngelina++] (if [VisitAngelina] != 1)
      i. Nah
      ii. Let's do it   [VisitAngelina++] [Angelina+=2]

2. Gym 16   [VisitAngelina++] [Angelina+=3]

3. Gym 17   [VisitAngelina++]

4. Gym 18   [VisitAngelina++]
   a. Admit   [TruthAng] [Angelina++]
   b. Deny   [VisitAngelina+=99]
      i. No more Angelina route

5. Gym 19   [VisitAngelina++]
   a. No Choices

6. Gym 20   [VisitAngelina++]
   a. Angelina: "I-I know. Gross right?"
      i. They are a little big
      ii. Fuck no, they're hot as hell   [Angelina++]
   b. MC: "Ok, ok. Hmm..."
      i. Does not matter nor does 1st sub-choice
   c. MC: "Ok..."
      i. I get around
      ii. Pretty barren
      iii. I'm seeing someone   [Angelina--]
   d. Choice about body type vs. personality does not matter
   e. Choice about boob size does not matter
   f. Choice about cock size does not matter
   g. Choice about growing body parts does not matter
   h. Angelina: "Anyway, you should be getting home soon. Last question."
      i. Last boyfriend   [KnowAngBF]
      ii. Hook up with a student?

7. Gym 21   [VisitAngelina++]

8. Gym 22   [VisitAngelina++]
   a. Angelina: "Thanks, I'll see you in a bit."
      i. Does not matter
   b. Angelina: "It must be handy, being able to do so much."
      i. I peep on girls changing
      ii. I fight monsters   [Angelina++]

   iii. No
  c. Angelina: "I know... This one is exclusively …."
    i. Yes   [Angelina++]
    ii. No
  d. MC: "(Fucking hell, it's so fast... How should I deal with this thing?)."
    i. Armor up   [AngKilled] {End of Route}
      1. Choices do not matter
    ii. Turn into an eagle
      Note: Choice 1 only if [Corrupt] >= 10.
      1. Eat the monster's corpse [Corrupt+=3]
      2. Dispose of the monster's corpse

9. Gym 23   [VisitAngelina++]
  a. MC: "(Damn, she's really depressed. Understandable I suppose, …."
    i. Decrease yourself   [ShrinkAng++]
    ii. Living with   [TalkOutAng++]
    iii. Someone else?

Frat House/Zombies

1. ZombieEvent 25   [VisitZombie+=2]
   a. Choices do not matter
   b. If lose virginity to zombie, then [VirginZombie].

2. ZombieEvent 26   [VisitZombie++]
   a. Choices do not matter

3. ZombieEvent 27   [VisitZombie++]
   a. Choices do not matter

4. ZombieEvent 28   [VisitZombie++]
   a. Bailey: "*whisper* [master], can I eat him?"
      i. Yes   [ZombEeatBF]
      ii. No

5. ZombieEvent 29   [VisitZombie++]
   a. Bailey: "So please [master]...."
      i. Eat her   [BaileyEaten] [BaileyWilling] [Corrupt++]

      ii. Don't eat Bailey

Prison Events

1. FuckBoiEvent 1   [FuckBoi++]
   a. Does not matter

2. FuckBoiEvent 2   [FuckBoi++]

3. PrisonGuard 1   [PrisonGuard++]
   a. Does not matter

4. PrisonGuard 2   [PrisonGuard++]
   a. Does not matter

5. PrisonBrianna 1   [PrisonBrianna++]

6. PrisonBrianna 2   [PrisonBrianna++]
   a. Get her to fuck you   [FuckBrianna]
   b. Just curios

7. PrisonAlice++   [PrisonAlice++]
   a. Does not matter