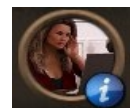


By [Faerin Games](#)
Quick-Guide v0.9.4.5

Table of Contents	
Staff hiring	2
Bar (“Normal” mode only)	2
Restaurant/Kitchen (“Normal” mode only)	3
Fitness (“Normal” mode only)	3 - 4
Sauna (“Normal” mode only)	4
Massage parlor (“Normal” mode only)	4
Pool (“Normal” mode only)	4
Yoga (“Normal” mode only)	4
Club (“Normal” mode only)	4 - 5
Staff traits (“Normal” mode only)	5 - 6
Exploring (see also “ Guests ”)	6 - 7
Guests	8 - 10
Staff tier events (options to select) Julia , Amber , Riley , Kay , Laura , Annika , Hana , Catalina .	11 – 15 (click here to see the MC’s events).
Tarot cards (Tier 1 , Tier 2 , Tier 3) (“Normal” mode only)	16 - 18
Items found in the attic, lake and store (“Normal” mode only)	19
Room/facility upgrades (“Normal” mode only)	20 - 22
Bonus scene with Isabella (“Normal” mode only)	23

To access the in-game hints, go into Settings and make sure “Show hints on progression events” is enabled. Make sure “Play videos” is checked in the game’s Settings screen.

To view the girls’ hints, go to the Staff screen and hover your mouse pointer over the italicized “*f*”.



Please note, the following changes have been made which impact “Story” mode only.

- Items for renovated rooms in the attic, lake and general store are disabled.
- Tarot cards are disabled.
- Guest interactions (except guest events) are disabled.
- Staff/guest traits are disabled.



- Assigning staff to locations is disabled.
- Leveling up staff skills via Amanda are disabled (though she is still required for some images in the staff gallery).
- Room upgrades are disabled.
- Accessing the cave is disabled.
- Items for bonus reward is disabled.
- Isabella's bonus scene is disabled.
- The lake is disabled.

Staff Hiring

Amber	Explore the manor on or just after day 2 (you should see the MC eating a sandwich). She will start work the following morning (<i>requires the manor to be at level 1</i>).
Riley	Explore the manor in the morning (you should see Amber in the lobby talking on her phone). She will start work the morning after she arrives (<i>requires the manor to be at level 2</i>).
Kay	Renovate the fitness center and the maintenance room (<i>requires the manor to be at level 2</i>). She will start work later that same day.
Laura	Kay will become sick and Micky will offer to renovate the healthcare facility for free (<i>requires the manor to be at level 3</i>).
Annika	Explore the Forest Queen in the morning then in the afternoon (<i>requires the manor to be at level 3</i>).
Hana	Explore the manor in the morning, then in the afternoon and again at night. Explore the Sheriff's Office . Explore the manor again at night, then visit the sheriff's office again during the day (<i>requires the manor to be at level 4</i>). <i>Note: Security room can only be renovated when Hana shows up for work.</i>
Catalina	Explore the town in the morning or afternoon (<i>requires club renovation</i>).

Guest requests/orders (not available in "Story" mode)

.Bar.*

- Dutch beer = Heineken
- German beer = Warsteiner
- Scottish good stuff/Scottish nectar = Scotch
- American nectar = Bourbon
- French good stuff = Cognac
- Cocktail with tomato juice = Bloody Mary
- Cocktail with some cranberry juice = Cosmopolitan
- Cocktail with some orange juice = Screwdriver
- Cocktail with rum = Mai Tai
- Cocktail with vodka = Cosmopolitan
- Beer, American brand = Miller High Life
- Cocktail with some tequila = Margarita
- Champagne = A glass of Brut



Red wine = A glass of Merlot
White wine = A glass of Sauvignon Blanc
Some white wine = A glass of white wine
Some red wine = A glass of red wine
A French drink = Cognac
(bar cont'd)
American drink = Bourbon
A cocktail with brandy = Sidecar
Cocktail with gin = Negroni
Cocktail with whiskey = Boulevardier

.Restaurant/Kitchen.*

Asian breakfast = Spring rolls
Japanese food = Tempura
Indonesian food = Nasi goreng
French food = Ratatouille
French food = Coq au vin
French breakfast = Croissant with jam
Indian food = Biryani
Colombian breakfast = Changua
Swedish breakfast = Pannkakor
Polish breakfast = Jajecznica
Italian food/typical Italian food = Lasagna
English diner = Cottage pie
A Finnish breakfast = Puuro
An Argentinian breakfast = Medialunas
Russian food = Pelmeni
Korean food = Bulgogi
Bulgarian breakfast = Banitsa
English food = Beans on toast
Mexican food = Enchiladas
Italian food = Risotto
English breakfast = Beans on toast
Serbian food = Ćevapi
Something sweet = Pancakes with syrup
Quick breakfast = Breakfast cereal
Some soup = Tomato soup
Some cereal = Breakfast cereal
A salad = A salad
Some fish = Smoked salmon
Something healthy = Fruit platter
Some meat = A cheeseburger
Junk food = Hamburger
Something spicy = Chili
Something healthy = A fruit platter
Lunch, something sweet = Pancakes with syrup
Lunch, something healthy = A fruit platter
Sweet breakfast = Pancakes with syrup
Healthy breakfast = A fruit platter
A hamburger = A hamburger
Some vegetables = A salad

.Fitness Center.*

Improve my posture = Strengthening your core

(fitness cont'd)

More muscle mass = Low reps with heavy weight
More muscle tone on my arms and legs = Lifting weights
Improve my endurance = Cardio
More muscle definition = High reps with light weight
Lower back pains = Strengthening your core
Improving posture = Core stability
More muscle mass = Low reps with heavy weight
More muscle tone = Weightlifting
Overall endurance = Cardio
Work on my lats = Chin-ups
More muscle definition = High reps with light weight
Lower back pains = Core stability
Decent workout = Medium workout
A real challenge = A heavy workout
Improve my condition = Cardio
Go easy on me = A light workout
Muscle endurance = High Reps with light weight
Work on my quads = Squats
Work on my traps = Upright rows

.Sauna.*

That uses light = Infrared sauna
That uses a stove = Traditional sauna
A sauna where water is boiled = A steam room
Not too hot = Infrared sauna
Nice and hot, but no steam = A dry sauna
Nice and hot, and some steam = Traditional sauna
A moderately hot sauna with as much humidity as possible = A steam room
A moderately hot sauna with low humidity = Infrared sauna
A very hot sauna with low humidity = Traditional sauna
Not too hot and without steam = Infrared sauna
Nice and hot, plenty of steam = Traditional sauna

.Massage parlor.*

A massage to relieve tension in my muscles = Deep-tissue massage
Haven't been feeling very flexible = Thai massage
Light massage/Mild massage/Go easy/Be gentle = Swedish massage
Knots between shoulders/knots in back = Deep-tissue massage
A more active form of massage to stretch my body/Full body = Thai massage
A nice relaxing massage = A Swedish massage
Muscles have been feeling very sore/neck pains = Deep-tissue massage
Indian massage = Champissage massage
Japanese massage = Amatsu massage
Hawaiian massage = LomiLomi
Where you use scented oils = Aromatherapy
Where you use stones = A hot-stone massage
A regular massage = Swedish massage

.Pool.*

Best stroke for improving posture and hip flexibility = Back stroke
Best stroke for improving chest, back and lat muscles = Breast stroke
Core and upper body = Butterfly stroke
Burn as many calories as possible = Butterfly stroke





(pool cont'd)

Burn as little calories as possible = Breast stroke

Cover as much distance as possible = Freestyle

.Yoga.*

Pose that stretches upper and lower body = The downward facing dog

Pose that stretches my spine = The cobra

Focuses on steady breathing = The lotus

.Club.*

A rap song = Lose yourself

(Club cont'd)

A Madonna song = Like a virgin

A Michael Jackson song = Beat it

A song from the eighties = Billy Jean

A Queen song = Bohemian Rhapsody

A song from the seventies = Stairway to Heaven

A ballad = Purple Rain

A pop song = Baby one more time.

A French dance = The Can-Can

A Dominican dance = The Bachata

An Angolan dance = Kizomba

A song from the nineties = I will always love you

Employee Traits (not available in "Story" mode)*

★ Exotic- increase guest satisfaction by 10% when working in the club

★ Vigilant - the security stat decreases 5% less each turn

★ Yogi - increases guest satisfaction by 10% when working in the yoga studio

★ Fitness freak- increases guest satisfaction by 10% when working in the gym

★ Diplomatic - allows you to re-roll your lobby with new guests an additional 2 times

★ Nurturing - the healthcare stat decreases 5% less each turn

★ Technician - the maintenance stat decreases 5% less each turn

★ Neat freak - the housekeeping stat decreases 5% less each turn

Dexterous - increases guest satisfaction by 5% when working in the massage parlor

Dexterous II - increases guest satisfaction by 10% when working in the massage parlor

Dexterous III - increases guest satisfaction by 15% when working in the massage parlor

Flexible - increases guest satisfaction by 5% when working in the yoga studio

Flexible II - increases guest satisfaction by 10% when working in the yoga studio

Flexible III - increases guest satisfaction by 15% when working in the yoga studio

Popular - increases guest satisfaction by 5% when working in the club

Popular II - increases guest Satisfaction by 10% when working in the club

Popular III - increases guest Satisfaction by 15% when working in the club

Perceptive - decreases efficiency by 5% when working in security

Athletic - increases guest satisfaction by 5% when working in the gym

Cool-headed - increases guest satisfaction by 5% when working in the sauna

Grease Monkey - increases efficiency by 5% when working in maintenance

Foodie - increase guest satisfaction by 5% when working in the kitchen

Underpaid - reduces this staff members wages by 50%

Water rat - increases guest satisfaction by 5% when working in the pool

Empathetic - increase satisfaction by 5% when working in Healthcare

Polite- increases guest satisfaction by 5% when working in the restaurant

Charming- increases guest satisfaction by 5% when working in the bar

Power napper- this staff member restores 25 additional energy when taking a break

Meticulous - increases efficiency by 5% when working in housekeeping

Hoarder - this character gains an additional item slot (max.3)
Adept - this staff member gains 50% increase experience when working

★ = Specific to that staff member.

* This list may be incomplete.

Julia gets a trait at levels: 2, 3, 4 and 5 (not counting the "Supportive" trait).
Amber gets a trait at levels: 2, 3, 4 and 5 (not counting the "Loyal" trait).
Riley gets a trait at levels: 2, 3, 4 and 5 (not counting the "Loyal" trait).
Kay gets a trait at levels: 2, 3, 4 and 5.
Laura gets a trait at levels: 3, 4 and 5 (not counting the "Healthy" trait).
Hana gets a trait at levels: 3 (two traits as soon as she is hired), 4 and 5.
Annika gets a trait at levels: 2, 3, 4 and 5.
Catalina gets a trait at levels: 3 (two traits as soon as she is hired), 4 and 5.

Note: "levels" refer to the staff's skill levels, not the level of the Manor.

Exploring

Level 1

See [Items found in attic](#) for more detail about location and items.. Please note, finding items for the renovated rooms are disabled in "Story" mode.

Explore the Royal Stag in the mornings or afternoons and talk to Richard. Ask about him, Libby and Dad.

Level 2

Explore the Forest Queen in the mornings or afternoons. Talk to Lady Emily and ask about her, The Forest Queen, Mystwood Manor and The Royal Stag.

Level 3

Explore the Forest Queen in the morning or afternoon to see a young lady asking about a job. See how to hire [Annika](#).

Explore the Royal Stag in the morning or afternoon and ask for help with training your staff. Renovate the study then explore the Royal Stag again during the morning or afternoon.

Level 4

Explore the sheriff's office – See also how to hire [Hana](#).

Explore the Manor at night (after hiring Hana).

Exploring the woods – This is a random event, but you will need to locate the well, a cave (not available in "Story" mode) and an imp in the forest. Talk to [Orville Nestor](#) about the Latin inscription at the well during his events (you will need to read the inscription first before talking to him about it). Search the woods during the day for a bronze crown (not available in "Story" mode).

Wishing well – Depending on the option you select -- **Fama** or **Fatum** – will result in either increased hotel reputation or destiny points (respectively). Talk to [Orville Nestor](#) during his stay to ask about the Latin inscription on the well.

\$100 = 0

\$500 = 50



(exploring cont'd)
\$1000 = 100

Exploring Isabella's cottage - Visit Isabella in the evening or at night for another reading (requires destiny bar to be full). Note, if you already have all (57) tarot cards, you will **not** be able to get another reading (not available in "Story" mode). Visit her cottage during the day.

Explore the town – See hiring [Catalina](#) (requires Manor level 5).

Exploring the bank – Explore the bank during the day. Note: this is one of the [MC's](#) events ("Cracking the case"). *Note: you must have already spoken with the banker in the Manor's lobby for the bank to unlock on the exploration map (requires Manor level 2)*

Paying off the debt – (requires \$200,000).

Exploring Detective Quinn's office – Go to his office during the day. *Note: this is one of the MC's events ("Duly noted").*

Royal Stag/Forest Queen – Visit the Royal Stag and the Forest Queen in the morning or afternoon. Talk to Richard and Lady Emily about The Spider.

Forest Queen – Talk to Lady Emily about the Black Widow.

Fizwill - Speak to Fizwill (pills: red, purple and pink). The red pill removes a negative trait, the purple pill resets all traits and the pink pill allows you to re-roll trait choices per shift (not available in "Story" mode).

Exploring the general store. Purchase all of the items there (items for the Manor are only applicable on a new playthrough. Not available in "Story" mode).

Explore the lake. Bronze spider figurine (*requires safe deposit box at the bank to be completed*). Not available in "Story" mode). Other items for the Manor can also be found here as well. See the complete list [here](#). Small bonus scene with Libby (not available in "Story" mode).

Explore the cave. Crown on the 1st statue. Bronze spider figurine on the 2nd statue. Small bronze rectangle on the 3rd statue (not available in "Story" mode).

Explore Isabella's cottage during the day. Small bronze rectangle (not available in "Story" mode).





Figurine from middle statue (requires newly discovered items to be placed on the appropriate statue) – Equip this item for bonus "outfit" (not available in "Story" mode).

Explore the attic in the Manor during the day. Here you will find the remaining items for the Manor. See the complete list [here](#) (items not available in "Story" mode).





Explore the Royal Stag in the evening or at night. Requires all of the events to be completed.

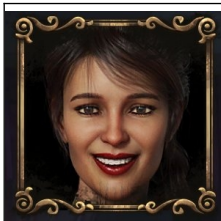


Guests

 <p style="text-align: center;">Denise Farrow</p>	<p>Denial - N/A</p>	<p>Anger - N/A</p>	<p>Bargaining - Yes.</p>	<p>Depression - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. screen).</i></p>	<p>Acceptance - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. screen).</i></p>
 <p style="text-align: center;">Diego Alvarez</p>	<p>#bigdeal - N/A <i>(Requires guest level 1).</i></p>	<p>#fitgirl – Put him in his place. <i>(requires guest level 2. Requires Riley to be assigned to the gym. Requires guest to be in the gym in the morning or afternoon).</i></p>	<p>#mommysboy - N/A <i>(requires Diego to be at least guest level 3).</i></p>	<p>#karma - N/A <i>(requires Diego to be at least guest level 4. Requires Sofia to be staying at the Manor).</i></p>	<p>#payback - Apologize to Laura. <i>(requires Diego to be at least guest level 5. Requires Laura to be hired. Requires Sofia to be staying at the Manor).</i></p>
 <p style="text-align: center;">Jim Dalson</p>	<p>A friendly wager - N/A <i>(requires guest level 1).</i></p>	<p>On the house - Yes. Tokyo, Delhi, Shanghai. <i>(requires guest level 2).</i></p>	<p>The real deal – Yes. Elvis Presley, The Beatles, Michael Jackson <i>(requires guest level 3).</i></p>	<p>Upping the ante – Yes. Avengers: Endgame, Avatar, Titanic <i>(requires guest level 4).</i></p>	<p>High stakes – Yes. Volkswagen Gulf, Toyota Corolla, Ford F-Series <i>(requires guest level 5).</i></p>
 <p style="text-align: center;">Karen McQueen</p>	<p>Ms. McQueen - N/A</p>	<p>Loud - Doesn't matter which girl you select. <i>(requires at least guest level 2).</i></p>	<p>Condescending – Doesn't matter which girl you select. <i>(requires Karen to be at least guest level 3. Requires Martin to be staying at the Manor).</i></p>	<p>Resentful - Doesn't matter which girl you select. <i>(requires Karen to be at least guest level 4. Requires Denise to be staying at the Manor).</i></p>	<p>Call me Karen - N/A <i>(requires Karen to be at least guest level 5).</i></p>



 <p>Martin Goodman</p>	<p>Writer's block - N/A</p>	<p>Forbidden temple - N/A</p>	<p>Pirate treasure - N/A</p>	<p>Healing powers - N/A</p>	<p>Foreign waters - N/A</p>
 <p>Miguel Alvarez</p>	<p>Friends in high places – N/A (requires guest level 1).</p>	<p>A simple misunderstanding – Refuse (requires guest level 2).</p>	<p>Like father, like son – N/A (requires guest level 3).</p>	<p>Once a cheater... - N/A (requires Miguel to be at least guest level 4. Requires Amber to be assigned to the restaurant.)</p>	<p>Always a cheater - (requires Miguel to be at least guest level 5. Requires Amber to be assigned to housekeeping. Requires "Boy toy" for Sofia to be completed.)</p>
 <p>Nora Walsh</p>	<p>Paranormal activity - N/A (requires guest level 1).</p>	<p>A strange feeling - N/A (requires at least guest level 2).</p>	<p>Exposed - Yes. (requires at least guest level 4).</p>	<p>Temptation - N/A (requires guest level 4).</p>	<p>Carnal desire - Of course! Of course I do! (Note: increase the animation speed to max).</p>
 <p>Orville Nestor</p>	<p>Once upon a time - When Orville checks in, be sure to check on him during his stay (requires guest level 1).</p>	<p>A dying wish - When Orville checks in, be sure to check on him during his stay (requires guest level 2).</p>	<p>A blessing or a curse? - When Orville checks in, be sure to check on him during his stay (requires guest level 3).</p>	<p>Reconciliation - When Orville checks in, be sure to check on him during his stay (requires guest level 4).</p>	<p>Betrayal - When Orville checks in, be sure to check on him during his stay (requires guest level 5).</p>

 <p>Sofia Fernandez</p>	<p>Starstruck - N/A</p>	<p>Narcissistic - N/A</p>	<p>Marriage crisis - Yes. <i>(requires Sophia to be at least guest level 3. Requires Miguel to be staying at the Manor. Requires "A simple misunderstanding" for Miguel to be completed).</i></p>	<p>Boy toy - Flirt with her. <i>(requires Sofia to be at least guest level 4).</i></p>	<p>A woman scorned - N/A Check on her at night <i>(requires Sofia to be at least guest level 5. Requires "Always a cheater" from Miguel to be completed).</i></p>
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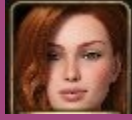


Staff Tier Events

This section will only include the **options** you should select when checking on staff.

N/A – Not applicable; meaning there are no options you need to select. Just allow the scene(s) to play out.

 Julia				
Tier 1	Relax a little - Talk to her.	What's cooking? - Hot.	I smell a rat – Look inside. Yes.	A good night sleep – It's all thanks to you.
Tier 2	A new uniform - N/A	A slip of the tongue - N/A	Sweet dreams - N/A	
Tier 3	Under her skirt - N/A	IT support – Talk to her.	Getting sweaty - N/A	Relieving tension – Leave your room. Yes. Yes.
Tier 4	Showing off – Yes.	A goodnight kiss - N/A	Caught up in the moment - N/A	
Tier 5	A hot night – Yes. Get a little closer.	No one will see us – Yes.	Slippery when wet - N/A	Dinner and a movie - N/A
 Amber				
Tier 1	Nap time - Go inside. Get angry.	A quick break - Confront her. Be understanding.	A different angle - Talk to her. Tell the truth.	
Tier 2	Maid to measure - N/A	A fresh start - Agree.	Eavesdropping - Follow her.	
Tier 3	Redecorating - Enter her room. Of course I should.	Say cheese - N/A	Mirror, mirror - Follow her.	
Tier 4	Sleepwalking - Eavesdrop.	An unexpected phone call - N/A	An unfortunate interruption - N/A	
Tier 5	Unfinished business - N/A	Morning massage - N/A	Playing footsie - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. Also note, "Play videos" must be enabled via the game's settings screen).</i>	



Riley

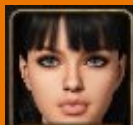
Tier 1	How do I look? - Listen in.	Blowing off some steam - Go talk to her.	Warming up - Talk to her anyway.
Tier 2	Mr. Mowo - Yes.	Working out - N/A	Right on time - N/A
Tier 3	Locker room secrets - Of course.	Fool me once - N/A	Under pressure - N/A
Tier 4	Rude awakening - N/A	Gossip girls - Check the sauna.	Extra care - N/A
Tier 5	Wake-up service - N/A	Personal training - N/A	One more round - N/A <i>(requires Amber's love stat to be at 75).</i>



Kay

Tier 1	The apple doesn't fall - Yes. I'm sure she doesn't mind.	Far from the tree - Need anything? Working in the kitchen?	Sleepwalking - N/A
Tier 2	Getting acquainted - N/A	Great minds - Yes.	Bottoms up! - Have a drink <i>(requires Julia's "Getting sweaty" to be completed).</i>
Tier 3	Size matters - N/A	Quid pro quo - N/A	Two big distractions - Walk up to them.
Tier 4	Turning tables - N/A	Safety goggles - N/A	Indecent proposal - Have a drink.
Tier 5	Surprise - N/A	Looking out for her - N/A	





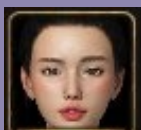
Laura

Tier 1	A fresh start - Yes.	Making ends meet - N/A	Eager to learn - Yes.
Tier 2	Just a compliment - N/A	Take a deep breath - Yes.	Piercing cold - N/A
Tier 3	Perfect curves - N/A	Taking the initiative - N/A	Guinea pig - Yes.
Tier 4	A new uniform - Yes.	Stress relief - N/A	Returning the favor - Yes.
Tier 5	A special surprise - N/A	Dress code - N/A	Anything you want - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. Also note, "Play videos" must be enabled via the game's settings screen).</i>



Annika

Tier 1	Feels like home - N/A	Staying in shape - N/A	Topless - Yes.
Tier 2	My precious - N/A	Quite a catch - N/A	Keeping a promise - N/A
Tier 3	Morning yoga - Yes.	Rubbing it in - Yes.	Win or lose - N/A
Tier 4	An unexpected visit - N/A	Being flexible - Yes. <i>(Note: this event is required to renovate the Yoga room).</i>	Playing by the rules - N/A
Tier 5	No more games - N/A	Evening yoga - Yes.	Skinny Dipping - Yes.



Hana

Tier 1	Security check - N/A	A different skill - N/A	A beautiful voice - N/A <i>(Note: this event is required to renovate the Club).</i>
Tier 2	No more running - N/A	Inked - Yes.	A loose cable - N/A
Tier 3	Sword practice - N/A	A bruised ego - N/A	Caught in the act - Yes.
Tier 4	Rehearsal - N/A	Family reunion - N/A	A happy ending - N/A
Tier 5	Security meeting - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. Also note, "Play videos" must be enabled via the game's settings screen).</i>	Self-defense - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. Also note, "Play videos" must be enabled via the game's settings screen).</i>	Submission - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop. Also note, "Play videos" must be enabled via the game's settings screen).</i>



Catalina

Tier 1	Stage presence - N/A	Employee perks - N/A	Perfectly balanced - N/A
Tier 2	Settling in - N/A	The first lesson - N/A	Best job ever - Go and talk to her.
Tier 3	Imagination - Check.	The second lesson - N/A	Admiring the view - N/A
Tier 4	A pattern - Check.	Third lesson - N/A	Lap dance - N/A
Tier 5	Fashion sense - N/A	The final lesson - N/A	How do I look? - N/A <i>(Note: increase the animation speed to max to get passed the dialog loop.)</i>



MC (you)

[N/A](#)

[N/A](#)

[N/A](#)

Numbers – Ask about Quinn *(requires visiting [Detective Quinn's](#) office during the day. Requires key from Quinn's body).*

The key – Penelope.

Cracking the case -

(Explore the bank during the day. Requires your debt to be fully paid off).

Penelope.

Isabella.

Orville's story is true.

I've been able to see and talk to dad.

Penelope seemed to show up out of thin air.

Isabella's Shack.

Royal Stag.

Eliza.

The Black

Widow.

Betrayed her

sisters.

Libby!

Libby killed my

father!

See

[requirements.](#)



Tarot Cards List (not available in "Story" mode)

Note: Gray orbs are common, green is uncommon, blue is rare, purple is epic and orange is legendary.

♂ - Denotes this card is for the MC only.

Tier 1

The cook	Increases guest satisfaction by 5% when working in the kitchen.
The wench	Increases guest satisfaction by 5% when working in the restaurant.
The barkeeper	Increases guest satisfaction by 5% when working in the bar.
The housemaid	Increases efficiency by 5% when working in housekeeping.
The host	Allows you to re-roll your guests one additional time when working in the lobby.
The innkeeper	Increases guest satisfaction by 5% when working in the kitchen, restaurant or bar.
The accountant	Reduces this staff member's wages by 25%.
The beggar ♂	All guests award 5% more money.
The apprentice ♂	All guests award 5% more reputation.
The acolyte ♂	Your guests award 5% more destiny points.
The fool ♂	Reduces the chance of negative upkeep events occurring by 10%.
The gambler ♂	Increases the chance of positive upkeep events occurring by 10%.
The adventurer	This character gains an additional item slot.
The mistress	This staff member restores an additional 25 energy when taking a break.
The drunk	This staff member requires 25% less energy to work.
The scribe	This staff member gains 25% increased experience when working.
The socialite	This staff member increases all guest satisfaction by 5% when resting.
The prodigy ♂	All guests award 5% more money, reputation and destiny points.
The widow	This staff member has a 25% chance to prevent a strike when failing a customer interaction.



Tier 2

The strong-woman	Increases guest satisfaction by 5% when working in the gym.
The fire-eater	Increases guest satisfaction by 5% when working in the sauna.
The herbalist	Increases guest satisfaction by 5% when working in the massage parlor.
The tinkerer	Increases efficiency by 5% when working in maintenance.
The nurse	Increases efficiency by 5% when working in healthcare.
The merchant♂	All guests award 10% more money.
The scholar♂	All guests award 10% more reputation.
The zealot♂	All guests award 10% more destiny points.
The athlete	Increases guest satisfaction by 5% when working in the gym, yoga studio or pool.
The lover	Reduces this staff member's wages by 50%.
The builder♂	Reduces all construction costs by 20%.
The silver tongue♂	Reduces the chance of negative upkeep events occurring by 20%.
The patron♂	Increases the chance of positive upkeep events occurring by 20%.
The skeleton	This staff member will never get sick.
The servant	This staff member requires 50% less energy to work.
The historian	This staff member gains 50% increased experience when working.
The temptress	Increases guest satisfaction by 5% when working any job.
The visionary♂	All guests award 10% more money, reputation and destiny points.
The diva	This staff member has a 25% chance to prevent a strike when failing a customer interaction.





Tier 3

The contortionist	Increases guest satisfaction by 5% when working in the yoga studio.
The dancer	Increases guest satisfaction by 5% when working in the club.
The mermaid	Increases guest satisfaction by 5% when working at the pool.
The shield bearer	Increases efficiency by 5% when working in security.
The alchemist	This staff member has a 33% chance to forget a negative trait at night.
The king♂	All guests award 15% more reputation.
The sage♂	All guests award 15% more money.
The prophet♂	All guests award 15% more destiny points.
The courtesan	Increases guest satisfaction by 5% when working in the sauna, massage parlor or club.
The bride	This staff member will work for free.
The seer♂	Allows you to redraw your tarot cards three additional times for each reading.
The nocturnal♂	Restores energy for two random staff members at night.
The law♂	Reduces the chance of negative upkeep events occurring by 30%.
The outlaw♂	Increases the chance of positive upkeep events occurring by 30%.
The fortune teller♂	Reveals the correct answer during guest interactions.
The wicked	This staff member no longer requires energy to work.
The librarian	This staff member gains 100% increased experience when working.
The chosen one♂	All guests award 15% more money, reputation and destiny points.
The saint	This staff member has a 75% chance to prevent a strike when failing a customer interaction.



Items found in the attic, lake and General store (not available in “Story” mode)

Item	Location	Benefits
Spoon	Lake	Increases guest satisfaction by 5% when working in the kitchen.
Plate	General store	Increases guest satisfaction by 5% when working in the restaurant.
Feather duster	Attic	Increases housekeeping efficiency by 5%.
Cocktail shaker	Attic	Increases guest satisfaction by 5% when working in the bar.
Bell	Attic	Increases the chance of a rare guest checking in by 10% when working in the lobby.
Ring	Attic	Gives 10% money. <i>(Note: Explore the Manor during the morning or afternoon once the office has been renovated).</i>
Essential oil	Attic	Increases guest satisfaction by 5% when working in the sauna.
Sweatbands	Lake	Increases guest satisfaction by 5% when working in the gym.
Multi-tool	General store	Increases maintenance efficiency by 5%.
Stethoscope	Lake	Increases healthcare efficiency by 5%.
Massage oil	General store	Increases guest satisfaction by 5% when working in the massage parlor.
Rescue buoy	Lake	Increases guest satisfaction by 5% when working in the pool.
Walkie-talkie	General store	Increases security efficiency by 5%.
Candle	Attic	Increases guest satisfaction by 5% when working in the yoga studio.
Vintage microphone	General store	Increases guest satisfaction by 5% when working in the club.
“Working for dummies”	General store	Increased experience gain by 10% when working.
Earrings	General store	This staff member will work for free.
“Lust – Fragrances”	General store	Increases guest satisfaction by 5% when working.

Business card from Miguel Alvarez during his “[Always a cheater](#)” event (not available in “Story” mode). This staff member has a 50% chance to prevent a strike when failing a customer interaction.



Room/Facility Upgrades (not available in "Story" mode)

Manor level 1	
Kitchen:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Oven Master T1200	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Restaurant:	
Small seating area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium seating area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Chafing dish	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Bar:	
Small seating area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium seating area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Ice maker	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Office:	
Online reservation	Allows you to re-roll your lobby with new guests an additional two times (<i>requires Manor level 1</i>).
Quality control course	Increases quality control bonus to 20% (<i>requires Manor level 2</i>).
Customer service course	Increases customer service bonus to 10% (<i>requires Manor level 2</i>).
Planning software	A.I software that automates the planning process (<i>requires Manor level 3</i>).
Champagne cooler	Removes one strike from the selected guest (<i>requires Manor level 3</i>).
Manor level 2	
Fitness:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Air conditioning	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Sauna:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Rain shower	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).

Manor level 3	
Massage parlor:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Air purification	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Manor level 4	
Pool:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Pool pump	Adds 5% guest satisfaction (<i>requires Manor level 4</i>).
Manor level 5	
Yoga studio:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Air conditioning	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Club:	
Small waiting area	Increases guest slots by 1 (<i>requires Manor level 2</i>).
Medium waiting area	Increases guest slots by 1 (<i>requires Manor level 3</i>).
Amplifier	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Study:	
Comfortable seating	Reduces the required energy for studying by 25 (<i>requires Manor level 2</i>).
Air conditioning	Adds 5% guest satisfaction (<i>requires Manor level 3</i>).
Bedrooms:	
Mini bar	Any guest staying in this room will award 5% more money, reputation and destiny points (<i>requires Manor level 1</i>).
Silk bed sheets	Increases guest satisfaction by 5%, for any guest staying in this room (<i>requires Manor level 1</i>).
Adult channels	Any guest staying in this room has a 10% chance to prevent a strike, when you fail their customer interaction (<i>requires Manor level 1</i>).
Maintenance room:	
Professional tooling	Increases efficiency by 5% when working in maintenance (<i>requires Manor level 2</i>).
Housekeeping:	
Industrial washing machines	Increases efficiency by 5% when working in housekeeping (<i>requires Manor level 1</i>).





Security:	
Motion sensors	Increases efficiency by 5% when working in security (<i>requires Manor level 4</i>).
Healthcare:	
X-ray machine	Increases efficiency by 5% when working in healthcare (<i>requires Manor level 3</i>).

Requirements for safe deposit box answers

- 1) Must have seen the painting at the Forest Queen.
- 2) Must have seen the painting at the Manor.
- 3) Must have completed all of [Orville's](#) events.
- 4) Must have talked to Anthony during the introduction (after his untimely death).
- 5) Must have completed "A Midnight Stroll" (the MC's event where you discover Quinn's body and obtain his key).
- 6) Must have visited Isabella's cottage during the day.
- 7) Must have talked to Richard and Libby at the Royal Stag about the painting.

Steps to obtain the special "item" (not available in "Story" mode)

Go to the General Store and purchase the fishing rod and flashlight.
Go to the Royal Stag and talk to Libby about skinny dipping (unlocks the lake on your exploration map).
Explore the lake to fish in order to find the bronze spider (see requirements).
Explore the woods to find a bronze crown.
Explore Isabella's cottage to find the bronze rectangle.
Explore the cave and put the items on the correct statues.
Go to the Manor and equip the figurine to your MC and claim the girls' rewards.

Requirements:

Requires you to have completed the "[Cracking the case](#)" event for the MC.
All 3 items can only be found exploring during the day.

Bonus scene with Isabella (not available in "Story" mode)

Requirements:

Must have collected all of the tarot cards.
Must have been told by Isabella that "the cards can tell you no more".
Note: in both of her scenes, you must move the animation slider to max.