



THE OFFICIAL WALKTHROUGH



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ABOUT THIS GUIDE

This walkthrough is meant to guide you through the game and explain how different choices you make will affect the story.

It has been written with the intent of being as spoiler-free as possible. However, it may CONTAIN SPOILERS, nonetheless. Read at your own risk!

This guide is the complete official guide written by **xRed Games**, sold on Patreon and SubscribeStar.

There may be deliberate omissions of details or secrets in order to prevent fully spoiling the player experience, but all choices that affect the story and/or lead to lewd scenes will be noted and in the very least hinted at.

If a choice isn't mentioned here, it means it doesn't affect the story progression and it doesn't lead to any extra scenes.

As always, have fun!

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CHARACTER LIST

MC (Player Character)

This is your point of view character for most of the game, the Main Character (MC). You get to pick a name or you may leave it as the default. You are a middle aged man who can't remember much of his past, but you know you care deeply about the young woman you got stranded on the island with after the apparent plane crash. Your relationship to the FC is your preference, you may fill in the blank in the Options menu of what you would like her to be to you.

FC (Love Interest)

College aged girl who is just starting her life out. Both you and your relationship with her seem a bit stranded. Will this harrowing experience make you or break you?

Camilla (Love Interest)

A subordinate of Desmond, you meet her later on in the game, with the rest of the crew on the yacht. She is smart, capable, witty and takes zero shit from anyone... Except her boss, Desmond.

Cara

One of Desmond's subordinates. Cara is also the stewardess on the plane ride and is closely tied into whatever is going on on the ship.

Violet

One of Desmond's subordinates and Erica's girlfriend. She can usually be seen with Erica by her side and if she's not engaging her girlfriend, she can be seen engaging Desmond. Violet isn't as closely-tied into the ongoing on the ship as Cara or Camilla, but she is kept around for entertainment.

CHARACTER LIST

Erica

One of Desmond's subordinates and Violet's girlfriend. She can usually be seen with Violet by her side and if she's not engaging her girlfriend, she can be seen engaging Desmond. Unlike Violet, Erica has a looser tongue and is more prone to letting crucial information slip. Just like Violet, Erica isn't as closely-tied into the Entity affair as Camila or Cara, but she is kept around for entertainment.

Desmond

A sketchy guy who picks you up on his yacht, but you get the feeling he didn't do it out of the kindness of his heart. His weird accent, the constant drinking and partying and seemingly unlimited money all scream that this guy is not to be trusted or fucked with.

Shane

Captain of Desmond's yacht, a pragmatic and practical man, enjoys the simple pleasures in life. Him and Desmond seem to have a very close connection.

IN-GAME MENU

By pressing the menu icon, the escape key on your keyboard or the left mouse click you can access the main menu which has the following options:

- SAVE: Save the game in allotted slots.
- LOAD: Load the game from allotted slots.
- PATREON: Access the exclusive Patreon content
- MAIN MENU: Change different settings and change the name and preferred relationships of the Main Character and his love interest.
- QUIT: Exit the game.

At any point in the game, you may press on the H button or the middle mouse button to remove the text box and the quick menu options. This will reverse by pressing any button again.

TIP: This game includes options that may lead to an early game over. Make sure to save your progress often, especially before important choices!

ABOUT THE WALKTHROUGH

This walkthrough is divided into in-game days and then into times of the day.

It is meant to chronologically guide you through all the branching paths of the story and give you an inside look behind all the choices presented to your character and how they affect the story progression.

This walkthrough will:

- Show the previews of all the characters and locations in the game.
- Hint on recommended actions to get the most out of your game experience.
- Warn you about the consequences of your actions! Some of them may affect your whole playthrough, whilst others may affect only parts of it.

DAY 1

DAY 1 - AFTERNOON

After waking up on the beach, you find Female Character (FC) unconscious on the beach with her breast poking out of her shirt. **Will you Put her shirt back on?**

- It's up to you. You will get renders of her boob exposed while you're trying to wake her or the same scene, but with her shirt back on. This will never be mentioned again. Enjoy your eye candy.

Save FC! is a mini-game where your choices bring FC back to life! There is no chance of failure, but the fastest sequence of actions to progress is the following:

1. Check Breathing,
2. Mouth to Mouth,
3. Massage Heart,
4. Mouth to Mouth,
5. Massage Heart.

FC checks her pockets for her phone, but can't find it. **It's not in my pocket. Must've fallen out somewhere.**

- You will get two different conversation sequences, but this won't affect any future events.

As you inspect your new surroundings, you may **Help FC search the hut!**

- Order of action is your choice, but (all of them need to be activated to progress).

DAY 1 - EVENING

FC is upset and states: **I need to be back by friday!**

- Gives three different dialogues, but won't affect your future relationship.

FC is still upset and states: **How the fuck didn't they find us already?!!**

- Gives three different dialogues, but won't affect your future relationship.

DAY 2

DAY 2 - MORNING

FC is upset that no one came to save you yet. You are attempting to comfort her: **I'm sure they're still out there looking for us.**

- Tone of conversation slightly shifts depending on your choice of words, but this won't affect your future relationship.

FC is worried: **They're not looking for us, are they?!**

- Tone of conversation slightly shifts depending on your choice of words, but this won't affect your future relationship.

FC is looking for stones to create an SOS sign. She says: **I managed to find these, but it still needs to be bigger.**

- You will see two different lines from FC. This won't affect your future relationship.

DAY 2 - AFTERNOON

You go on to prepare some food while FC is working on the SOS sign. You are calling her over to come eat with you: **C'mon, the sign won't go anywhere.**

- It's up to you how you want to address her.

FC remarks that **This doesn't look tasty at all.**

- The line is your choice, it won't affect your future relationship.

FC asks if there is **A fork?**

- It's up to you how you want to address her.

DAY 2 - EVENING

Cut to a few hours later, FC is commenting on your work: **It looks good, [preferred relationship].**

FC talks about her weird stomach ache: **I don't know what that was. I just felt pain in my stomach, all of a sudden.**

- It's up to you how you want to address her. This choice won't affect your future relationship.

You discuss whether you should light the signal fire right away or only when you see a potential rescue. FC thinks you should light it right away: **There's no point in lighting it up after 2 months. No one will be looking for us then.**

- The line is your choice, it won't affect your future relationship.

You agree on lighting a **smaller fire to keep warm**. Trouble is, you have no way of starting the fire. You will try your best anyways.

- This sequence won't let you start the fire, it's a false hope. The fastest sequence to progress is:

1. Add rocks or Add wood,
2. Try to light it up,
3. Add rocks or Add wood,
4. Try to light it up.

FC is frustrated because she didn't manage to light up the fire. She says **This makes no sense! It should've lit up by now! I don't get it...**

- It's up to you how you want to address her.

DAY 2 - NIGHT

Next, you give her a task to occupy her. She goes **back to the hut**, just in case you missed something the first time:

- Order of action is your choice, but all of them need to be activated to progress.

In her search, FC finds a blanket. She asks you: **Soo... What are we gonna do with this blanket?**

- Your choice will change the sequences at the end of Day 2 and Day 3.

DAY 3

DAY 3 - MORNING

In the morning, FC feels she needs to pee, sees the ocean and decides to go for a quick skinny dip. You wake up to her naked in the ocean and startle her by wishing her a good morning. She asks: **Would you just... Mind turning around?**

- This choice leads to two different dialogues, but the same outcome.

You get an option: **(Take a peek?)**

- **No** - You still get one render of her naked breasts.
- **Just a bit** - You get a sequence of FC getting dressed and the same render as in the first option. She doesn't notice you peeking and this choice doesn't affect future choices.

FC is frustrated by you catching her skinny dipping: **I almost drowned because of you!**

- It's up to you how you want to address her. This choice won't affect your future relationship.

DAY 3 - AFTERNOON

You find a **suitcase** in the ocean that is locked. You get 3 attempts at guessing the password before the male character opens it by force.

- The password is: 000
- You get a different short sequence depending on if you guessed the password or broke the lock with a rock. Otherwise, your game progresses unchanged.

After opening the suitcase, you find clothes in it and FC expresses that she'd like to wear them. You ask if she has a problem wearing other people's clothes she responds: **Nope! I don't see them. Where are they?**

- It's your call if you want to freak her out or keep things vague. This choice won't affect your future relationship.

FC considers what to do with the found suitcase. She then decides to go sunbathing and you get to choose her outfit from three different choices. She asks: **Which one should I wear?**

- You get to choose which outfit you want to see her in the proceeding sunbathing scene.

While sunbathing, FC asks you: **Can I ask you something?**

- This will trigger an interactive dialogue with her. It's up to you how you want to address her. This sequence of choices won't affect your future relationship.

DAY 3 - EVENING

Here, there is another **try at lighting the fire** and this one is a false flag as well. You will be able to successfully light a fire on Day 5. The fastest route through this sequence is:

1. Add rocks **or** Add wood,
2. Try to light it up,
3. Add rocks **or** Add wood,
4. Try to light it up.

During dinner, FC will ask **How does that hut look to you?**

- The line is your choice, it won't affect the outcome of the conversation.

DAY 3 - NIGHT

You catch FC masturbating in the night. After she comes back she wonders if it was you catching her or if she imagined it: **(Maybe it wasn't him after all.)**

- You get different voice lines after the choice, but this won't affect the progression of the story in the long run.

DAY 4

DAY 4 - MORNING

FC is pissed off that STILL no one came to your rescue. **Why is no one here yet!?**

- This will trigger a short interactive dialogue with her. It's up to you how you want to address her.

FC is walking around thinking and she spots you swimming in the distance. She has an intrusive thought: **(Wish my ex had such a big...)**

- You will get two different voice lines from her. This choice won't affect game progression.

DAY 4 - AFTERNOON

You are moving supplies for the flimsy hut so they don't get buried if it collapses. FC comes and checks on you: **Wow! You're almost done.**

- The line is your choice, it won't affect the outcome of the conversation.

You find a volleyball in the hut and FC takes it and paints a doodle on it. **Hey, look what I made.**

- The line is your choice. Picking up on cultural references is optional.

After a brief volleyball game, you sit down, but **FC's boob fell out!**

- It's up to you how you want to address her. This choice won't affect your future relationship.

After playfully pulling her into the water, FC changes into a bikini and is acting annoyed that you did it. She demands: **It's your fault I got all wet and the least you can do is help me with the sunscreen. NOW, [preferred relationship]!**

- The line is your choice, it won't affect your future relationship.

While you are applying sunscreen you are presented with a choice: **He moves his hands a bit closer to her ass: or?**

- **Grab her ass** - It results in an extra render and it changes the dialogue lines in this sequence.
- **Don't go further** - No extra render and FC will still think you might have tried to grab her ass.

You decide to try fishing to acquire some fresh food. You go looking for a knife and it triggers a mini game of spotting the object in an image. **(Where is it?)**

- **The knife** is located in the left box, top left, right next to the food cans. It will highlight yellow when you hover your mouse on top of it.

A bit later FC wakes up on the beach and spots you fishing. She asks: **Whatcha doin?**

- It's up to you how you want to address her. This choice won't affect your future relationship.

FC wants to join you while fishing. You hand her the spear, but she remarks: **Aww, they're so cute. I don't want to harm them**

- It's up to you how you want to address her. This choice won't affect your future relationship.

She remarks further: **But, what if they bite me?**

- It's up to you how you want to address her. This choice won't affect your future relationship.

While letting her fish, you stumble upon **another suitcase!** Inside you find a **laptop**, it's locked with a password.

- You get three shots at guessing the password blind. After three missed attempts, FC will try unlocking it herself and succeed.
- The password is: password

DAY 4 - EVENING

After unlocking the **laptop**, you will be faced with a desktop interface. There are only two icons you can interact with and they are the two folders in the top left on the screen.

- Documents - When opened, it will show a bunch of text files, but none of them can be opened.
- **Definitely not Porn** - Choose this file to progress the story.

DAY 4 - NIGHT

While you're eating canned dinner again, FC mentions she realized the suitcases must belong to the pilot and stewardess, since she recognised their clothes from pictures on the laptop. She asks: **Do you think they were in a relationship?**

- It's your call if you want to freak her out or keep things vague.

Password for **the laptop** is still: password

- When you type in the password, you will find the same interface as earlier in the game. The two folders in the top left on the screen are still the only files you can interact with.
- Clicking on Documents file won't allow you to open any of them, but this will come into play later.
- Click on **Definitely not Porn** to progress.

FC catches you while you are looking at pictures and want to know: **What were you doing on the laptop?**

- This line is up to you, it won't affect game progression, just the tone of this conversation.

DREAM SEQUENCE - FC STUDYING ABROAD

At the start of FC's dream, she will offer the POV character something to drink. You will **get different scenes** depending on which of the options you choose:

You want anything to drink?

- **Water** - FC will offer you a glass of water and you will share some small talk.
- **No thanks** - FC will still offer you water, she's a good host after all.
- **Alcohol** - You will make a toast to a nice day, then you get an option:
Ask for one more? - If you take another drink, YOU WILL BE LOCKED OUT OF ALL SEX SCENES in the following sequences, except in the **Watch a movie option!**

Sitting on the couch, FC asks: **So, what did you have in mind?**

- **Watch a movie** - This sequence is the same in every gameplay and it leads to POV character and FC having **sex** in her bed.
- **Compliment her looks** - Scenes behind this choice change depending on your drink choice.

[WATER] You will get a blowjob scene followed by **sex** on the couch.

[NO THANKS] You will get a blowjob scene with different dialoge followed by **sex** on the couch.

[ALCOHOL] You will get a blowjob scene followed by **sex** doggy style in her bed.

- **Wear her panties** - Scenes behind this choice change depending on your drink choice. [WATER] & [NO THANKS] You two chitchat on the couch, and you kiss. FC pulls back.
- Pull her head and kiss her - FC will give you some mystery alcohol and you get another choice:
- **Ask her for another drink:** Leads to a pussy eating scene and into two different **sex** scenes, depend if you Do as she says or Stop listening to her.
- **Tell her to get undressed:** You will get a blowjob scene followed by **sex** on the couch.
- **It's okay. Don't worry.** - Dream ends. No sex.

[ALCOHOL] You two chitchat on the couch, and you kiss. FC pulls back.

- **Pull her head and kiss her** - FC will give you some mystery alcohol and you get another choice:
- Ask her for another drink: Leads to a pussy eating scene and into two different **sex** scenes, depend if you Do as she says **or** Stop listening to her.
- Tell her to get undressed: You will get a blowjob scene followed by **sex** from behind in her bed.
- **It's okay. Don't worry.** - Dream ends. No sex.

DAY 5

DAY 5 - MORNING

After waking up, there is a discussion among you and FC about what to do with **the laptop**. It will end with her storming off, faking being mad at you. Your choice of dialogue in the sequence won't change the outcome.

(Let's see if I can find anything useful.) In this instance, you can interact with the remaining **Documents** folder and open every file besides the invite_pic one.

To progress:

- You need to open the **Survival tips** folder - This leads to you knowing some useful survival tips that **unlock different events** in the following Days.
- Choose the **LOGOFF** icon at any point - This will change the dialogue to you not finding anything useful, but the FC will find the useful survival tips herself. This choice will come into play on Day 6.

DAY 5 - AFTERNOON

Dialogue options during the sequence of **trying to light a signal fire** don't affect anything further in the game.

While you're trying to light the fire with a battery, FC wanders off: It's sooo hot!

- **Go for a nude swim:** You will get extra nude scenes of FC and she will start masturbating in the water.
- **Put the bikini on:** Same scenes play out with her wearing a red bikini and she will float in the water at the end of this scene.

You decide to give fishing another shot, first you go and **(Find the stick.)**

It's on the left, behind the two boxes of liquids. It will highlight yellow when you hover your mouse over it.

Okay, where should I go? You get to pick your fishing spot for a fishing minigame. Catching fish is a game of chance. The best odds to catch fish is on the **left option** and your chances get worse with the middle and right option. However, if you pick the other options you'll unlock different fishing scenes. No lewd content here, though.

- In case you catch no fish, FC will catch two for you.
- To get the most successful catch: Choose the most **left path** and click on the left fish's head **and then** on the right one in the minigame.

DAY 5 - EVENING

Finally, **you get to start the fire!** This is the sequence to light it:

1. Clear Everything,
2. Add more rock,
3. Add more,
4. Add more dried wood,
5. Add more dry hale,
6. Add more,
7. Add more dry twigs,
8. Try to light it up.

DAY 5 - NIGHT

Dialogue over dinner won't change the outcome of events. It will only give you a slightly different conversation.

After drinking together during dinner, you both get very intoxicated very fast. FC will give you a blowjob, but will stop midway, distressed. She will run off to the hut and you see that she's crying, but you are not quite all there from your drinks:

- **Make her finish the job** - This leads to a more aggressive sequence of a **blowjob** and a **handjob** from her.
- **Comfort her** - This leads to a more gentle exchange where FC gives you a **handjob** that leads into a **blowjob**.

Both options end with you both passing out from the liquor and consequently waking up with no memory of these events.

DAY 6

DAY 6 - MORNING

FC wakes with no memory of what transpired. She realizes **the fire went out!** There are two options presented to her:

- **Look for [preferred relationship]** - This leads into a funny sequence of FC looking for you.

If you read the survival tips on the laptop, you'll start the fire yourself after she wakes you up.

If FC read the survival tips, you'll start the fire together after she wakes you up.

- **Solve it by yourself :**

If you read the survival tips on the laptop, she won't be able to start the fire herself and she'll go looking for you. You'll start the fire instead.

If FC read the survival tips, she'll go to restart the fire herself and while looking for firewood, she'll stumble onto you, face down in the sand. She can choose to **Get wood** and keep the fire burning and then go check on you OR **Help him** and then you'll restart the fire together.

DAY 6 - AFTERNOON

FC goes for another **masturbation session** and you catch her. You choose:

- **Don't watch** - You get a few more renders of her, but you leave her to it and move on.

- **Watch** - Leads into a scene of her **masturbating** and you watching from afar. You get another choice.

- **Jerk-off - [GAME OVER]** You get some more shots of her masturbating, but she catches you red-handed. This is an early game over.

- **Don't jerk off** - You get more scenes of **her masturbating**. And you are faced with another choice:

- Stop - You end the scene right there.

- Don't stop - You get to see her **climax** and she won't catch you watching.

While FC is climbing on a tree, you can:

- **Peek** - You get a few extra render of FC and she will catch you, but the scene goes from lewd to funny quickly and the story moves along.

- **Don't Peek** - You will get another chance to Peek, otherwise the game moves on.

DAY 6 - EVENING

You worry that FC might have seen something she shouldn't have, so you prompt her with a few questions. You will get different instances of the conversation but no matter what you ask, the outcome will be the same.

She breaks the tension by suggesting a walk: **Are you coming or not?**

- **No thanks** - You both go to sleep right away.
- **Okay** - You will sit and talk on the dock together, she falls asleep on you and as you want to carry her back to bed you accidentally brush against her pussy, which seems to make her moan. You get options:
 - **Maybe I should try again - Lewd scene:** You touch her again (shot of her naked pussy) and she moans. You get another choice:
 - **Go deeper** - MC will call you crazy and go straight to bed.
 - **Don't stop** - Leads to a **ass fingering** scene which opens a new choice:
 - **Quit while you're ahead** - Scene ends early, MC goes to jerk off.
 - **Probe her asshole** - Scene continues and you both end up asleep. No bad consequences.
 - **Don't. It was nothing** - Scene ends early and you go to bed.

DREAM SEQUENCE - FC WOKE UP ON A YACHT

As she is stumbling through the yacht, she hears noises behind a door. She can:

- **Check it out** - Inside, there will be a short sequence of people fucking.
- **Go to the next door** - Scene in the room is skipped and the dream continues.

DAY 7

DAY 7 - MORNING

As a player, you get to decide if FC wakes up to the male character spooning her. You will get two different scenes depending on your choice but otherwise, the story continues unchanged.

All the following conversation options over breakfast are your call, they don't change anything but the instance of that conversation. You may prolong the conversation by choosing not to drop the subject when given the option.

During breakfast, you notice a storm brewing on the horizon. You need to **build a shelter** without freaking FC out.

- To proceed: Choose **Try to make it fun**, other options won't progress you further.
- **You got nuthin'** - This will lead into a scene of FC getting tickled, but nothing explicit.
- **Cards on the table** - You'll just make FC sad, that's it.

DAY 7 - AFTERNOON

You're asked **Who would you like to follow?** This only changes what sequences you want to see first. All scenes will play out eventually.

!You will find a suitcase containing A GUN. This choice is important and will affect! the rest of your gameplay. We recommend you make a Save here and try both options.

While looking around the island for stuff, FC noticed something at the bottom of the sea near the beach. She sends MC swimming after it. You can either go for:

- **Other thing - [GAME OVER]** This choice leads to FC dying and an early game end. But, you do get a whole short story line after her tragic end.
- **Glimmering object** - You find a shovel on the bottom and your story continues on. After digging for treasure under the hut and some back and forth, FC decides she will go do some yoga in the nude since it's so sunny. And she playfully exclaims **No peekiing...**
- **Peek - [GAME OVER]** You will get **lewd scenes** between the characters and a full confession from FC about how she truly feels about the main character. This sequence ends tragically, though. Game over.
- **Don't Peek** - This route will allow you access to the rest of the game.

You take the pamphlet you found under the dock, hide in the hut and go to read it.

Should I read the whole thing or just the summary?

- **The whole nine yards** - It's important that you decide to read the whole thing! This is the option to go with.
- **Just the facts, ma'am** - This option is gonna seem fine, but it will lead you to an early game over down the line.

DAY 7 - EVENING

As MC is having some "me time", FC wonders why she was hoping he would spy on her. And then comes to the idea of spying on him instead.

- If you decide to **Spy**, you will get extra scenes from FC's point of view and get more of her thoughts about the main character.
- **Don't spy** will skip this part, but it will get you **lewd scenes** of FC alone.

DAY 7 - NIGHT

While talking to her over dinner and getting her to drink the spiked drinks, you get two different options, both lead into **lewd scenes**:

- **Her desire** - Shorter instance, you get a cumming scene with options of her mouth, face or tits.
- **Massage** - This leads into a minigame of you choosing to massage parts of FC's body. For each choice, you will get new renders of her body. To see every render and the full **sex scene** you need to choose this order of action:
 - Neck, Lower back, Butt, Legs, Butt
 - Not following this exact instance will get you different outcomes, including a **foot fetish** scene. Feel free to experiment!

DAY 8

DAY 8 - MORNING

MC wakes up and has two choices:

- **Follow MC** - following MC, you'll have three choices:
 - **Go for a swim** - MC will take a swim and again be presented with the choices below, including the new **Meet Bella at the hut**. She's fixing the hut and it doesn't matter which choice you pick later during dialogue, each will lead into FC falling down and getting unconscious
 - **Go fishing** - you'll play the fishing minigame again and you can call it early by choosing **Do something else** and find unconscious FC lying in the hut
 - **Take a nap** - MC will take a nap, just to wake up and find unconscious FC lying in the hut
- **Follow FC** - following FC will lead to a **lewd scene** of **her masturbating** and taking a swim. She'll decide to check out the makeshift hut, presenting you with two choices:
 - **Check the inside, too**
 - **No, check the outside**

Both options will lead to FC falling down and knocking herself unconscious.

DAY 8 - AFTERNOON

As FC lies unconcious, a **sex scene** in the airplane will play out (a dream or a memory maybe?), followed by a dream sequence in a bar.

DAY 8 - EVENING

FC will regain her consciousness with MC by her side. Later, MC will go and catch them some dinner.

DAY 8 - NIGHT

MC and FC have dinner and a drink together. Afterwards MC lulls FC to sleep and then starts **masturbating** over her and can:

- **Climax** - MC will finish all over her ass and back then lie next to her and fall asleep
- **Hotdog her** - MC will put his dick in between her ass cheeks and then finish all over her ass and back, falling asleep next to her.

DAY 9

DAY 9 - MORNING

MC wakes up next to FC. After getting up you are giving an option to either:

- **Jerk Off** - You will be given three options to fantasize about while **mastrurbating**
 - **Bella** - you will get a new animation sequence where MC is fingering FC.
 - **Flight attendant** - you will get a new animation sequence where MC is having sex with the flight attendant in doggy style.
 - **Laurie** - you will get a new animation sequence where MC is having sex with Laurie in reverse cowgirl.
- **Swim** - MC will go for a swim, during which he will struggle.

Both of those choices will lead to MC reflecting on his relationship with FC. When he goes back to the hut, he finds FC and receives some tasks from her - after completing them, they eat breakfast together.

The two of them spend the morning together, during which **FC jerks MC** off in the water - after which he takes a well-deserved nap.

DAY 9 - AFTERNOON

After waking up, MC finds FC who wishes to talk about their blooming relationship. As she begins you are given an option to either:

- **Interrupt her** - MC explains his side of things, and how he wishes they would see where their bubbling relationship takes them. If MC interrupts her, it will lead to a **blowjob** in the next scene.
- **Let her speak** - FC will reveal that she believes their relationship is a mistake, but also reveals that this is something she wants. To salvage the situation you are given an option to either:
 - **Kiss her** - MC kisses FC but she doesn't reciprocate, the action upsets her but she agrees to continue your relationship. After that, FC and MC start kissing.
 - **Go all Billy Joel and tell her about it** - MC explains his side of things, especially how he feels regarding the whole situation, which is well-reciprocated by FC. If you choose this option, it will lead to a scene where **FC rubs herself against MC**.

DAY 9 - EVENING

MC goes to the beach, where he reflects. He notices a flash of light in the dark, which makes him think there is a ship nearby, but before he can light the bonfire, it vanishes. He decides to go back to the hut and tell FC.

He finds FC topless holding two bottles of alcohol. You are given an option to either:

- **Both drink bourbon** - if both of you drink bourbon, you are given an option to:
 - **Be rough** - leads to a **spanking and fingering sequence**, which culminates with FC giving MC a **blowjob** in which you are given different cum options
 - **On her face**
 - **Her throat**
 - **On her body**

All options have the same outcome.

- **Be forceful** - leads to a **blowjob sequence** in which you can choose different options:

- **Hold her** - if MC holds her, FC will enjoy it, after which you are given another set of options:

- **Just a bit longer** - FC orgasms, moves onto the next sequence.
- **Let her go** - MC lets her go, moves onto the next sequence.

- **Let her go** - MC lets her go, moves onto the next sequence.

All options will lead to **FC riding MC's face**, after which she orgasms.

- **One of each** - choosing this will activate a game of rock-paper-scissors where the winner drinks bourbon and the loser drinks tequila:

- **Rock** - if you choose rock, you will be tied after which you have to go again.

- **Paper** - if you choose paper, MC wins and drinks bourbon. Choosing this will lead into a **toe-sucking sex scene** after which she gives you a **footjob**.

- **Scissors** - if you choose scissors, FC wins and MC drinks tequila. This will lead into an **anal sex scene** before finishing with FC riding MC's face.

- **Both drink tequila** - leads to a **thighjob sex scene**.

No matter what you choose, MC and FC fall asleep together.

All choices will lead to FC waking MC up and vacating the hut due to an incoming storm. The day ends with MC and FC falling asleep together outside.

DAY 10

DAY 10 - MORNING

MC wakes up after the storm, with FC in his arms. After surveying the island and the damage the storm has wrought, MC decides to take a swim and is accompanied by FC. There will be two choices:

- **Try hard** - swimming with FC a bit further, she'll offer to teach you a swimming technique and while doing so you'll have two choices:
 - **Grab dat azz!** - you'll grab FC's ass and she'll take off her panties while MC is doing the technique
 - **Hands on hips** - you'll follow her instruction and end motorboating and kissing her
- **Have a little fun** - FC will try to teach you a swimming technique, which MC will use to touch FC and they'll end up kissing (or will they?)

After MC strained himself moving the beams from the now collapsed hut, FC finds him and after checking he's not injured, starts teasing him. After she asks to close your eyes, you can:

- **Keep 'em closed** - FC will be topless and give MC a **handjob** and a **titjob**.
- **Sneak a peek** - FC will play with her breasts, letting MC lick them. Afterwards MC will **lick her pussy** and they'll end up kissing.

DAY 10 - AFTERNOON

After a nap, FC wakes up and mounts MC with thoughts buzzing through her head. She gives MC a **blowjob** as he still naps.

After lunch that FC prepared, MC teases her but she really wants to work on the damaged hut. You can:

- **Try to convince her** - MC will kiss her, exploring her body in the process until FC tells that they should get back to work. There will be two choices:
 - **Let it go** - MC decides to help with the work, admiring FC's beauty all the while
 - **Don't listen to her** - MC will try to push his luck and get hit in return (This will lock you out of the **sex scene** that comes after you finish the work!)
- **Yeah, let it go** - MC decides to help with the work, admiring FC's beauty all the while. If you decide to help, after they finish the work MC is rewarded with a **thighjob**.

DAY 10 - NIGHT

MC and FC are dressed for the occasion as they share a romantic night on the island. They dance and they kiss, MC undressing FC in the process. As the **sex scene** starts, FC asks MC to lick her. The choices are:

- **Yes**
- **Maybe later**

Choosing either of the options will slightly alter the **sex scene** and lead to other different options you can pick to change or enhance the sex scene. Pick your preferred choice and enjoy :)

As the boat and a possible rescue nears the island, FC is heading towards the pier with a gun that was previously found. MC can then:

- **Stop FC before she reaches them** - MC stops FC and carries her away, taking the gun from her. She rushes towards the visitors and MC follows suit, choosing to approach either:
 - **Calmly** - after a “negotiation” you both board the yacht
 - **Aggressively** - after a tension filled “negotiation” you both board the yacht
- **Do nothing** - MC decides it’s best to let FC handle it and he hides in the bushes nearby. FC is greeted by visitors and MC is found soon enough. After some “negotiation” they both board the yacht.

On the yacht MC was almost caught snooping and when confronted he’ll learn more about the yacht’s passengers. Having a drink with Desmond is mandatory no matter what you decide.

In the bedroom, MC will find FC sleeping on the floor and can:

- **Leave her**
- **Put her to bed**

Choosing either option will result in the same outcome. FC doesn’t care where she sleeps, as long as she sleeps.

MC and Camila will have a talk on the deck and be rudely interrupted by angry Desmond. It's clear Camila (and MC) is in over her head and MC can:

IMPORTANT! This choice will affect certain endings so we suggest you Save your game at this point!

- **Intervene** - deciding to intervene MC will save Camila from Desmond's wrath and earn her gratitude. He'll then share a drink with Desmond in his office and doze off, remembering something from the past
- **Don't intervene** - deciding not to intervene, MC will return to the bedroom where he'll be greeted by now awake FC. She doesn't waste her time and teases MC. There will be two choices here:
 - **Don't give in** - MC will decline her advances and sleep on the couch, having a dream (or maybe remembering something)
 - **What is she doing?** - leads to **sex scene**. This will also lead to FC masturbating or another (NTR) sex scene in Day 11

DAY 11

DAY 11 - MORNING

In the memory, you are faced with a choice to call FC on the phone or not to **Tell her** about your promotion. If you do, you'll get a conversation with her and scenes of her in a bikini on a beach. If you choose **Don't tell her**, you will skip this instance.

After FC wakes up, she'll still be horny and in need to relieve herself. To get an option between the **NTR** scene and a masturbation scene, the player must do one of the following choice orders in sex scene with FC in Day 10:

- What is she doing > handjob > cum on her face
 - blow job > down her throat/cum on her face > blow job > fuck her > passionate missionary

Any other options during the MC and FC sex scene will lead to an obligatory masturbation scene

She can:

- **Find someone** - FC will find Shane and have **sex** with him in the bathroom
- **Masturbate** - you'll get a few renders and an animation of FC **masturbating**

DAY 11 - AFTERNOON

After brunch, you get to choose: **Who do you go for help?**

- **Cara** - This sequence will lead into some teasing action with FC and Cara while talking to Desmond. It will end in the same place where the Camila sequence begins if you pick that path.
- **Camila** - Leads straight to story progression, no fooling around on the yacht.

DAY 11 - NIGHT

During your rogue expedition back to the island, you are asked by FC if you'd like to go with her to explore the island or if you'd like to stay with Camila by the boat:

- **Explore the island with Bella** - Going further, you'll get to choose weather to follow FC or MC:
 - You will see the same sequence of events, just from different points of view. Also you'll get a chance to see what each character is thinking, depending on your choice and get a better view of the accident.
- **Stay on the boat with Camila** - You get to spend extra time with Camila.
 - If you intervene in the fight with Desmond, she'll want to thank you. This leads into a make out session and a bit of **fooling around** if you **Kiss her back**.
 - If you didn't intervene in the fight with Desmond, she'll call you out on it and you have a chance to smooth things over with her and get in her good graces.

After bringing FC back to the yacht to tend to her injuries, you are asked: **Where do you want to go?**

- **Find Camila** - You'll spend more time with her and find out more about her.
- **Grab a coffee with Shane** - You'll talk to Shane and find out more about him.

Both options lead back to the same path, it's up to you which sequence you want to explore.

DAY 12

DAY 12 - AFTERNOON

You both sleep through the morning and end up having **sex in the shower**, with a few different scene variants depending on your dialogue choices.

In a scene where FC goes to speak with Shane, the scene can play out differently if they had sex the previous day.

- **Friendly chat** - This sequence plays out for all players and it involves only light flirting between Shane and FC.
- **Lustful chat** - This scene will have more tension between them, but nothing will actually happen.

DAY 12 - EVENING

Later in the day, you are woken up by Erica and Violet playing with your dick, which leads into a **dual blowjob**. You get to decide on whose face you want to unload on.

After an intense encounter in your bedroom, you are ushered by Desmond to his office for a drink. At the same time, Camila grabs FC and hides with her in a closet. You have a choice:

- **Follow FC** - This path leads into FC snooping on your conversation with Desmond in his office. She can't make out any crucial information and if you continue down the path, Camila will eventually catch her and send her back to her room, but you will get to know what she knows about what's going on. At every choice, you can end the sequence by choosing for FC to go back to her room.
- **Follow MC** - This is the route to take if you want to see the full conversation with Desmond. Interactive dialogue can lead you to one of two instances of the conversation:
 - **Desmond is Calm** - If you manage to keep things civil, between you and Desmond, he will disclose more information to you,
 - **Desmond is Angry** - You may piss him off and see him losing his shit, too. The second option can be more fun.

DAY 12 - NIGHT

Before a dream sequence, you get to choose a POV character for the dream:

- **Desmond story** - This will show you how Desmond got involved in the project Clear Desire in the first place. It will get you a more story on what happened between him and MC.
- **MC story** - This leads into a an office **sex scene** with MC's former boss at Entity. It ends with MC and Desmond having the same discussion as in the first option, but from MC's point of view.

DAY 13 - FINALE

DAY 13 - MORNING

MC wakes up next to FC. He leaves to get some breakfast where he meets Desmond, Camila and Shane. After a brief conversation, FC joins them and the conversation continues. FC is clueless about what happened, and after MC and FC leave, you are given an option to:

- **Yes, tell FC the truth** - telling FC the truth will lead to an interactive dialogue that can lead into a **sex scene** with FC, depending on how the conversation goes. Below, you will find the list of correct dialogue options that lead to a sex scene:
 - **Of course I was > Yes.** I mean you look pretty in everything you wear > Yeah, no clothes is definitely the best choice.
 - **Not really...** I was thinking about something else > You undressing > Maybe it doesn't have to be.
- **No, don't tell FC the truth** - not telling FC the truth will not activate a sex scene with her, however, you will be given an option to have a Cara **sex scene**, which you can accept or refuse.

!NOTE: *This choice will lead you into different endings of the game. We recommend you try both options to see the story unfold in different ways. Your past decisions also play a role in what ending you get.!*

Whatever the case, MC will end up on the boat with Desmond who takes you back to the island.

DAY 13 - AFTERNOON

You return with the ship's crew back to the island, memories of the last week and a half spent on it flash through MC's mind. Later, FC excuses herself to go to the bathroom, but it is just an excuse to snoop.

From there, you are following FC and are given an option to search:

- **The communication room** - searching the communication room will give you multiple options, including a computer whose password to access some of the files is 'entity'.
- **Shane's bedroom** - searching Shane's bedroom will give you multiple options, but you can only pick one of these options before you get knocked out. Whatever you pick, the story won't be affected.

Regardless of what you choose, it will end with FC getting knocked out by a mysterious individual (the clue is in the tattoos).

POV returns to MC who is at the beach with the others. Eventually, he and Camila excuse themselves. Depending on how much time you spent with Camila throughout the game, she will either:

- **Open up more** - It doesn't matter which dialogue option (ask cautiously, ask openly) you choose, but this will lead into an option where you can either:
 - **Kiss Camila** - kissing Camila will lead into a Camila **sex scene** which you can refuse if you choose not to help her undress. Having sex with Camila makes her a love interest. Whether you have sex or not with Camila, you will end up returning back to the party.
 - **Don't kiss Camila** - not kissing Camila won't lead to a sex scene and you will simply return back to the party.
- **Won't open up more** - If Camila doesn't open up more, the scene will simply end and MC will return back to the party with her.

No matter how the interaction transpires, you will end up back on the beach partying, but it doesn't take long before MC gets worried about FC being gone for so long and goes to look for her.

After finding FC, you get into a heated discussion, both about your situation and you spending time with Camila, you both need to figure out your next move:

!NOTE: *This choice will lead you into different endings of the game. We recommend you try both options to see the story unfold in different ways. Your past decisions also play a role in what ending you get.!*

SEARCH THE OFFICE

You and FC will go to search through Desmond's office while he's distracted partying on the island. You search while FC keeps watch.

In this sequence, you will get different scenes and dialogue depending on if you told FC the truth about what happened to Erica.

You get to Desmond's desk: **(Better I don't waste time and start looking.)**

This choice leads you into two different versions of the final confrontation with Desmond.

- **Check right drawers** - You find a lock drawer and break into it. You find a **SATELLITE PHONE**. You sneak back to your room to figure out what to do with it. Shit hits the fan when FC decides to turn on the phone and talk to whoever is on the other side.

- **Check left drawers** - You find a lock drawer and break into it. You find **Desmond's GUN**. You sneak back to your room to figure out what to do with it. You decide to take things into your own hand and end all of this. You load the gun and go to the beach to confront Desmond.

No matter your path, there will be a showdown on the beach, but it will progress differently depending on what choices you made through your gameplay. At the very end, you need to decide **what to do with Shane**, who is begging for his life.

- You can either **Leave Shane on the island** or **Don't leave Shane**. It's up to you what you want to do with him, it won't affect the ending you'll get.

(GAME ENDING) Final sequence of this branch is FC, Camila and you on the yacht, on your way to safety. The ending you get after this is going to depend on multiple factors, but you will end up with either **FC** or **Camila**.

There is a **sex scene** with either FC or Camila that will change depending on your decisions in the **epilogue**. There will be:

- One choice in the FC Ending: **Vacation** or **Back home** that gives you two different scenes of **FC sex**.
- One choice in the Camila Ending: **Leave Entity** or **Rejoin Entity** that gives you two different scenes of **Camila sex**.

STAY PARTYING

MC returns to the party , noticing that everyone is there except Cara. If you stay partying, you will activate a **sex scene with Violet and Cara**. Staying partying will automatically lead to the finale sequence where one of two things can happen:

- **MC dies (GAME ENDING)** - this depends exclusively on the time you spent with Camila. If you completely ignore her throughout the game, she will shoot MC before leaving everyone but Bella on the island.
- to get this ending, you must spend time with Camila at least once throughout the game. This will make Camila spare you as well as Desmond and Shane, which leaves you with the option to:
 - **Arrest Desmond (GAME ENDING)** - arresting Desmond simply brings him back on the ship with you and the other, albeit he is tied up. This will lead into an ending where MC returns to Entity but doesn't end up with Camila, he ends up with FC. You will receive a **FC sex scene**.
 - **Leave him here (GAME ENDING)** - choosing this will leave Desmond on the island, his fate remaining unknown. This will lead to an ending where MC takes Desmond's place in Entity and ends up with Camila. You will receive a **Camila sex scene**.



THANK YOU