

Written by: [MrBubu](https://www.patreon.com/mrbubu)  
<https://www.patreon.com/mrbubu>

**Being a DIK**  
By DrPinkCake  
<https://www.patreon.com/DrPinkCake>



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


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


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


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

Legend









Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  Bubu or  Bubu

More complex values will be written as text instead:  
 girls kissed +20


Reference to these values will reuse the same icon or text:  
Bubu  is at least 5  
girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:  
 *Granny*  
*grandmas kissed +20*

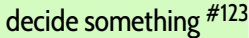
Icons

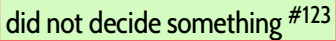
- : +1 Relationship point
- : -1 Relationship point
- : +1 Approval point
- : -1 Approval point
- : +1 Score point
- : -1 Score point
- : +1 cheating point
- : Life lost (D&G)

Flow Symbols

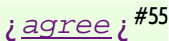
 Skip until the next section

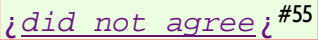
Decision labels

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

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

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

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:  
 *agree* #55

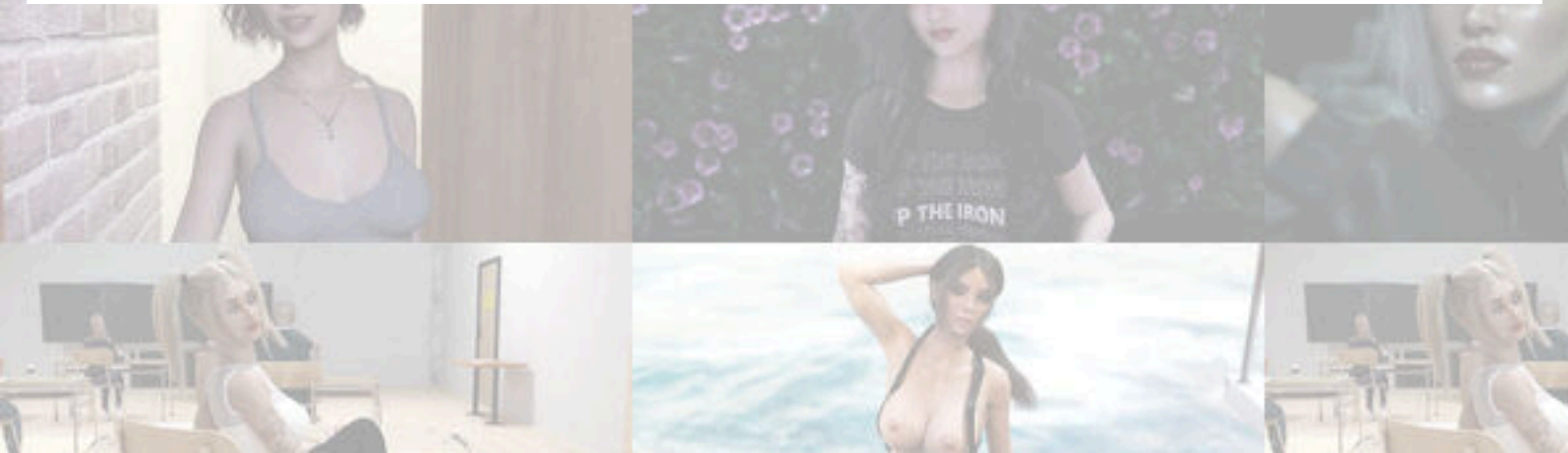
Reversed decisions that do not impact the story (yet) will be displayed like this:  
 *did not agree* #55

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

Enjoy the game!

# Table of Contents

Introduction .....	1
Table of Contents .....	2
Overview .....	3
Season 3 Interlude .....	4
Episode 9 - Part 1 .....	5
Episode 9 - Party Start .....	6
Episode 9 - First Activity .....	7
Episode 9 - Part 2 - Isabella .....	8
Episode 9 - Part 2 .....	9
Episode 9 - Part 3 .....	10
Episode 9 - Party Middle .....	11
Episode 9 - Haunted Mansion .....	12
Episode 9 - Part 4 .....	13
Episode 9 - Party End .....	14
Episode 9 - Part 5 .....	15
Jill Special Render Locations .....	16
Josy Special Render Locations .....	19
2D art Special Render Locations .....	22
Pack Quest 04 Locations .....	23
Cheat without a MOD .....	25
Unlock scenes and special renders .....	26



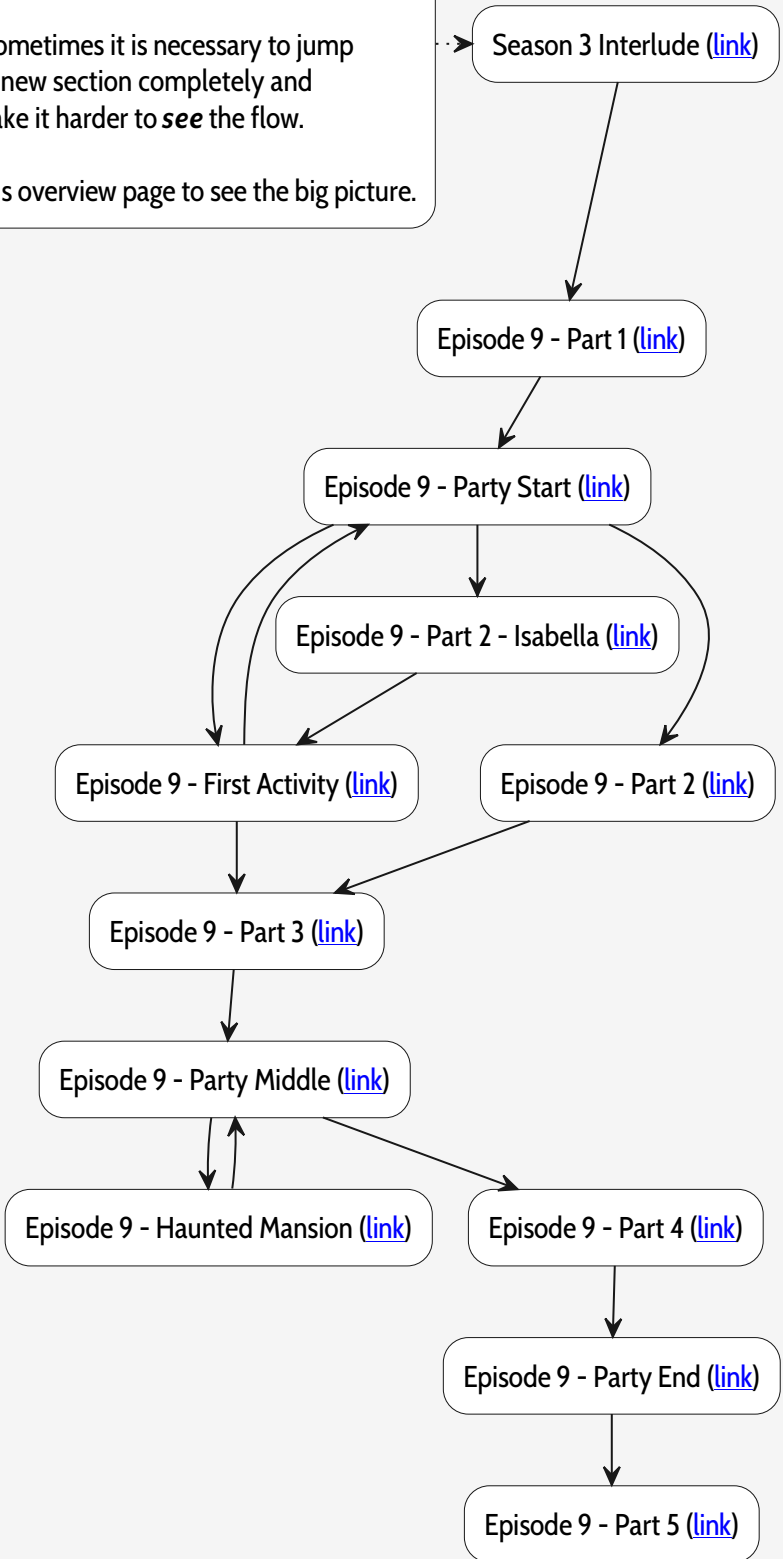
## Being a DIK season3-0.9.1 Walkthrough rev 1.3

### Overview

The walkthrough tries to be linear and some sections should be skipped depending on the listed condition(s).

However sometimes it is necessary to jump ahead to a new section completely and this can make it harder to *see* the flow.

Refer to this overview page to see the big picture.





## Being a DIK Season 3 Interlude

Zoey Home

It is!

• Encourage him: **CHICK**

• Such a girl!: **DIK**

Your grandma must have confused her medicine. Aunt Joline found her on the floor when she checked up on her.

• Is she all right?: **CHICK**

• What the fuck!?: **DIK**

No, you're not. You have school tomorrow morning.

• Nana is important!: **CHICK**

• Fuck school!: **DIK**

No alcohol in this house until you're 21.

• Talk back: **DIK**

• Apologize: **CHICK**

What's wrong?

• Not your business: **DIK**

• Nothing: **CHICK**

I don't think it would be a great idea to show up to dinner drunk. Dad would probably tell Alison we'd been drinking.

• What a snitch: **DIK**

• You're right: **CHICK**

Scene #1  
Interlude - Zoey

Zoey? You have to eat something.

• Answer: **CHICK**

• Ignore: **DIK**

Train

I'll drop by and talk to her from time to time.

• Appreciate it: **CHICK**

• Don't have to: **DIK**

Drawing

Special Render Mixed #1

Now would be a good time to remember that you forgot to pack something.

• LOL! Asshole!: **DIK**

• Don't scare me: **CHICK**

Yeah.

• You ok?: **CHICK**

• I'm excited: **DIK**

Hostel

You cannot drink unless you're 21. That cannot be news to you, darling.

• I am 21: **DIK**

• Drink in my room: **CHICK**

You'll have to wear this red wristband when you're in the bar, and we have a collaboration with other hostels and bars in the area...  
Special Render 2D art #36 (hint)

Beach

Well, you found the waves.

• Love your tats: **CHICK**

• Too many tattoos: **DIK**

We're pretty small, but it's a living, and we tattoo each other for free.

• Joke: **DIK**

• Sounds dope: **CHICK**

Can I see some of it?

• Um... Why?: **DIK**

• Kinda personal: **CHICK**

We've been talking about hiring a part-timer for the reception. Can you handle bookings and shit?

• Yes: **CHICK**

• Joke: **DIK**

Shop

Ouch!

• It could be better: **CHICK**

• It sucks: **DIK**

I'll be your first if you'll let me.

• Ignore him: **CHICK**

• Talk back: **DIK**

Hostel

Sounds like you've got a lot going on for you...

• Sure do: **DIK**

• Show concern: **CHICK**

Shop

Drawing

Special Render Mixed #2

Zoey... You drew this?

• Good, huh?: **DIK**

• Yeah: **CHICK**

Sketch some more stuff while you wait for work. If it looks good, we could use it for stencils and inspiration for the customers.

• Pay me for it: **DIK**

• Sounds fun: **CHICK**

Surf

How's that banana working out for you?

• Had better ones: **DIK**

• Back hurts

You are fuming. Did it get to ya?

• I'm fine: **CHICK**

• I'm pissed: **DIK**

You'll get it eventually. It takes practice.

• Right...: **CHICK**

• Talk back: **DIK**

Bar

I've always wanted to try blue, but it's scary taking that leap.

• Not for everyone: **DIK**

• Encourage her: **CHICK**

Zoey, help me out here. You're bright. You're going to college someday too, right?

• Help him out: **CHICK**

• Don't look at me: **DIK**

Shop

Ems and I started making shitty tattoos on each other for practice.

• I can tell: **DIK**

• Which ones?: **CHICK**

Know what?

• Fuck: **DIK**

• Discover our bodies: **CHICK**

Rooftop

First screen  
Special Render 2D art #37 (hint)

Beach

Journal

Number 2  
Other numbers are on the same page  
Count the underlines: 5 7 5

Some guy, of course.  
----- or -----  
I don't know, to some girl?  
Special Render 2D art #38 (hint)

Emma

Yeah!? I'll do that when you unfuck Bret, you skank!

• Calm her down: **CHICK**  
calm Emma #233

• Take her phone: **DIK**

They're gone!

(And the gallery too!)

• It is too late: **DIK**

• Thank you: **CHICK**

• Get revenge: **DIK**

• Be a bigger person: **CHICK**

did not calm Emma #233

Rooftop

Scene #2  
Interlude - Emma

Flat

Drawing

Special Render Mixed #3

Bathroom

Dad. Now is not a good time for me. I-  
Special Render 2D art #39 (hint)

Vault

2575

• Special Render Mixed #4

• Special Render Mixed #5

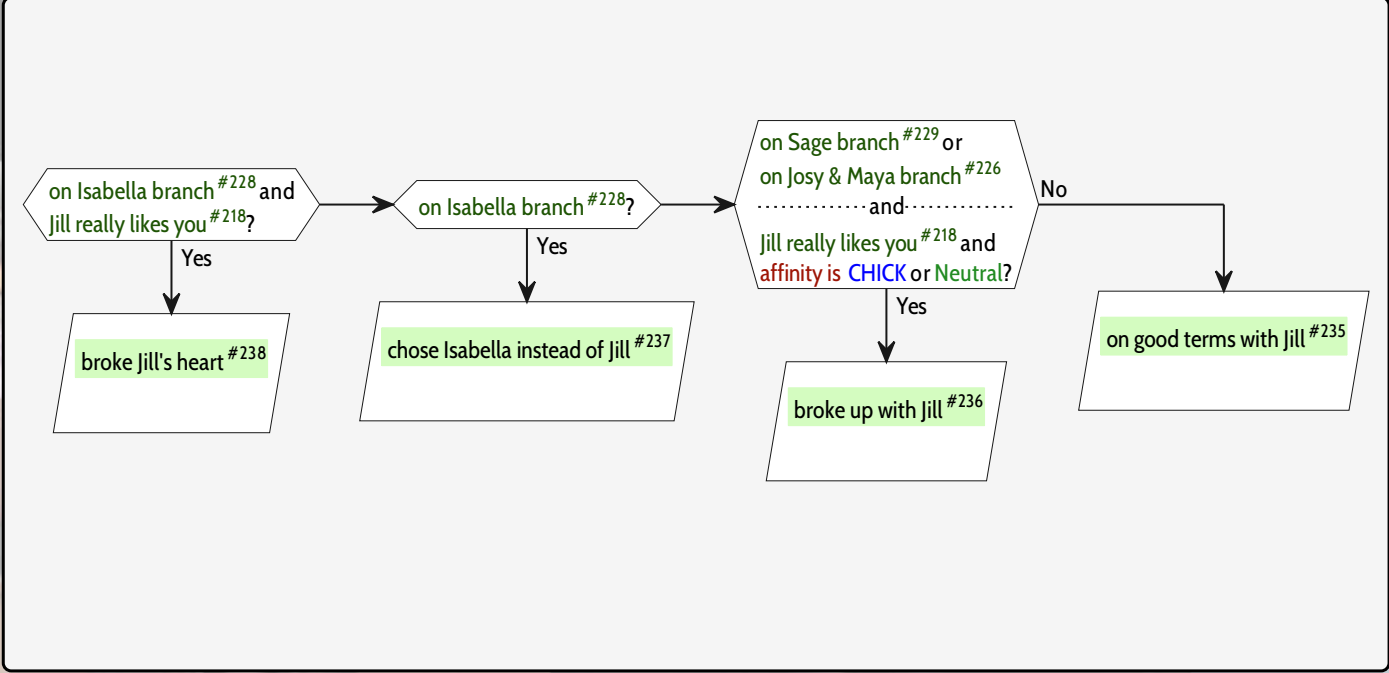
• Special Render Mixed #6

• Special Render Mixed #7

• Special Render Mixed #8



Being a DIK  
Episode 9 - Part 1



DIK house

Did I scare you?  
Special Render Jill #5 (hint)

Aha... Ok... Well, take it up with Tommy again. I don't wanna get involved.

- You're not gonna help?: DIK
- I've got this: CHICK

It's fine, you know. Everyone makes mistakes.

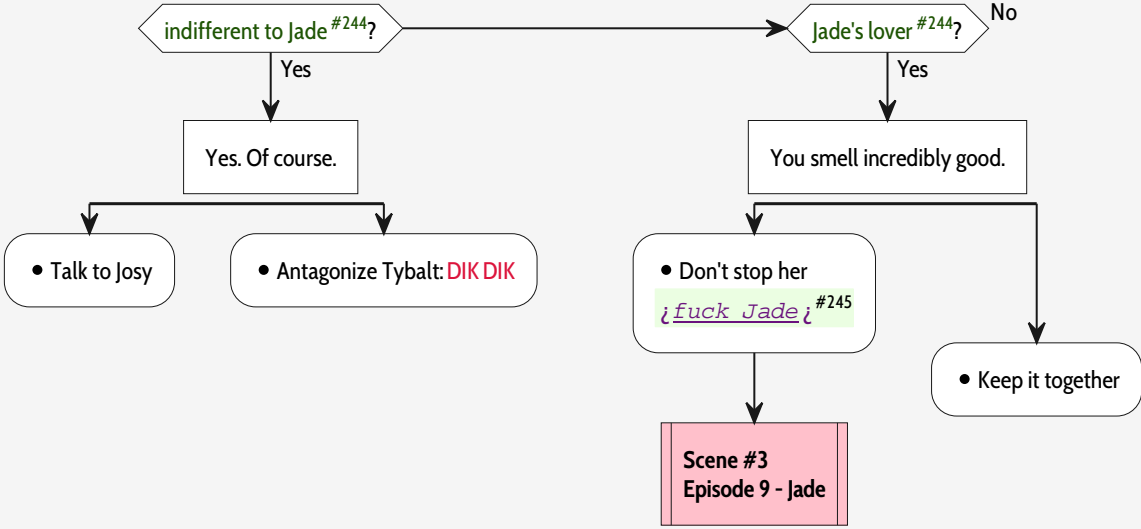
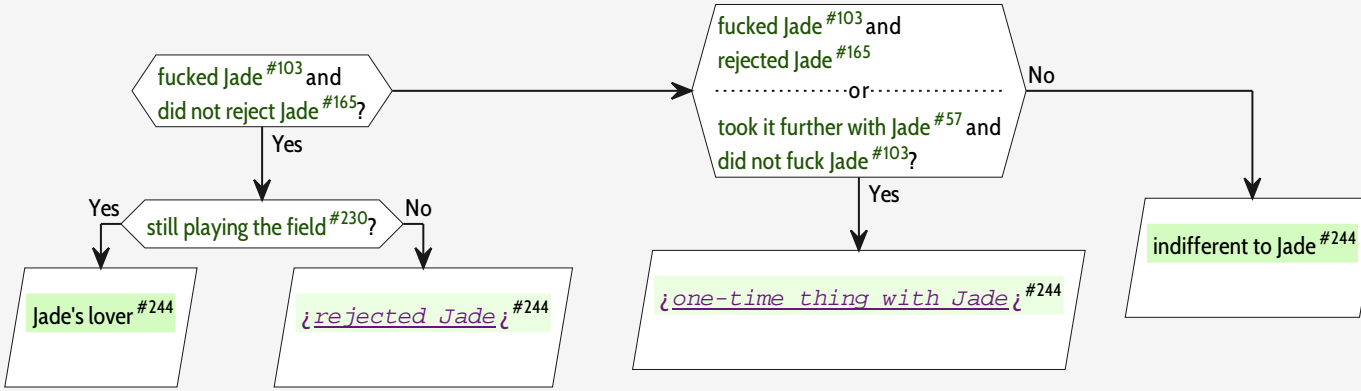
- No mistakes: CHICK
- Blame Tommy: DIK

Party Planning

Activities	Choice 1	Choice 2	Choice 3
Start	body shots #239	drinking competition #240	no activity
Middle	telling scary stories #241	haunted mansion #242	only dancing
Late	private cum-petition #243	no cum-petition	

Great. I'll take food, music and check with the guys about helping out, and you can take care of beer and help with the guest list, maybe?  
Special Render Jill #6 (hint)

Burkes



Sweetie, you've made it clear where your heart lies regarding Maya. However, I'd like to hear more from her.  
Special Render Jill #16 (hint)

Son. I hope I'm not interrupting, but you'll never guess who just dropped by.  
Special Render Jill #9 (hint)

Only if used reply 2 to Tybalt's cluck #143  
Sage

Zoey

Besides, it's my story to tell you and, as I said, I'm done pretending everything's been fine.  
Special Render Jill #10 (hint)

You're mad at me...

- I'm mad  
mad at Zoey #246
- I'm not mad

Party

Is she a better friend than me?

- Yes
- No  
better friend #247

\*Sigh\*  
Special Render Jill #7 (hint)

Being a DIK  
Episode 9 - Party Start

Free roam party

Phone available  
• No Shops  
Recommendation: Spend all money

Dad chat

- I love you too, Dad.:CHICK
- Dad... That kiss emoji makes your text look weird as hell.:DIK

Maya chat

Any choices until the end: Maya

Only if on Josy & Maya branch #226

Josy chat

- I'll let you get back to putting on your costume. We'll talk soon.
- Can't wait to see you tonight. Good luck with the costume!: Josy

Only if on Jill branch #227

Jill chat

Any choices until the end: Jill

Jacob's 2D art

- fucked Jade in a motel #217
  - Can buy: Special Render 2D art #5 - Level 2: Jade
- fucked Maya in the classroom #222
  - Can buy: Special Render 2D art #9 - Level 2: Maya
- fucked Melanie at the dorm party #221
  - Can buy: Special Render 2D art #10 - Level 2: Melanie
- fucked Nora in the bathroom #172
  - Can buy: Special Render 2D art #11 - Level 1: Nora
- Can buy: Special Render 2D art #16 - Level 1: Zoey

Tasks & Events

Activation Condition	Task / Event	Completion Steps	Unlocks
on Josy & Maya branch #226	Text Maya	1. Text Maya	
on Josy & Maya branch #226	Text Josy	1.Text Josy	
on Jill branch #227	Text Jill	1. Text Jill	
was rejected by Ida on swyper #76	Talk to the group outside your room	1. Talk to santa in Right hallway <ul style="list-style-type: none"><li>• Apologize: CHICK</li><li>• Confront: DIK</li></ul>	
	Talk to Jamie	1. Talk to Jamie in Main party room	Talk to Leon
Complete "Talk to Jamie"	Talk to Leon	1. Talk to Leon in Left hallway 2. ➡ Talk to Leon	
	Talk to Zoey	1. Talk to Zoey in Main party room	
	Talk to the girls	1. Talk to the girls in Mezzanine	
	Talk to Sally	1. Talk to Sally in Derek's room 2. ➡ Talk to Sally	<ul style="list-style-type: none"><li>• on Isabella branch #228<ul style="list-style-type: none"><li>▪ Isabella calls</li><li>▪ Wait for Bella by your window</li></ul></li><li>• not on Isabella branch #228<ul style="list-style-type: none"><li>▪ Scene Isabella &amp; Jill</li></ul></li></ul>
	Talk to Rusty	1. Talk to Rusty in Upper main room 2. ➡ Talk to Rusty	
	Talk to Derek	1. Talk to Derek in Upper lounge 2. ➡ Talk to Derek	
	Find your sword	1. Grab it in Dining room	Talk to Tommy
Complete "Find your sword"	Talk to Tommy	1.Talk to Tommy in Main party room	Find the beer tap Bring a keg to Tommy
Complete "Talk to Tommy"	Find the beer tap	1.Grab it in Nick's room	<ul style="list-style-type: none"><li>• If "Bring a keg to Tommy" is complete<ul style="list-style-type: none"><li>▪ Install the beer tap</li></ul></li></ul>
Complete "Talk to Tommy"	Bring a keg to Tommy	1.Grab it in Tommy's room2 2. ➡ Talk to JB	<ul style="list-style-type: none"><li>• If "Find the beer tap" is complete<ul style="list-style-type: none"><li>▪ If on Isabella branch #228<ul style="list-style-type: none"><li>▪ Isabella arrives (go to Your room)</li></ul></li><li>▪ If not on Isabella branch #228<ul style="list-style-type: none"><li>▪ First Activity starts in Main party room</li></ul></li></ul></li></ul>
Only if completed "Bring a keg to Tommy" first and then "Find the beer tap"	Install the beer tap	1. Go to Main party room	<ul style="list-style-type: none"><li>• If on Isabella branch #228<ul style="list-style-type: none"><li>▪ Isabella arrives (go to Your room)</li></ul></li><li>• If not on Isabella branch #228<ul style="list-style-type: none"><li>▪ First Activity starts in Main party room</li></ul></li></ul>
on Isabella branch #228 and completed all other tasks	Wait for Bella by your window	1. Window hotspot in Your room	
not on Isabella branch #228 and completed First Activity	Go to Derek's closet	1. Go to Derek's room	

Other Events

Talk to the dormies in Main party room  
People watching the movie in Theater

Right hallway

- End Door ➡ Kitchen
- Left Door ➡ Theater
- Middle Door ➡ Bathroom
- Right Door ➡ Photo studio
- Down Arrow ➡ Main party room

Kitchen

- Special Render Josy #6 (hint)

- Right Arrow ➡ Right hallway
- Down Arrow ➡ Dining room

Corridor

- Left Door ➡ Upper bathroom
- Right Door ➡ Derek's room
- Left Arrow ➡ Upper main room
- Down Arrow ➡ Corridor2

Theater

- Special Render Josy #11 (hint)

- Up Arrow ➡ Theater2
- Down Arrow ➡ Right hallway

Corridor2

- Door ➡ John Boy's room
- Right Arrow ➡ Upper main room
- Down Arrow ➡ Corridor

Theater2

- Money: \$1
- Left Arrow ➡ Theater

Derek's room

- Down Arrow ➡ Corridor

End free roam

Only if not on Isabella branch #228

- Jump to Episode 9 - Part 2 (link)

Leon's room

- Special Render Josy #7 (hint)

- Down Arrow ➡ Mezzanine

Left hallway

- Stairs ➡ Tommy's room
- Up Arrow ➡ Left hallway2
- Right Arrow ➡ Main party room

Upper bathroom

- Special Render Josy #12 (hint)

- Down Arrow ➡ Corridor

Left hallway2

- Left Door ➡ Jamie's room
- Right Door ➡ Rusty's room
- Down Arrow ➡ Left hallway

Bathroom

- Special Render Josy #2 (hint)

- Down Arrow ➡ Right hallway

Rusty's room

- Special Render Josy #10 (hint)

- Evidence #4: Number 4

- Door ➡ Dining room
- Down Arrow ➡ Left hallway2

Dining room

- Sword

- Stairs ➡ Dining room upstairs
- Left Door ➡ Rusty's room
- Right Door ➡ Jamie's room
- Up Arrow ➡ Kitchen

John Boy's room

- Special Render Josy #5 (hint)

- Up Arrow ➡ Dining room upstairs
- Down Arrow ➡ Corridor

Nick's room

- Special Render Josy #9 (hint)

- Beer tap

- Down Arrow ➡ Dining room upstairs

Jacob's room

- Special Render Josy #3 (hint)

- Down Arrow ➡ Dining room upstairs

Tommy's room

- Special Render Josy #13 (hint)

- Curtain ➡ Tommy's room2
- Down Arrow ➡ Left hallway

Tommy's room2

- Special Render Josy #14 (hint)

- Keg

- Down Arrow ➡ Tommy's room

Jamie's room

- Special Render Josy #4 (hint)

- Door ➡ Dining room
- Down Arrow ➡ Left hallway2

Dining room upstairs

- Special Render Josy #16 (hint)

- Left Door ➡ Nick's room
- Right Door ➡ Jacob's room
- Up Arrow ➡ Dining room
- Down Arrow ➡ John Boy's room

Talk to JB

How do you know her again?

- Ex-girlfriend
  - ex-girlfriend #249
- Childhood friend

Talk to Leon

We were gonna have theme costumes and he bailed on me. I feel ridiculous wearing this.

- Sympathize: CHICK
- Joke: DIK

She's a party killer, dude. In a few hours she'll be lecturing people on why they shouldn't be wearing slutty outfits.

- If it's needed: DIK
- I can't do that: CHICK
- Joke: DIK

Talk to Rusty

repaired the DIK house #219?

Yes

After all you did to get us back on track after the alphas trashed this place.

- Don't mention it
- You're the real leader: CHICK, DIKs

Talk to Derek

Who even invited these two?

- We can throw them out: DIK
- Don't start something: CHICK

Talk to Sally

Is that how you greet your guests?

- How I greet you: DIK
- I was surprised
- Sorry: CHICK

We're waiting for Derek. He said he was going to mix us drinks.

- Offer to help
- Leave

And for you... How about something sweet?

- Tease her more: DIK
- Don't tease her: CHICK

A tequila drink for Karen is coming up...

- Green mixer and lime

I'm surprised you didn't fuck that up.

- I know what I'm doing
- Me too
- Joke: DIK
  - Only if affinity is DIK
  - DIK

Actually... My hopes of you making me something I'd enjoy are exceptionally low. Give me a beer.

- Beer
- Derek's special bottle: DIK
  - Derek's special #248



Being a DIK  
Episode 9 - First Activity

First Activity

doing body shots #239

DIKs! Can we get 18 shots to the stage?

• Body shots with Becky  
*{with Becky}* #250

(Mouth shot!)

• Transfer shot: ✓

• Spill shot

• Enjoy it too much

▪ Only if stopped playing the field #230  
▪ *{xixi}*

Pour it on my chest! Hurry!!!

• Pour fast: ✓

• Pour slowly

Hold still! Don't drop the shot.

• Focus

• Drop the shot: ✗  
Lose all ✓

Only if got at least 2 ✓  
*{winners}* #251

• Body shots with Tiffani

(Mouth shot!)

• Transfer shot

• Spill shot

• Enjoy it too much

▪ Only if stopped playing the field #230  
▪ *{xixi}*

Don't be shy. Say hello to her.

• Try to ignore it: CHICK

• Greet Tiffani's hole: DIK  
▪ Only if stopped playing the field #230  
▪ *{xixi}*  
*{lick Tiffani}* #252

having a drinking competition #240

What do you say, my half-naked brother with a skirt? Who's your winner in this race?

• Becky

*{winner is Becky}* #253

• Christie

winner is Christie #253

• Kylie

winner is Kylie #253

• Too close to call

*{tie}* #253

MC

• Hype the crowd  
• Hype Becky: CHICK  
▪ *{winner is Becky}* #253  
• Hype Christie: CHICK  
▪ winner is Christie #253  
• Hype Kylie: CHICK  
▪ winner is Kylie #253  
• Neg Becky: DIK  
• Neg Christie: DIK  
• Neg Kylie: DIK  
▪ winner is Kylie #253

affinity is DIK? No  
Yes

\*Crowd shouts\*

• Spilling doesn't disqualify: DIK

*{tie}* #253

• Hype the crowd

drinking competition winner is not Christie #253 and  
drinking competition winner is not Kylie #253? No  
Yes

Yes! I'm the best nurse!

• Neg Becky: DIK

• Whatever you say

Yes  
on Isabella branch #228? No

Jump to Episode 9 - Part 3 (link)

Jump to Episode 9 - Party Start (link)

# Being a DIK

## Episode 9 - Part 2 - Isabella

Isabella

Of course, I have.

• I feel the same:   *Isabella*

• That's nice

Like what?

• Underdressed

• Hot

• Joke

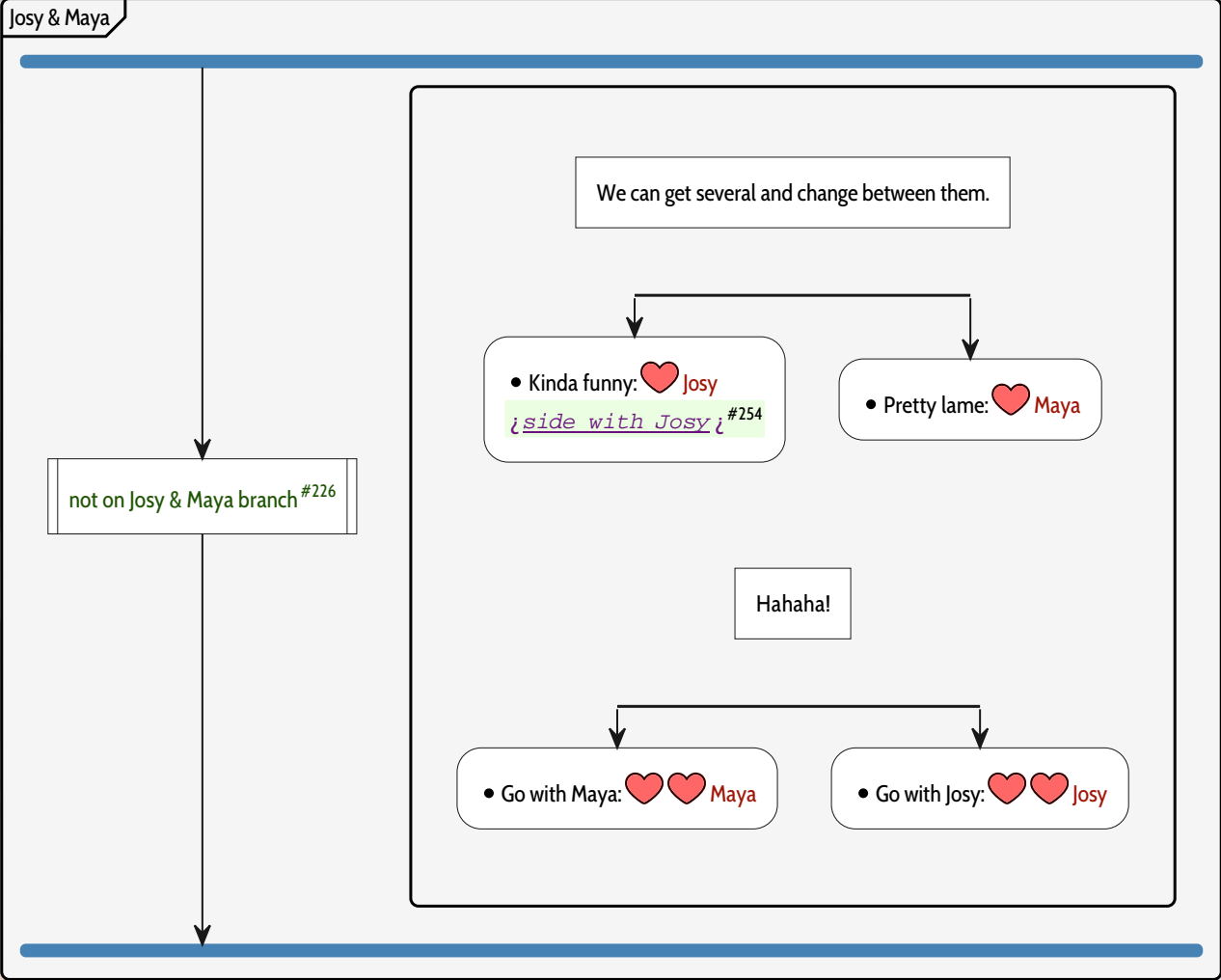
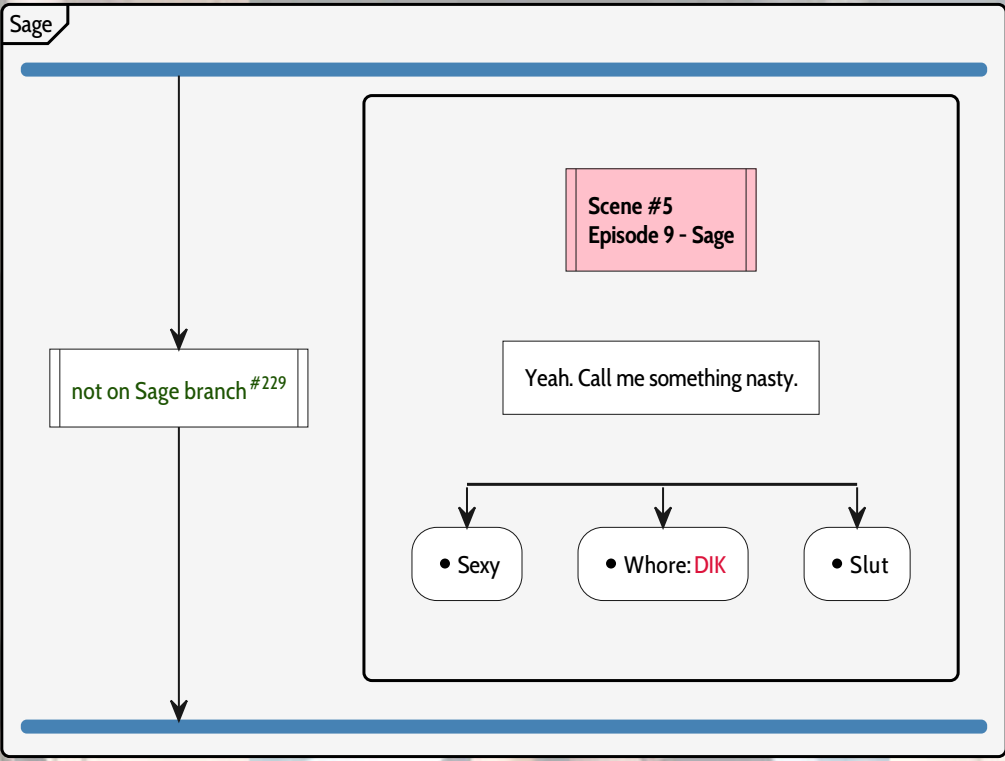
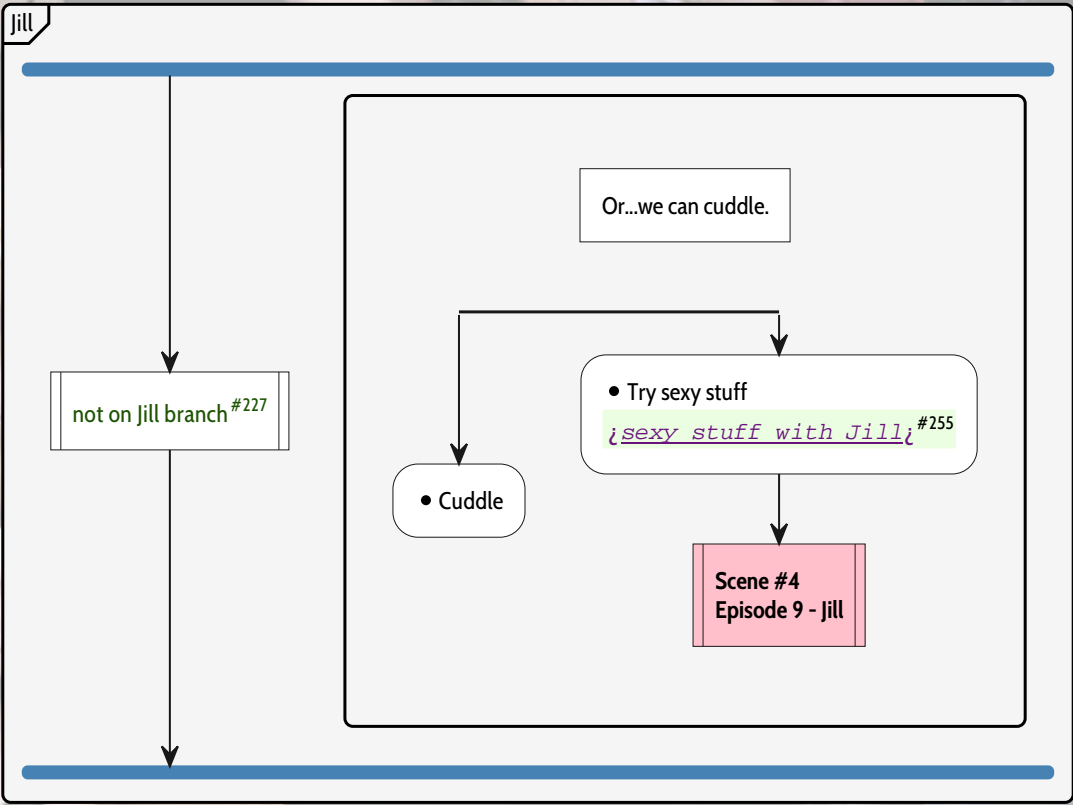
Only available if affinity is **CHICK**

• Dodge the bullet:  *Isabella*

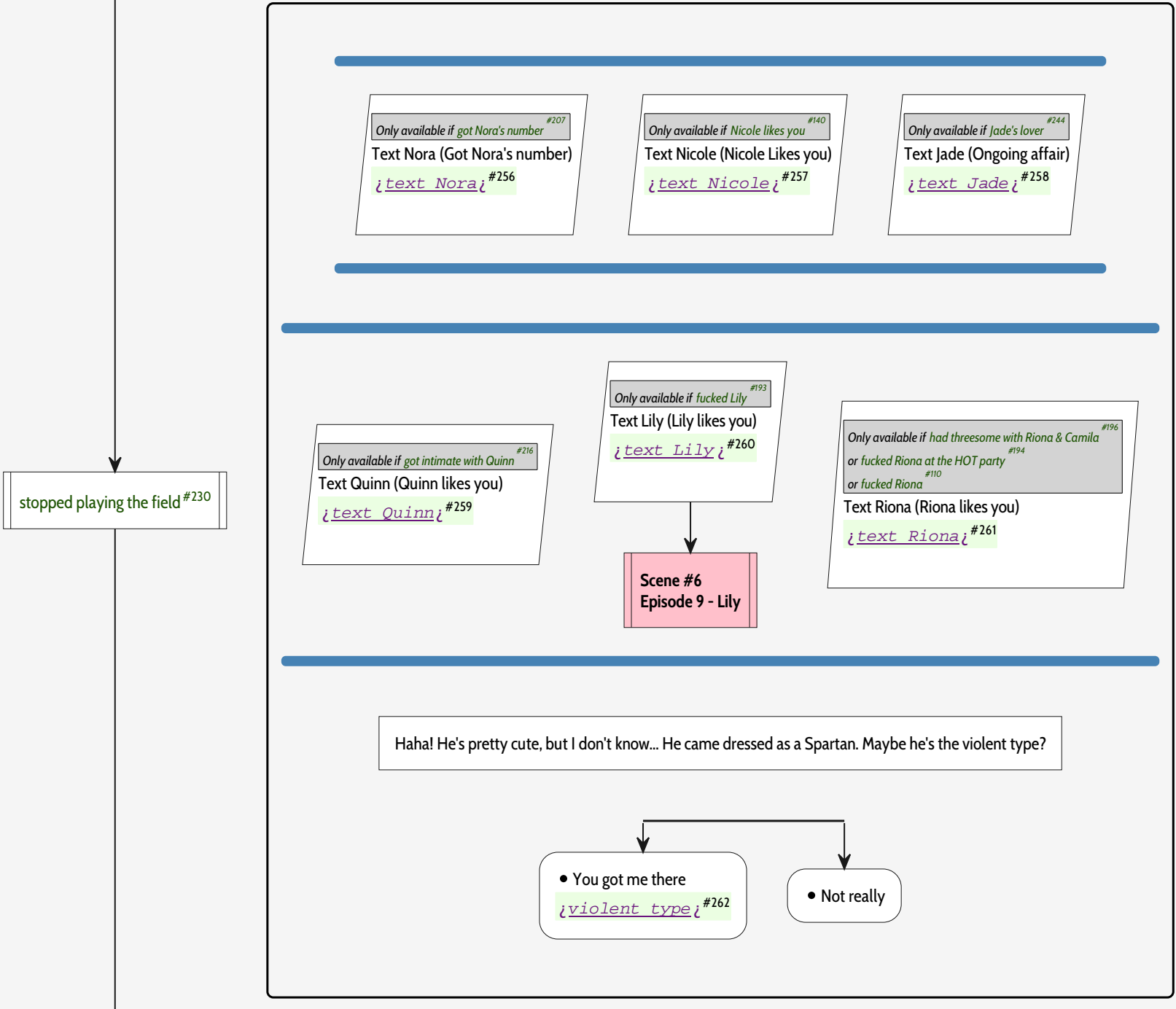
Jump to Episode 9 - First Activity ([link](#))



Being a DIK  
Episode 9 - Part 2

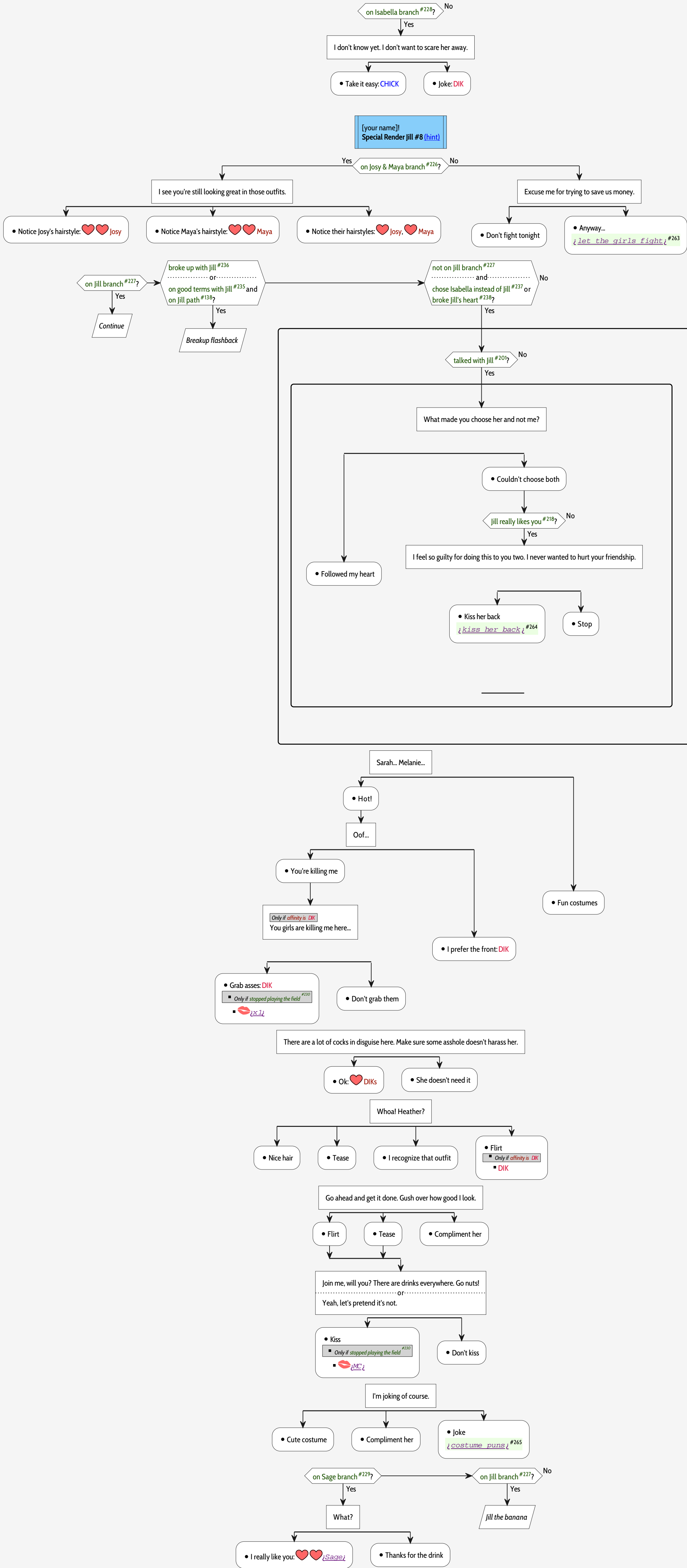


Texting



Being a DIK  
Episode 9 - Part 3

Party









# Being a DIK

## Episode 9 - Haunted Mansion

Free roam haunted mansion

### Hint

If you find it difficult to find where to click with the flashlight, open the settings and disable special effects (change screen to take effect)

#### Main room

- .....After reading the clues.....
- Cage ➡ Cage
  - Jars ➡ Jars
  - Torture device ➡ Torture device
  - Freezer ➡ Freezer
  - Door ➡ Door
  - Down Arrow ➡ Note

#### Note

- **Note: Read the clues**
- Down Arrow ➡ Main room

#### Door

- .....Found the 3 keys.....
- **Lock: Escape**
  - Down Arrow ➡ Main room

#### Jars

- ..... After reading the clues.....
- **Third jar from the left: Key**
  - Down Arrow ➡ Main room



#### Torture device

- ..... Get the combination.....
- **Open the latch (top part)**
  - **Read the symbols**
  - Down Arrow ➡ Main room



#### Freezer

- ..... After finding the combination.....
- **Lock: open the freezer**
    - **Get the key in the heart**
  - Down Arrow ➡ Main room



#### Cage

- Up Arrow ➡ Cage top
- Down Arrow ➡ Main room

#### Cage top

- **Key**
  - **on Sage branch #229**
  - **Scene #7: Episode 9 - Sage**
  - **Will exit the basement automatically**
- Down Arrow ➡ Cage



Jump to Episode 9 - Party Middle ([link](#))



## Being a DIK Episode 9 - Part 4

Blackout

**Fix the electricity**

1. Up Arrow
2. Tommy
3. Up Arrow
4. Stairs

**Jacob says**

Uh... I'm not sure. I'm not good at these things. There are 3 rows of switches here...

...  
**Special Render Jill #17** [\(hint\)](#)

Party


on Jill branch #227?

No

Yes

Would you like to meet my parents?

• Of course

• Do I have to?:  Jill







Being a DIK  
Episode 9 - Part 5

Jill

Scene #15  
Episode 9 - Jill

Jill orgasm

On the third choice loop while doing it 'Standing',  
after jill says 'Yeah... If he keeps this up for a minute or so, I might...'  
go on the next screen (no dialogue and no menu) and wait for 45 seconds

*jill orgasm* #319

was rejected by Ida on swyper #162

No

Yes

She called you names and said you were horrible to her...and a bully. What was that about?

• She's lying

• It's my fault

• I don't know: *jill*

She is, isn't she? It was such a shame that Olivia got sick.

• Tell jill what you saw  
*tell her* #320

• Don't tell jill about Matthew

Special Render 2D art #41

Special Render 2D art #42

Sage

Hunt

Answers don't matter but here are the good ones

1. Bathroom downstairs

2. Dining room

Scene #17  
Episode 9 - Sage

You'd be on board for everything I'd suggest, wouldn't you?

• Likely

• I prefer vanilla  
*prefer vanilla sex* #321

Isabella

Scene #14  
Episode 9 - Isabella

Bug

If you select Reverse cowgirl a second time,  
after the scene it will jump to the cum menu

Josy & Maya

Scene #16  
Episode 9 - Josy & Maya

Special Render 2D art #43

Special Render 2D art #44

Special Render 2D art #45

Special Render 2D art #46

Maya

- fucked Maya in the classroom #222
- followed Maya #121
- spent a solo night with Maya #179
- fucked Maya #61
- had fun with Maya #293

Josy

- fucked Josy in the bathroom stall #206
- followed Josy #120
- spent a solo night with Josy #180
- fucked Josy in your room #174
- left the HOT party with Josy #191

Josy VS Maya

- Josy 2 more than Maya: *Josy* Maya, *Josy*
- Josy less than Maya: *Maya*, *Josy*
- It sounds like we're about even: *Maya*, *Josy*

• It's all about opportunity

• Bad to keep count: *Josy*, *Maya*

I think that's what I can share at the moment.

• Hug Maya: *Maya*

• Let her get out of it

Lily & Nicole

not fucking Lily & Nicole #314

Scene #18  
Episode 9 - Lily & Nicole

Special Render 2D art #51

Quinn

not fucking Quinn #316

Scene #19  
Episode 9 - Quinn

Sarah & Melanie

not fucking Sarah & Melanie #313

He's still not saying it.

• I wanna fuck you  
Vaginal sex

• I wanna fuck your asses  
Anal sex  
*wanna fuck their asses* #324

Scene #20  
Episode 9 - Sarah & Mel

\*Lick lick\* Do you like it?

• Yes  
*like rim job* #325

• Not for me

Bedroom

stopped playing the field #230 or  
ended the night with someone

Can we stay the night?

• Join them  
*join them* #326

• Take the couch

End

Second screen after party planning results  
Special Render Josy #17 (hint)

Yes fucked Lily & Nicole #314

No

Final ending with the girl(s) you ended with

Only available if Nicole likes you #140

• Spoon Nicole  
*spoon Nicole* #322

Only available if fucked Lily #193

• Spoon Lily  
*spoon Lily* #323

Special Render 2D art #50

• Don't spoon

Vault

4232

• Special Render Josy #18

• Special Render Josy #19

• Special Render Josy #20

• Special Render jill #19

• Special Render jill #20



## Jill Special Render Locations

Jill Special Render #1



Jill Special Render #2



Jill Special Render #3



Jill Special Render #4



Jill Special Render #5

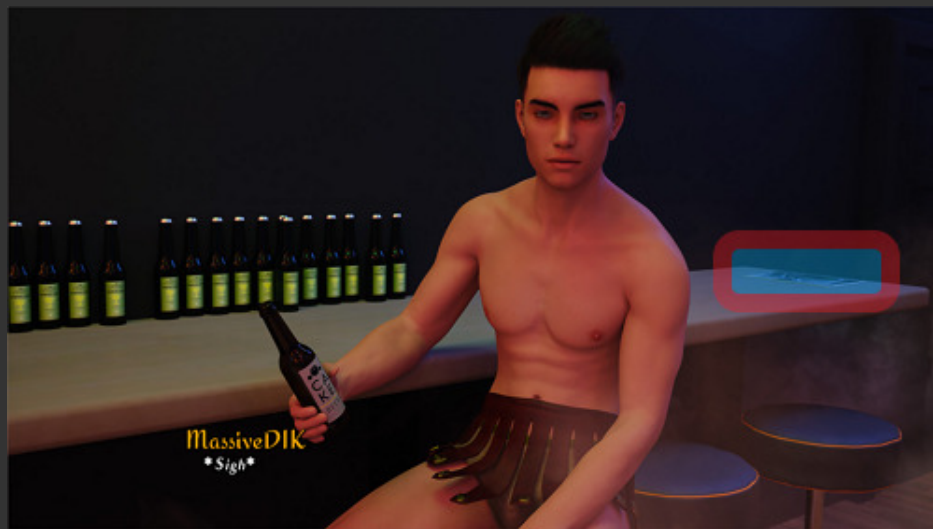


Jill Special Render #6





Jill Special Render #7



Jill Special Render #8



Jill Special Render #9



Jill Special Render #10



Jill Special Render #11



Jill Special Render #12





Jill Special Render #13



Jill Special Render #14



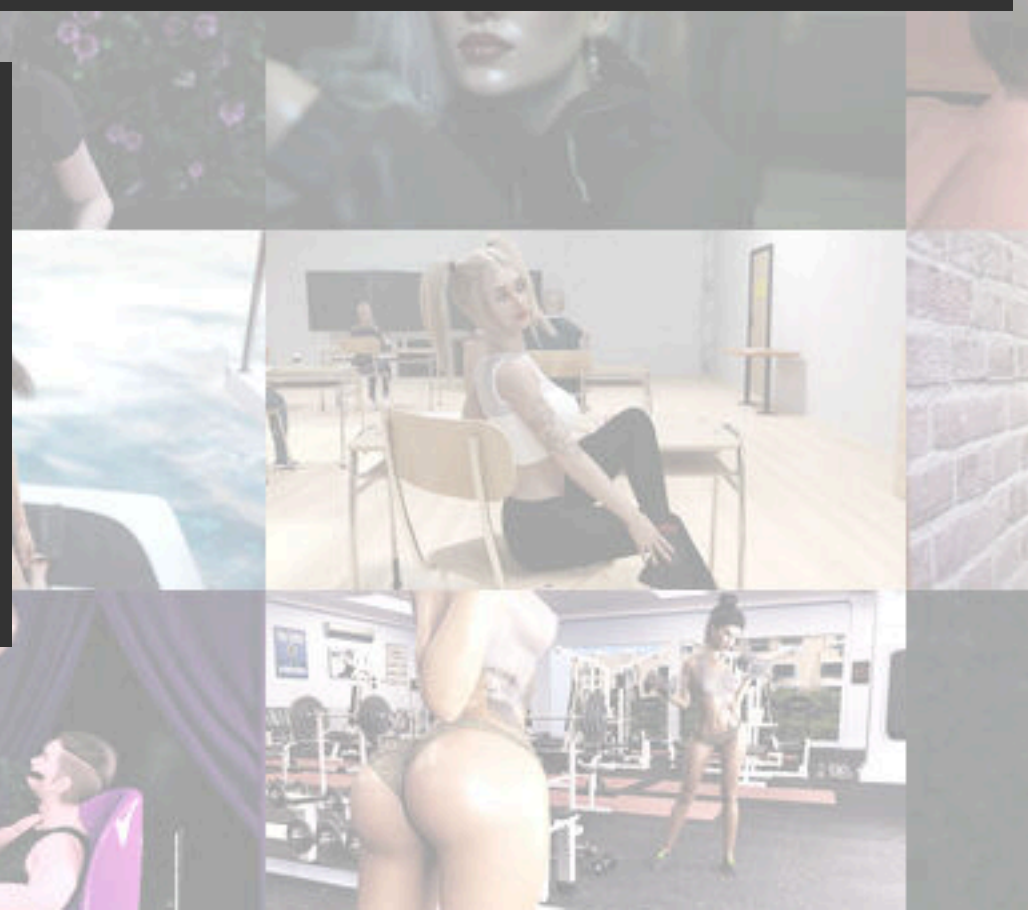
Jill Special Render #15



Jill Special Render #16



Jill Special Render #17





Josy Special Render Locations

Josy Special Render #1



Josy Special Render #2



Josy Special Render #3



Josy Special Render #4



Josy Special Render #5



Josy Special Render #6





Josy Special Render #7



Josy Special Render #8



Josy Special Render #9



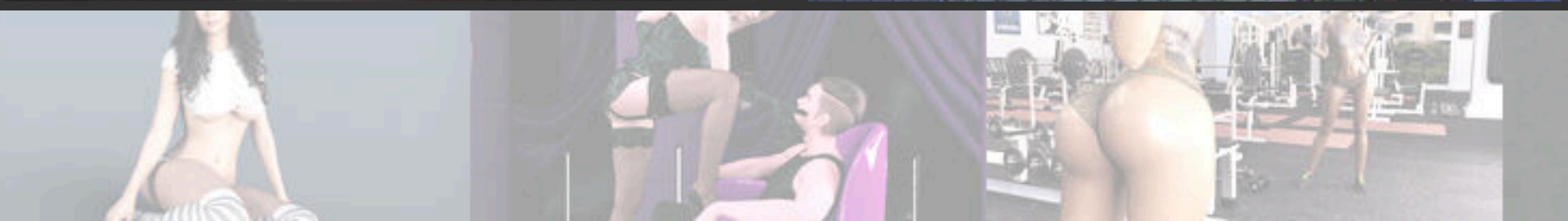
Josy Special Render #10



Josy Special Render #11



Josy Special Render #12





Josy Special Render #13



Josy Special Render #14



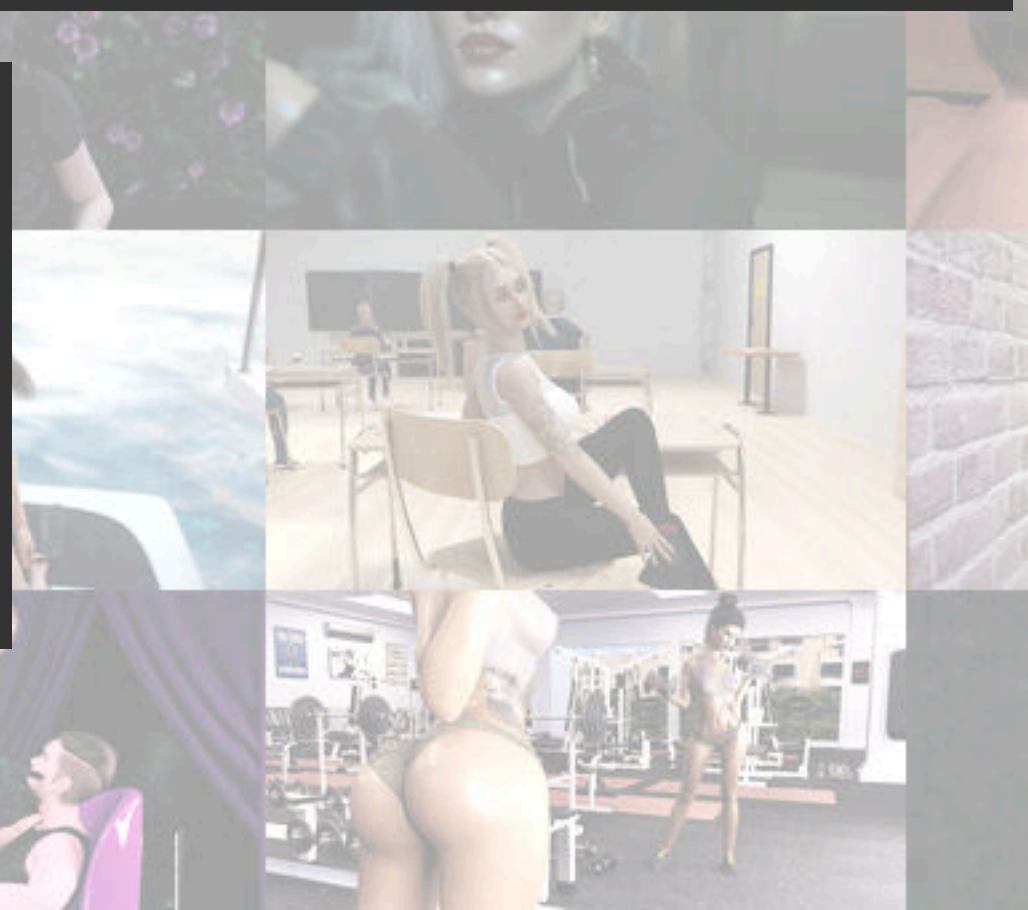
Josy Special Render #15



Josy Special Render #16



Josy Special Render #17





## 2D art Special Render Locations

2D art Special Render #36



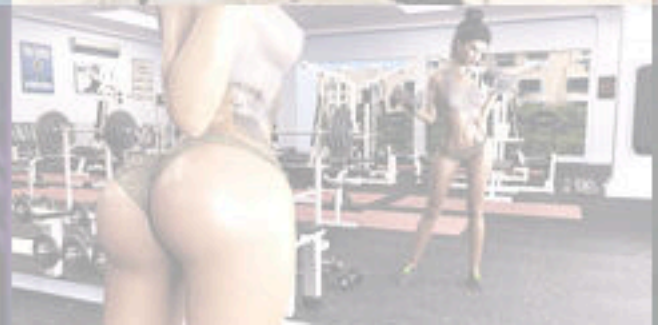
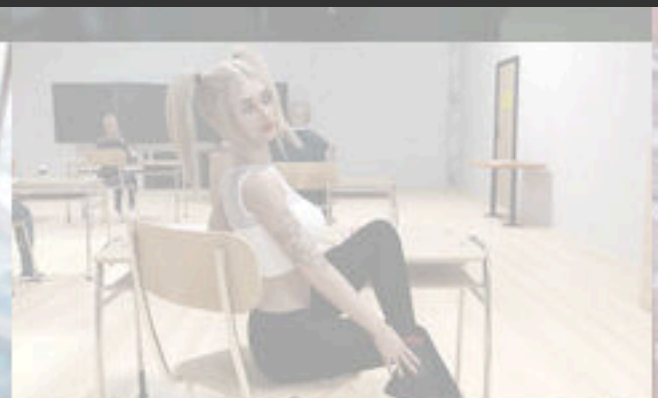
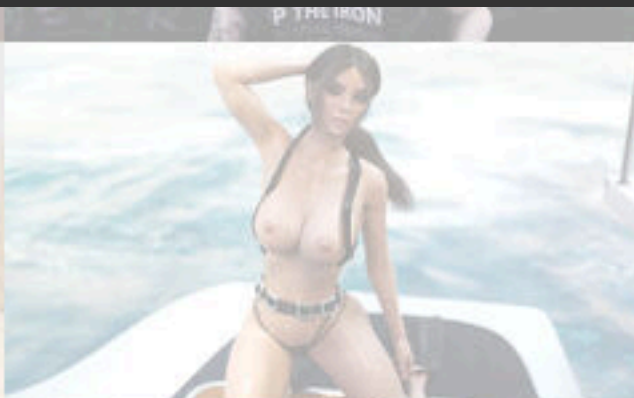
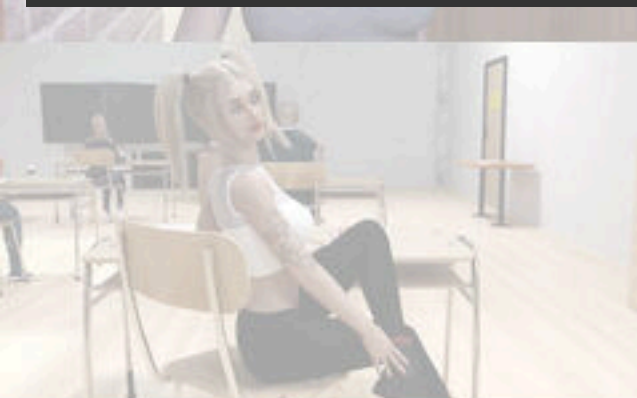
2D art Special Render #37



2D art Special Render #38



2D art Special Render #39





## Pack Quest 04 Locations

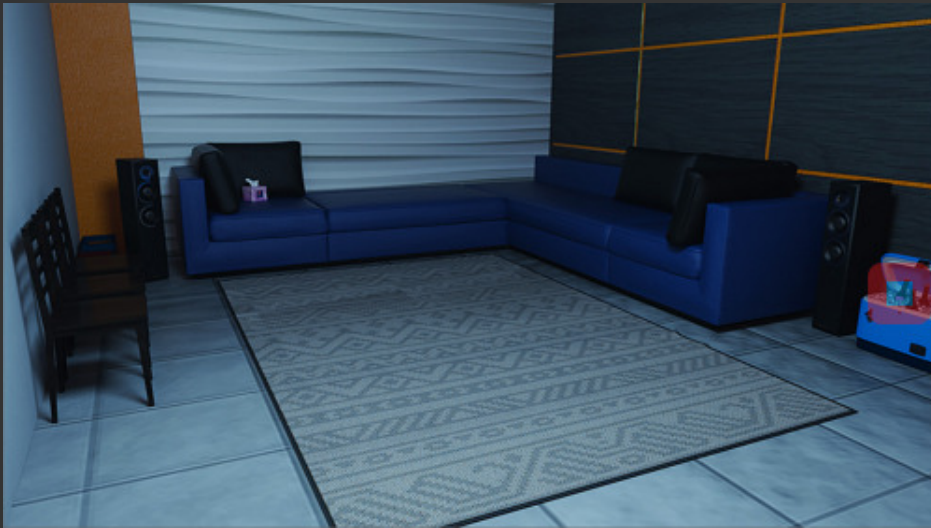
Pack Quest 4 - #1



Pack Quest 4 - #2



Pack Quest 4 - #3



Pack Quest 4 - #4



Pack Quest 4 - #5



Pack Quest 4 - #6





Pack Quest 4 - #7



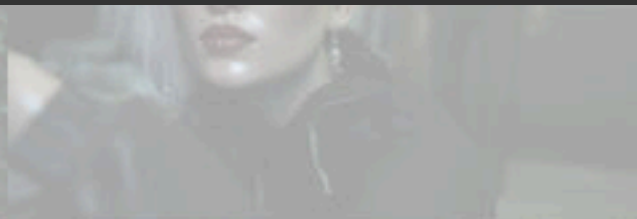
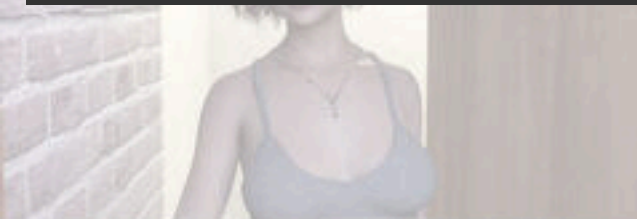
Pack Quest 4 - #8



Pack Quest 4 - #9



Pack Quest 4 - #10





Being a DIK season3-0.9.1  
Walkthrough rev 1.3

Cheat without a MOD

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

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

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

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

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

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

This can be automated on windows with the following script: BeingADIK.cmd  
with the following content:

```
del game\options.rpyc  
start " " "BeingADIK.exe"
```

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

Character variables

**variable:** The variable  
**definition:** what it represents  
**set variable / new value:** what to type in the developer console to turn the variable on or set a new value  
**unset variable:** what to type in the developer console to turn the variable off  
**check current value:** what to type in the developer console to check the current value

*Note: Be careful when modifying your character stats, the game stores a lot more variables  
and will re-calculate them so your change might not be permanent*

variable	definition	set variable / new value	unset variable	check current value
dik	Your DIK score (-20 to 20)	dik = value		dik
dtype	status	dtype = value		dtype
affinity	affinity	DIK:affinity = "DIK" Neutral:affinity = "NEUTRAL" CHICK:affinity = "CHICK"		affinity
permanent_affinity	If you have permanent affinity	permanent_affinity = True	permanent_affinity = False	permanent_affinity
money	The money in your wallet	money = value		money
RPisabella	Isabella relationship points	RPisabella = value		RPisabella
RPjill	Jill relationship points	RPjill = value		RPjill
RPjosy	Josy relationship points	RPjosy = value		RPjosy
RPmaya	Maya relationship points	RPmaya = value		RPmaya
RPsage	Sage relationship points	RPsage = value		RPsage
RPderek	Derek relationship points	RPderek = value		RPderek
RPdiks	DIKs relationship points	RPdiks = value		RPdiks
RPjocks	Jocks relationship points	RPjocks = value		RPjocks
RPnerds	Nerds relationship points	RPnerds = value		RPnerds
RPpreps	Preps relationship points	RPpreps = value		RPpreps
tc	Times cheated on LI	tc = value		tc
ep6_dng_points	Episode 6 D&G life points	ep6_dng_points = value		ep6_dng_points
ep7_patrick_score	Patrick's approval points	ep7_patrick_score = value		ep7_patrick_score

Game Decisions Variables

**label:** The label as found in the walkthrough  
**set variable:** what to type in the developer console to turn the variable on  
**unset variable:** what to type in the developer console to turn the variable off  
**check current value:** what to type in the developer console to check the current value

label	set variable	unset variable	check current value
calm Emma #233	emma_calm = True	emma_calm = False	emma_calm
relationship with Jill #234	good terms: ep9_jill_mood = 0 broke up: ep9_jill_mood = 1 chose Isabella: ep9_jill_mood = 2 broke her heart: ep9_jill_mood = 3		ep9_jill_mood
on good terms with Jill #235	ep9_jill_mood_0 = True	ep9_jill_mood_0 = False	ep9_jill_mood_0
broke up with Jill #236	ep9_jill_mood_1 = True	ep9_jill_mood_1 = False	ep9_jill_mood_1
chose Isabella instead of Jill #237	ep9_jill_mood_2 = True	ep9_jill_mood_2 = False	ep9_jill_mood_2
broke Jill's heart #238	ep9_jill_mood_3 = True	ep9_jill_mood_3 = False	ep9_jill_mood_3
body shots #239	ep9_body_shots = True	ep9_body_shots = False	ep9_body_shots
drinking competition #240	ep9_drinking_competition = True	ep9_drinking_competition = False	ep9_drinking_competition
telling scary stories #241	ep9_scary_stories = True	ep9_scary_stories = False	ep9_scary_stories
haunted mansion #242	ep9_haunted_mansion = True	ep9_haunted_mansion = False	ep9_haunted_mansion
private cum-petition #243	ep9_cumpetition = True	ep9_cumpetition = False	ep9_cumpetition
relationship with Jade #244	indifferent: jade_state = 0 lovers: jade_state = 1 rejected her: jade_state = 2 one-time thing: jade_state = 3		jade_state
{fuck Jade} #245	ep9_jade_lewd = True	ep9_jade_lewd = False	ep9_jade_lewd
mad at Zoey #246	ep9_mad_at_zoey = True	ep9_mad_at_zoey = False	ep9_mad_at_zoey
{better friend} #247	ep9_derek_better_friend = True	ep9_derek_better_friend = False	ep9_derek_better_friend
Derek's special #248	ep9_sally_drink = True	ep9_sally_drink = False	ep9_sally_drink
{ex-girlfriend} #249	ep9_jb_gf = True	ep9_jb_gf = False	ep9_jb_gf
{with Becky} #250	ep9_body_shots_becky = True	ep9_body_shots_becky = False	ep9_body_shots_becky
{winners} #251	ep9_shot_win = True	ep9_shot_win = False	ep9_shot_win
{lick Tiffani} #252	ep9_tiffani_lick = True	ep9_tiffani_lick = False	ep9_tiffani_lick
drinking competition winner #253	ep9_drink_win = "Becky" ep9_drink_win = "Christie" ep9_drink_win = "Kylie" ep9_drink_win = "tie"	ep9_drink_win = " "	ep9_drink_win
{side with Josy} #254	ep9_josy_side = True	ep9_josy_side = False	ep9_josy_side
{sexy stuff with Jill} #255	ep9_jill_lewd = True	ep9_jill_lewd = False	ep9_jill_lewd
{text Nora} #256	ep9_others_texted[0] = True	ep9_others_texted[0] = False	ep9_others_texted_0
{text Nicole} #257	ep9_others_texted[1] = True	ep9_others_texted[1] = False	ep9_others_texted_1
{text Jade} #258	ep9_others_texted[2] = True	ep9_others_texted[2] = False	ep9_others_texted_2
{text Quinn} #259	ep9_others_texted[3] = True	ep9_others_texted[3] = False	ep9_others_texted_3
{text Lily} #260	ep9_others_texted[4] = True	ep9_others_texted[4] = False	ep9_others_texted_4
{text Riona} #261	ep9_others_texted[5] = True	ep9_others_texted[5] = False	ep9_others_texted_5
{violent type} #262	ep9_dangerous = True	ep9_dangerous = False	ep9_dangerous
{let the girls fight} #263	ep9_jm_fight = True	ep9_jm_fight = False	ep9_jm_fight
{kiss her back} #264	ep9_b_kissed_jill = True	ep9_b_kissed_jill = False	ep9_b_kissed_jill
{costume puns} #265	ep9_rio_joke = True	ep9_rio_joke = False	ep9_rio_joke
{smart look} #266	ep9_photos_0 = True	ep9_photos_0 = False	ep9_photos_0
{flirty look} #267	ep9_photos_1 = True	ep9_photos_1 = False	ep9_photos_1
{scary pose} #268	ep9_photos_2 = True	ep9_photos_2 = False	ep9_photos_2
{cute pose} #269	ep9_photos_3 = True	ep9_photos_3 = False	ep9_photos_3
{picture with Jill & Bianca} #270	ep9_photos_4 = True	ep9_photos_4 = False	ep9_photos_4
{funny pose} #271	ep9_photos_5 = True	ep9_photos_5 = False	ep9_photos_5
{sweet pose} #272	ep9_photos_6 = True	ep9_photos_6 = False	ep9_photos_6
{hold her tits} #273	ep9_photos_7 = True	ep9_photos_7 = False	ep9_photos_7
{funny picture} #274	ep9_photos_8 = True	ep9_photos_8 = False	ep9_photos_8
{picture with Riona} #275	ep9_photos_9 = True	ep9_photos_9 = False	ep9_photos_9
{funny pose} #276	ep9_photos_10 = True	ep9_photos_10 = False	ep9_photos_10
{sexy pose} #277	ep9_photos_11 = True	ep9_photos_11 = False	ep9_photos_11
{sexy} #278	ep9_photos_12 = True	ep9_photos_12 = False	ep9_photos_12
{cute} #279	ep9_photos_13 = True	ep9_photos_13 = False	ep9_photos_13
{picture with Zoey} #280	ep9_photos_14 = True	ep9_photos_14 = False	ep9_photos_14
{picture with Josy} #281	ep9_photos_15 = True	ep9_photos_15 = False	ep9_photos_15
{grab their ass picture} #282	ep9_photos_16 = True	ep9_photos_16 = False	ep9_photos_16
{picture with Sarah & Melanie} #283	ep9_photos_17 = True	ep9_photos_17 = False	ep9_photos_17
{grab her ass} #284	ep9_bianca_ass = True	ep9_bianca_ass = False	ep9_bianca_ass
{side with Leon} #285	ep9_leons_side = True	ep9_leons_side = False	ep9_leons_side
{punch for Sarah} #286	ep9_sarah_punch = True	ep9_sarah_punch = False	ep9_sarah_punch
{help Derek} #287	ep9_help_derek = True	ep9_help_derek = False	ep9_help_derek
{restock cakes} #288	ep9_restocked_food = True	ep9_restocked_food = False	ep9_restocked_food
{wondering about you & Josy} #289	wouldn't have worked out: ep9_josy_wonder = 1 a bit: ep9_josy_wonder = 2 all the time: ep9_josy_wonder = 3		ep9_josy_wonder
{try to cheer her up} #290	ep9_cheered_rio = True	ep9_cheered_rio = False	ep9_cheered_rio
Riona confides #291	ep9_riona_confided = True	ep9_riona_confided = False	ep9_riona_confided
{kiss her} #292	ep9_kissed_rio = True	ep9_kissed_rio = False	ep9_kissed_rio
fun with Maya #293	ep9_maya_lewd = True	ep9_maya_lewd = False	ep9_maya_lewd
fuck Camila #294	ep9_camila_lewd = True	ep9_camila_lewd = False	ep9_camila_lewd
{help Josy major choice} #295	ep9_josy_choice = "DIK" ep9_josy_choice = "NEUTRAL" ep9_josy_choice = "CHICK"	ep9_josy_choice = " "	ep9_josy_choice
{make out with Riona major choice} #296	ep9_riona_choice = "DIK" ep9_riona_choice = "NEUTRAL" ep9_riona_choice = "CHICK"	ep9_riona_choice = " "	ep9_riona_choice
join the cum-petition #297	ep9_cumpetition_join = True	ep9_cumpetition_join = False	ep9_cumpetition_join
{kiss her} #298	ep9_tara_kiss = True	ep9_tara_kiss = False	ep9_tara_kiss
{catch Matthew cheating} #299	ep9_saw_matthew = True	ep9_saw_matthew = False	ep9_saw_matthew
Heather Blowjob major choice #300		ep9_heather_lewd = Heather blowjob major choice.unset_value	ep9_heather_lewd
{accept} #301	ep9_sandy_accept = True	ep9_sandy_accept = False	ep9_sandy_accept
{maybe at the club} #302	ep9_sandy_club = True	ep9_sandy_club = False	ep9_sandy_club
{truce with the preps} #303	ep9_prep_truce = True	ep9_prep_truce = False	ep9_prep_truce
{costume competition winner} #304	ep9_winner = "Isabella" ep9_winner = "Leon" ep9_winner = "Jill" ep9_winner = "Maya" ep9_winner = "Josy" ep9_winner = "Riona" ep9_winner = "Camila" ep9_winner = "Lily" ep9_winner = "Zoey" ep9_winner = "Leon"	ep9_winner = " "	ep9_winner
{Maya cluck dare} #305	ep9_maya_cluck = 1	ep9_maya_cluck = 0	ep9_maya_cluck
{Josy cluck dare} #306	bring condoms: ep9_josy_cluck = 1 like diapers: ep9_josy_cluck = 2	ep9_josy_cluck = 0	ep9_josy_cluck
{Josy condom cluck dare} #307	ep9_josy_cluck_1 = True	ep9_josy_cluck_1 = False	ep9_josy_cluck_1
{Josy diapers cluck dare} #308	ep9_josy_cluck_2 = True	ep9_josy_cluck_2 = False	ep9_josy_cluck_2
{crash in your room} #309	ep9_zoey_crash = True	ep9_zoey_crash = False	ep9_zoey_crash
{Vinny major choice} #310	ep9_vinny_choice = "DIK" ep9_vinny_choice = "NEUTRAL" ep9_vinny_choice = "CHICK"	ep9_vinny_choice = " "	ep9_vinny_choice
{help Sally} #311	ep9_helped_sally = True	ep9_helped_sally = False	ep9_helped_sally
{Josy & Maya breakup} #312	ep9_jm_sad = True	ep9_jm_sad = False	ep9_jm_sad
fuck Sarah & Melanie #313	ep9_sarah_melanie_lewd = True	ep9_sarah_melanie_lewd = False	ep9_sarah_melanie_lewd
fuck Lily & Nicole #314	ep9_lily_nicole_lewd = True	ep9_lily_nicole_lewd = False	ep9_lily_nicole_lewd
{Quinn ask about the challenge} #315	ep9_quinn_ask = True	ep9_quinn_ask = False	ep9_quinn_ask
fuck Quinn #316	ep9_quinn_lewd = True	ep9_quinn_lewd = False	ep9_quinn_lewd
{alone with Josy} #317	ep9_alone_josy = True	ep9_alone_josy = False	ep9_alone_josy
{alone with Maya} #318	ep9_alone_maya = True	ep9_alone_maya = False	ep9_alone_maya
{Jill orgasm} #319	ep9_jill_orgasm = True	ep9_jill_orgasm = False	ep9_jill_orgasm
{tell her} #320	ep9_told_jill = True	ep9_told_jill = False	ep9_told_jill
{prefer vanilla sex} #321	ep9_sage_vanilla = True	ep9_sage_vanilla = False	ep9_sage_vanilla
{spoon Nicole} #322	ep9_spoon_nicole = True	ep9_spoon_nicole = False	ep9_spoon_nicole
{spoon Lily} #323	ep9_spoon_lily = True	ep9_spoon_lily = False	ep9_spoon_lily
{wanna fuck their asses} #324	ep9_sm_anal = True	ep9_sm_anal = False	ep9_sm_anal
{like rim job} #325	ep9_sm_like_rim = True	ep9_sm_like_rim = False	ep9_sm_like_rim
{join them} #326	ep9_tiffani_gina_tara = True	ep9_tiffani_gina_tara = False	ep9_tiffani_gina_tara



Unlock scenes

number: The scene number  
title: The scene title  
unlock: what to type in the developer console to unlock it  
lock: what to type in the developer console to lock  
check current value: what to type in the developer console to check the current value

number	title	unlock	lock	check current value
1	Interlude - Zoey	<code>persistent.epi_lewd_zoey = True</code>	<code>persistent.epi_lewd_zoey = False</code>	<code>persistent.epi_lewd_zoey</code>
2	Interlude - Emma	<code>persistent.epi_lewd_eb = True</code>	<code>persistent.epi_lewd_eb = False</code>	<code>persistent.epi_lewd_eb</code>
3	Episode 9 - Jade	<code>persistent.ep9_lewd_jade = True</code>	<code>persistent.ep9_lewd_jade = False</code>	<code>persistent.ep9_lewd_jade</code>
4	Episode 9 - Jill	<code>persistent.ep9_lewd_jill = True</code>	<code>persistent.ep9_lewd_jill = False</code>	<code>persistent.ep9_lewd_jill</code>
5	Episode 9 - Sage	<code>persistent.ep9_lewd_sage1 = True</code>	<code>persistent.ep9_lewd_sage1 = False</code>	<code>persistent.ep9_lewd_sage1</code>
6	Episode 9 - Lily	<code>persistent.ep9_lewd_lily = True</code>	<code>persistent.ep9_lewd_lily = False</code>	<code>persistent.ep9_lewd_lily</code>
7	Episode 9 - Sage	<code>persistent.ep9_lewd_sage2 = True</code>	<code>persistent.ep9_lewd_sage2 = False</code>	<code>persistent.ep9_lewd_sage2</code>
8	Episode 9 - Maya	<code>persistent.ep9_lewd_maya = True</code>	<code>persistent.ep9_lewd_maya = False</code>	<code>persistent.ep9_lewd_maya</code>
9	Episode 9 - Camila	<code>persistent.ep9_lewd_camila = True</code>	<code>persistent.ep9_lewd_camila = False</code>	<code>persistent.ep9_lewd_camila</code>
10	Episode 9 - Heather	<code>persistent.ep9_lewd_heather = True</code>	<code>persistent.ep9_lewd_heather = False</code>	<code>persistent.ep9_lewd_heather</code>
11	Episode 9 - CUM-petition	<code>persistent.ep9_lewd_cumpetition = True</code>	<code>persistent.ep9_lewd_cumpetition = False</code>	<code>persistent.ep9_lewd_cumpetition</code>
12	Episode 9 - Isabella	<code>persistent.ep9_lewd_isabella = True</code>	<code>persistent.ep9_lewd_isabella = False</code>	<code>persistent.ep9_lewd_isabella</code>
13	Episode 9 - Josy & Maya	<code>persistent.ep9_lewd_jm2 = True</code>	<code>persistent.ep9_lewd_jm2 = False</code>	<code>persistent.ep9_lewd_jm2</code>
14	Episode 9 - Isabella	<code>persistent.ep9_lewd_isabella2 = True</code>	<code>persistent.ep9_lewd_isabella2 = False</code>	<code>persistent.ep9_lewd_isabella2</code>
15	Episode 9 - Jill	<code>persistent.ep9_lewd_jill2 = True</code>	<code>persistent.ep9_lewd_jill2 = False</code>	<code>persistent.ep9_lewd_jill2</code>
16	Episode 9 - Josy & Maya	<code>persistent.ep9_lewd_jm = True</code>	<code>persistent.ep9_lewd_jm = False</code>	<code>persistent.ep9_lewd_jm</code>
17	Episode 9 - Sage	<code>persistent.ep9_lewd_sage3 = True</code>	<code>persistent.ep9_lewd_sage3 = False</code>	<code>persistent.ep9_lewd_sage3</code>
18	Episode 9 - Lily & Nicole	<code>persistent.ep9_lewd_ln = True</code>	<code>persistent.ep9_lewd_ln = False</code>	<code>persistent.ep9_lewd_ln</code>
19	Episode 9 - Quinn	<code>persistent.ep9_lewd_quinn = True</code>	<code>persistent.ep9_lewd_quinn = False</code>	<code>persistent.ep9_lewd_quinn</code>
20	Episode 9 - Sarah & Mel	<code>persistent.ep9_lewd_sm = True</code>	<code>persistent.ep9_lewd_sm = False</code>	<code>persistent.ep9_lewd_sm</code>

Unlock special renders

character: The special render character  
number: The special render number  
unlock: what to type in the developer console to unlock it  
lock: what to type in the developer console to lock  
check current value: what to type in the developer console to check the current value

character	number	unlock	lock	check current value
Jill	1	<code>persistent.ep9_cardji1 = True</code>	<code>persistent.ep9_cardji1 = False</code>	<code>persistent.ep9_cardji1</code>
Jill	2	<code>persistent.ep9_cardji2 = True</code>	<code>persistent.ep9_cardji2 = False</code>	<code>persistent.ep9_cardji2</code>
Jill	3	<code>persistent.ep9_cardji3 = True</code>	<code>persistent.ep9_cardji3 = False</code>	<code>persistent.ep9_cardji3</code>
Jill	4	<code>persistent.ep9_cardji4 = True</code>	<code>persistent.ep9_cardji4 = False</code>	<code>persistent.ep9_cardji4</code>
Jill	5	<code>persistent.ep9_cardji5 = True</code>	<code>persistent.ep9_cardji5 = False</code>	<code>persistent.ep9_cardji5</code>
Jill	6	<code>persistent.ep9_cardji6 = True</code>	<code>persistent.ep9_cardji6 = False</code>	<code>persistent.ep9_cardji6</code>
Jill	7	<code>persistent.ep9_cardji7 = True</code>	<code>persistent.ep9_cardji7 = False</code>	<code>persistent.ep9_cardji7</code>
Jill	8	<code>persistent.ep9_cardji8 = True</code>	<code>persistent.ep9_cardji8 = False</code>	<code>persistent.ep9_cardji8</code>
Jill	9	<code>persistent.ep9_cardji9 = True</code>	<code>persistent.ep9_cardji9 = False</code>	<code>persistent.ep9_cardji9</code>
Jill	10	<code>persistent.ep9_cardji10 = True</code>	<code>persistent.ep9_cardji10 = False</code>	<code>persistent.ep9_cardji10</code>
Jill	11	<code>persistent.ep9_cardji11 = True</code>	<code>persistent.ep9_cardji11 = False</code>	<code>persistent.ep9_cardji11</code>
Jill	12	<code>persistent.ep9_cardji12 = True</code>	<code>persistent.ep9_cardji12 = False</code>	<code>persistent.ep9_cardji12</code>
Jill	13	<code>persistent.ep9_cardji13 = True</code>	<code>persistent.ep9_cardji13 = False</code>	<code>persistent.ep9_cardji13</code>
Jill	14	<code>persistent.ep9_cardji14 = True</code>	<code>persistent.ep9_cardji14 = False</code>	<code>persistent.ep9_cardji14</code>
Jill	15	<code>persistent.ep9_cardji15 = True</code>	<code>persistent.ep9_cardji15 = False</code>	<code>persistent.ep9_cardji15</code>
Jill	16	<code>persistent.ep9_cardji16 = True</code>	<code>persistent.ep9_cardji16 = False</code>	<code>persistent.ep9_cardji16</code>
Jill	17	<code>persistent.ep9_cardji17 = True</code>	<code>persistent.ep9_cardji17 = False</code>	<code>persistent.ep9_cardji17</code>
Jill	18	<code>persistent.ep9_cardji18 = True</code>	<code>persistent.ep9_cardji18 = False</code>	<code>persistent.ep9_cardji18</code>
Jill	19	<code>persistent.ep9_cardji19 = True</code>	<code>persistent.ep9_cardji19 = False</code>	<code>persistent.ep9_cardji19</code>
Jill	20	<code>persistent.ep9_cardji20 = True</code>	<code>persistent.ep9_cardji20 = False</code>	<code>persistent.ep9_cardji20</code>
Josy	1	<code>persistent.ep9_cardjo1 = True</code>	<code>persistent.ep9_cardjo1 = False</code>	<code>persistent.ep9_cardjo1</code>
Josy	2	<code>persistent.ep9_cardjo2 = True</code>	<code>persistent.ep9_cardjo2 = False</code>	<code>persistent.ep9_cardjo2</code>
Josy	3	<code>persistent.ep9_cardjo3 = True</code>	<code>persistent.ep9_cardjo3 = False</code>	<code>persistent.ep9_cardjo3</code>
Josy	4	<code>persistent.ep9_cardjo4 = True</code>	<code>persistent.ep9_cardjo4 = False</code>	<code>persistent.ep9_cardjo4</code>
Josy	5	<code>persistent.ep9_cardjo5 = True</code>	<code>persistent.ep9_cardjo5 = False</code>	<code>persistent.ep9_cardjo5</code>
Josy	6	<code>persistent.ep9_cardjo6 = True</code>	<code>persistent.ep9_cardjo6 = False</code>	<code>persistent.ep9_cardjo6</code>
Josy	7	<code>persistent.ep9_cardjo7 = True</code>	<code>persistent.ep9_cardjo7 = False</code>	<code>persistent.ep9_cardjo7</code>
Josy	8	<code>persistent.ep9_cardjo8 = True</code>	<code>persistent.ep9_cardjo8 = False</code>	<code>persistent.ep9_cardjo8</code>
Josy	9	<code>persistent.ep9_cardjo9 = True</code>	<code>persistent.ep9_cardjo9 = False</code>	<code>persistent.ep9_cardjo9</code>
Josy	10	<code>persistent.ep9_cardjo10 = True</code>	<code>persistent.ep9_cardjo10 = False</code>	<code>persistent.ep9_cardjo10</code>
Josy	11	<code>persistent.ep9_cardjo11 = True</code>	<code>persistent.ep9_cardjo11 = False</code>	<code>persistent.ep9_cardjo11</code>
Josy	12	<code>persistent.ep9_cardjo12 = True</code>	<code>persistent.ep9_cardjo12 = False</code>	<code>persistent.ep9_cardjo12</code>
Josy	13	<code>persistent.ep9_cardjo13 = True</code>	<code>persistent.ep9_cardjo13 = False</code>	<code>persistent.ep9_cardjo13</code>
Josy	14	<code>persistent.ep9_cardjo14 = True</code>	<code>persistent.ep9_cardjo14 = False</code>	<code>persistent.ep9_cardjo14</code>
Josy	15	<code>persistent.ep9_cardjo15 = True</code>	<code>persistent.ep9_cardjo15 = False</code>	<code>persistent.ep9_cardjo15</code>
Josy	16	<code>persistent.ep9_cardjo16 = True</code>	<code>persistent.ep9_cardjo16 = False</code>	<code>persistent.ep9_cardjo16</code>
Josy	17	<code>persistent.ep9_cardjo17 = True</code>	<code>persistent.ep9_cardjo17 = False</code>	<code>persistent.ep9_cardjo17</code>
Josy	18	<code>persistent.ep9_cardjo18 = True</code>	<code>persistent.ep9_cardjo18 = False</code>	<code>persistent.ep9_cardjo18</code>
Josy	19	<code>persistent.ep9_cardjo19 = True</code>	<code>persistent.ep9_cardjo19 = False</code>	<code>persistent.ep9_cardjo19</code>
Josy	20	<code>persistent.ep9_cardjo20 = True</code>	<code>persistent.ep9_cardjo20 = False</code>	<code>persistent.ep9_cardjo20</code>
2D art	5 - Level 2	<code>persistent.art_girl_lv12_list[4] = True</code>	<code>persistent.art_girl_lv12_list[4] = False</code>	<code>persistent.art_girl_lv12_list[4]</code>
2D art	9 - Level 2	<code>persistent.art_girl_lv12_list[8] = True</code>	<code>persistent.art_girl_lv12_list[8] = False</code>	<code>persistent.art_girl_lv12_list[8]</code>
2D art	10 - Level 2	<code>persistent.art_girl_lv12_list[9] = True</code>	<code>persistent.art_girl_lv12_list[9] = False</code>	<code>persistent.art_girl_lv12_list[9]</code>
2D art	11 - Level 1	<code>persistent.art_girl_lv11_list[10] = True</code>	<code>persistent.art_girl_lv11_list[10] = False</code>	<code>persistent.art_girl_lv11_list[10]</code>
2D art	16 - Level 1	<code>persistent.art_girl_lv11_list[15] = True</code>	<code>persistent.art_girl_lv11_list[15] = False</code>	<code>persistent.art_girl_lv11_list[15]</code>
2D art	36	<code>persistent.epi_card1 = True</code>	<code>persistent.epi_card1 = False</code>	<code>persistent.epi_card1</code>
2D art	37	<code>persistent.epi_card2 = True</code>	<code>persistent.epi_card2 = False</code>	<code>persistent.epi_card2</code>
2D art	38	<code>persistent.epi_card3 = True</code>	<code>persistent.epi_card3 = False</code>	<code>persistent.epi_card3</code>
2D art	39	<code>persistent.epi_card4 = True</code>	<code>persistent.epi_card4 = False</code>	<code>persistent.epi_card4</code>
2D art	40	<code>persistent.ep9_card1 = True</code>	<code>persistent.ep9_card1 = False</code>	<code>persistent.ep9_card1</code>
2D art	41	<code>persistent.ep9_card2 = True</code>	<code>persistent.ep9_card2 = False</code>	<code>persistent.ep9_card2</code>
2D art	42	<code>persistent.ep9_card3 = True</code>	<code>persistent.ep9_card3 = False</code>	<code>persistent.ep9_card3</code>
2D art	43	<code>persistent.ep9_card4 = True</code>	<code>persistent.ep9_card4 = False</code>	<code>persistent.ep9_card4</code>
2D art	44	<code>persistent.ep9_card5 = True</code>	<code>persistent.ep9_card5 = False</code>	<code>persistent.ep9_card5</code>
2D art	45	<code>persistent.ep9_card6 = True</code>	<code>persistent.ep9_card6 = False</code>	<code>persistent.ep9_card6</code>
2D art	46	<code>persistent.ep9_card7 = True</code>	<code>persistent.ep9_card7 = False</code>	<code>persistent.ep9_card7</code>
2D art	47	<code>persistent.ep9_card8 = True</code>	<code>persistent.ep9_card8 = False</code>	<code>persistent.ep9_card8</code>
2D art	48	<code>persistent.ep9_card17 = True</code>	<code>persistent.ep9_card17 = False</code>	<code>persistent.ep9_card17</code>
2D art	49	<code>persistent.ep9_card18 = True</code>	<code>persistent.ep9_card18 = False</code>	<code>persistent.ep9_card18</code>
2D art	50	<code>persistent.ep9_card19 = True</code>	<code>persistent.ep9_card19 = False</code>	<code>persistent.ep9_card19</code>
2D art	51	<code>persistent.ep9_card20 = True</code>	<code>persistent.ep9_card20 = False</code>	<code>persistent.ep9_card20</code>
Mixed	1	<code>persistent.epi_card5 = True</code>	<code>persistent.epi_card5 = False</code>	<code>persistent.epi_card5</code>
Mixed	2	<code>persistent.epi_card6 = True</code>	<code>persistent.epi_card6 = False</code>	<code>persistent.epi_card6</code>
Mixed	3	<code>persistent.epi_card7 = True</code>	<code>persistent.epi_card7 = False</code>	<code>persistent.epi_card7</code>
Mixed	4	<code>persistent.epi_card8 = True</code>	<code>persistent.epi_card8 = False</code>	<code>persistent.epi_card8</code>
Mixed	5	<code>persistent.epi_card9 = True</code>	<code>persistent.epi_card9 = False</code>	<code>persistent.epi_card9</code>
Mixed	6	<code>persistent.epi_card10 = True</code>	<code>persistent.epi_card10 = False</code>	<code>persistent.epi_card10</code>
Mixed	7	<code>persistent.epi_card11 = True</code>	<code>persistent.epi_card11 = False</code>	<code>persistent.epi_card11</code>
Mixed	8	<code>persistent.epi_card12 = True</code>	<code>persistent.epi_card12 = False</code>	<code>persistent.epi_card12</code>
Mixed	9	<code>persistent.ep9_card9 = True</code>	<code>persistent.ep9_card9 = False</code>	<code>persistent.ep9_card9</code>
Mixed	10	<code>persistent.ep9_card10 = True</code>	<code>persistent.ep9_card10 = False</code>	<code>persistent.ep9_card10</code>
Mixed	11	<code>persistent.ep9_card11 = True</code>	<code>persistent.ep9_card11 = False</code>	<code>persistent.ep9_card11</code>
Mixed	12	<code>persistent.ep9_card12 = True</code>	<code>persistent.ep9_card12 = False</code>	<code>persistent.ep9_card12</code>
Mixed	13	<code>persistent.ep9_card13 = True</code>	<code>persistent.ep9_card13 = False</code>	<code>persistent.ep9_card13</code>
Mixed	14	<code>persistent.ep9_card14 = True</code>	<code>persistent.ep9_card14 = False</code>	<code>persistent.ep9_card14</code>
Mixed	15	<code>persistent.ep9_card15 = True</code>	<code>persistent.ep9_card15 = False</code>	<code>persistent.ep9_card15</code>
Mixed	16	<code>persistent.ep9_card16 = True</code>	<code>persistent.ep9_card16 = False</code>	<code>persistent.ep9_card16</code>