

# Noemi's Toscana Rebirth (NTR)

## Gameplay Outcomes Supplement v0.17

### *Forward*

Hi all, this is Spook2099 of **beWilder** here, bringing you the step by step of our game Noemi's Toscana Rebirth. Before we begin, I'd like to thank you for playing and thank you even more for backing us, we honestly couldn't develop the games of the **beWilderverse** without your support via Patreon. Stay awesome and **beWilder**!

This Supplementary Document spawned from the main body of the walkthrough PDF at v0.11. The point of this additional doc is to detail the outcomes that can be found during the gameplay sections: Restaurant Manager and Noe's Downtime activities, without adding bloat to the main strategy and content guide. With a planned total (as of now) topping 700 outcomes across the game, this document will get long, and that's why it's separated out so those that really want it can have it without spoiling the main guide document.

Also included in this document is a breakdown of scenes and versions, also replaced here from the main version. This additional list is a nice addition so players can see how the game has developed version to version, content wise, but is otherwise also supplementary information to the actual playing of the game and so is here.

**For those looking for the best ways to play and all the unlockable main content of the game, please make use of the Main Body Walkthrough.**

All the information listed here is as accurate as we can make it. If you find a mistake, do let us know through a message at our [Patreon page](#) or our [Discord Server](#) and we'll do what we can to fix things.

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## Version Scenes

### v0.1 – Let the Game Begin!

Version v0.1 is, as the number suggests, the initial release of the game. The scenes included here lay out the beginning of the **Main Story** Arc. Scenes Included are:

#### *The First Day of the Rest of Her Life*

Noe opens up her shop and begins another day as we the player are introduced to some of the main cast of character (or re-introduced if you played “*NTR Origins: Noe Way Out*”).

**Part of Arc: Main Story**

#### *Noe on Show*

Noe takes the time in the morning to change into her work uniform... but something isn't right. She has no time to fix it before she has to deal with the first customer of the day.

**Part of Arc: Main Story**

#### *Gettin' Clean or Gettin' Dirty?*

Noe spends her night after closing cleaning up the restaurant. The time alone give her the space to thing about some things...

**Part of Arc: Main Story**

#### *Noe of Thrones*

Noe and Brad spend their Friday night on the couch trying to catch up with the latest TV blockbuster series: “Witch One”. But when Brad falls asleep, Noe watches on without him and things get out of hand.

**Part of Arc: Main Story**

#### *The Name's Sta... Kriem! The Name's Kriem!*

Little Toscana receives an unusual guest and surprisingly she's looking for a job! Noe can plainly see the gothic punk of a girl is not a good fit for the restaurant but to her horror she seems to be the only one!

**Part of Arc: Main Story**

### v0.2 – Things Can Only Get Better

Version v0.2 is brings Kriem into the story as part of the ‘Little Toscana’ team and added her to the gameplay section too. By the end it provides a quick look of the day off activities, which introduced the love interest Damon and the side character Asana. It is at this point the game will stop railroading you in to the intro scenes and switch over to a the unlock method of story advancement. This version furthers the **Main Story** Arc and opens the **Sal** Arc, **Damon** Arc, **Asana** Arc as well as the activities Yoga and Park Walking. Scenes Included are:

#### *Kriem's Training Day*

Noe shows her new hire the ropes and is shocked by her lack of shame when it comes to getting changed. Noe can see she's going to have a hard time dealing with the girl, but they begin a bond over their mutual opinion of Sal.

**Part of Arc: Main Story**

### *Welcome to Salvatore's*

Noe finds a letter in her main addressed to Sal and has reason to go across to his restaurant to exchange his for the letter of hers she is sure he has. She also aims to avoid coming face to face with her old waitresses.

*Part of Arc: **Sal Arc***

### *Pay Day!*

Noe gives Kriem her performance review during her test period and decides to keep her on the staff for the foreseeable future. To her surprise, Kriem is overjoyed at her small paycheck

*Part of Arc: **Main Story***

### *Yo-ga girl!*

Noe uses her day off to go back to her old Yoga class, right above her restaurant. She spends some time renewing the acquaintance of the instructor Asana and trying out some stretchy poses

*Part of Arc: **Asana Arc***

### *Park It!*

Noe spends her down time strolling through the local park in her neighbourhood. She things through some of her larger life plans until an accident brings her into contact with the young man Damon.

*Part of Arc: **Damon Arc***

## v0.3 – Fight Back

Version v0.3 sees Noe make her first moves against Sal as she sees an opening to exploit, him being away for a short time. Of course, Sal is not happy to see any fight in her. This version furthers the **Main Story** Arc and opens the **Kriem** Arc as it wraps up some of the consequences from her own Origin Story. Another new arc opened up is the **Brad** Arc, also known as the True Love arc. In addition, the activities Yoga and Park Walking each get their first repeatable scenes, and so do the new activities Binge Watch TV and Poker.

### *Taste the Difference*

Noe gathers the troops around to try out her new recipe, but the taste test doesn't go as expected. The team arrange their first strike against the competition.

*Part of Arc: **Main Story***

### *After Hours Couple*

Staying late at the shop, Noe works on prepping the food for the next few days use, but a change of plans ends her to a night with Brad by her side as they cook together

*Part of Arc: **Brad Arc***

### *Streets Ahead*

The team's plan for a street party goes ahead and Noe tries to win the crowd back to her side with some drinks, good food and gossip. But Sal is not without his defence when an old friend tries to ruin Noe's plan

*Part of Arc: **Main Story***

### *Street Party Aftermath*

After a successful party, Sal returns to the neighbourhood with an uncontainable anger. Noe and Sal argue again but this time Noe has some witnesses.

*Part of Arc: **Main Story***

### *Kitchen Pals*

Kriem spends her break time with Brad in the kitchen while Noe takes care of the front of house. They continue on the game they created when they first met, but things take a more serious turn when Brad tries to push through some team bonding by telling her stories of the days before Kriem appeared.

*Part of Arc: **Kriem Story***

## *v0.4 – The Team Woes and Grows!*

Version v0.4 sees Little Toscana doing better after the events of the last version, but things for Brad and Noe aren't going as well. Personnel arrangement cause trouble, making Noe consider a new higher when she thinks about Brad's health. It just so happens somebody comes looking for a job. Outside of the shop, things heat up too, as the happy couple get a little friskier, and we meet another love/hate interest, Beckett 'Beck' Leech too. The scenes included here continue the **Main Story** Arc up until Frankie arrives, as well as pushes the **Brad/True Love** Arc forward and opens up the **Beck** and **Roy** arcs on top. Scenes Included are:

### *Now Who Needs a Break?*

Noe and Brad discuss their plans in the long and the short term, leading Noe to think they could use a second helping hand around the shop.

*Part of Arc: **Main Story***

### *Call Me 'Frankie'*

A classy woman walks into the shop in a huff, and after a chat about a topic of mutual disgust, Sal, Noe is ambushed by another job applicant.

*Part of Arc: **Main Story***

### *Surprise, Date Night!*

Closing up the shop for the night leads to a show on the sidewalk, before Noe is convinced to join Brad for a late night on the town.

*Part of Arc: **Brad Arc***

### *Nasty Neighbours*

Noe tries to get Roy to leave so she can close up shop for the night but trouble with his 'neighbours' leads to him wanting to stay late with her.

*Part of Arc: **Roy Arc***

### *Playing a Hand*

An evening of Poker and playing turns to a headed confrontation between Noe and Brad's best friend Beckett 'Beck' Leech over who's top in Brad's eyes and in the game at hand.

*Part of Arc: **Beck Arc***

## v0.5 – A Touch of Mature Love

Version v0.5 is dubbed thus because Frankie makes her initial mark on the game, joining in with the gameplay, the main story and her own arc too. Still, it's Noe's game after all and now that Frankie is acclimated to the new life she faces, Noe can get back on with her headbutting with Sal in future... except for one serious event that might give her pause. With that weight off her mind she can also focus on other things, heart-pounding things, and only Brad can help her out right now. The scenes included here continue the **Main Story** Arc up until Team Noe receive Sal's latest message, as well as pushes the **Brad/True Love** Arc forward again to a special point, plus it opens up the **Frankie** Arc too. Scenes Included are:

### *Frankie's First Day*

Frankie appears for her first day of work and her first change into uniform. She meets with Kriem too, but shockingly they don't hit it off. After this, Frankie is free to work as instructed.

*Part of Arc: **Main Story***

### *Can't Come Out to Play*

While all of Team Noe work through the day around and about the shop, a messenger appears in a Deli Uniform and stirs up arguments and a little fear in the 'Little Toscana' staff.

*Part of Arc: **Main Story***

### *Do or Do Not, There is No 'Try'*

Noe puts her plan into action and delivers on her promise from the last time she and Brad managed to fool around. But can Brad hold up his end?

*Part of Arc: **Brad Arc***

### *Someone's in the Kitchen with Frankie*

Noe stays late to teach her new hire a thing or two, but Frankie seems easily distracted by anything and everything else, especially the bottle of Red Wine nearby. Time to get in some girl bonding?

*Part of Arc: **Frankie Arc***

## v0.6 – And Then There Were '4'

Version v0.6 is named for the fact that by the end of the main story Kelsey comes to join the team. The story presses forward for one more big push, as Sal starts to really play dirty, and get Noe dirty and stir up trouble for both sides. The sexy starts to bleed into the main story too, and that's perfect for Kelsey to get involved with too. The scenes include 3 new **Main Story** scenes to get to Kelsey coming onboard, the last major milestone before we start to take the main out of the focus for a while as we get more character arc scenes in and even more sexy on top too. Also included are some character arc scenes, one for the **Sal** Arc and one for the **Damon** Arc, plus some stepped up and more risqué gameplay CGs now that Noe can reach as high as Nerve level 4. Scenes Included are:

### *A Plan Comes Together*

Noe calls the girls in early to explain her latest plan to attack Sal, only the girls are not so happy or energetic to hear her out. While waiting on them, Noe goes to check on the delivery of her stock which is late, walking into a Sal trap herself.

*Part of Arc: **Main Story***

### *A Plan Falls Apart*

Sal's Trap hits Noe hard, bringing her to tears as she is semi-publicly shamed as a whore. She doesn't stay sad long, instead getting worked up as she sets about making a new, more extreme plan of attack than before. Meanwhile, she sets her girls to work, including getting revenge on Alice and Beth.

*Part of Arc: **Main Story***

### *Kelsey to the Rescue!*

Noe is still buried in her office, trying to come up with some way she can out manoeuvre the much bigger Sal's Deli, but she keeps coming up short. That is until a surprise visitor comes to see her, helping her solve her latest problem... but she has demands of her own.

*Part of Arc: **Main Story***

### *Community Connections*

Noe arrives to the community council's business owners' meeting, bumping into Asana at the entrance. She is worried Sal is up to something and can either join the meeting or of looking for him in case he is up to one of his schemes.

*Part of Arc: **Sal Arc***

### *Strangers No More*

A morning in the park leads Noe to watching a local team's game of baseball, Damon's team in fact. The shy guy impresses her with his pitching skill, but not his social ones. Maybe Noe can help him out?

*Part of Arc: **Damon Arc***

## *v0.7 – A Full House Rocks the Most!*

Version v0.7 sees Kelsey take her place amongst the girls of Little Toscana, filling out the staff and adding the last girl to the gameplay at last. She also comes bearing scenes as she makes her mark on the game and quick. Together with the other girls, Kelsey settles in, showing us her true colours (not just pink) as she plays with her peers. She also shows us what kind of service she is willing to give when challenged. While we're still on the subject of the waitresses, Frankie and Kriem both make a showing, Frankie taking her second step into her personal story and bringing up her strange family life from her Origin Story, while Kriem takes her attitude and lets it loose on Roy, after she finds out he's been talking out of school. Noe keeps it all wrangled and working in her favour, mostly, while at the same time she makes sure her nights on the couch with Brad are eventful, in both a lovers' kind of way, and also in a way cheating wives can get behind! Scenes Included are:

### *Everyone Loves Kelsey*

Noe introduces her newest hire to the other girls, stopping a teenage brawl from breaking out in the morning when Kelsey meets Kriem, then letting Frankie show the youngest girl how it's done steps away to put her new media tips into action. The older, purer woman is no match for the mind games of the Devil in pink.

*Part of Arc: **Main Story***

### *Life Imitates Art*

Together with Brad, Noe enjoys a whole new episode of the hit show *Witch One*, and with it all the fantasy and sex prime time TV has to offer. A lovely night on the couch turns from teasing to amorous and then to match the heat on screen, as Noe gets her naughty on, with or without Brad as her previous choices dictate.

**Part of Arc: *Brad/True Love Arc***

### *Dining, Family Style*

Frankie stays late, keeping Little Toscana open after hours for her date night with Eddy. Teaching him how to treat a lady, she takes the lead on a practice dinner date, only to distress Noe and Kriem alike with the unusualness of it all. However... It seems like some of her logic isn't lost on the establishment owner. Maybe she can use some of that same spirit elsewhere?

**Part of Arc: *Frankie Arc***

### *'Wow' Factor*

Kelsey has the whole shop floor to herself, just one customer to please on a slow day. While Noe's away the girl will play, and so she does what she can to brazenly solicit a big tip from him. Her competitiveness leads her to bet she can make him say 'Wow' and get a service he can't get from any other girl.

**Part of Arc: *Kelsey Arc***

### *It's My House Now*

Noe's attempts to butt into Roy's problems only make it worse when she pulls Kriem into his neighbour troubles. Sparking a whole new fight, the dining room isn't spared at sight as Kriem makes a bold declaration.

**Part of Arc: *Roy Arc***

## *v0.8 – Beck in Business*

As the name suggests, v0.8 is all about Beck and bringing him to the table, first the poker table, then beyond. It is the first version character focused and digging in on the arc content of a single character. Picking off from the first scene where Noe and Beck butt heads, their early scenes covered in this version see the deeper feelings that sit unsettled under the surface come up, and the fierce competition kicks off between them as Noe let's her competitive side get the better of herself. Scenes Included are:

### *Pay to Play*

Noe and Beck pay another hand of Poker, and this time Noe is on the losing end of the night overall. In order to keep playing, aiming for one last shot to rub Beck's face in it, Noe takes on a bet that's for more than just money. Caught between the two opposing forces in his life, Brad lets the two settling things, and unfortunately for Noe she's led into a trap that sees Beck earn a free car washing and humiliation punishment out of her.

**Part of Arc: *Beck Arc***

### *Wax On, Face Off!*

Noe reports for duty on her day off, intent on putting the humiliation of washing Beck's car behind her. The two can't hold back their headbutting even that long, and Beck lets slip that he's long held



feelings for Noe she's not reciprocated. Already burned on him, Noe refuses Beck's request to start things over, but she wants to put their bad blood behind them for Brad's sake. To settle that issue, she invites Beck over for some 1-vs-1 poker next time Brad's away, then she washes the car. Meanwhile, Beck starts thinking what life could be like if he can split Noe and Brad apart using his dick.

*Part of Arc: **Beck Arc***

#### *A Risky Deal*

Noe's head to head, 1-vs-1 with Beck over the poker table takes place and again Noe finds herself pushed back. Being confronted with the possibility that she'll have to give up the grudge with him and end it with a big fat win for Beck, Noe is driven to seek any alternative to that worst possible outcome. When Beck proposes one last chance, one shot at best of 5 hands, to settle the score Noe has a choice to make: Let him laud the win over her for ever or submit to some strip poker.

*Part of Arc: **Beck Arc***

#### *Ready Player 2*

Beck comes to rub his winning over Noe, right in her own shop too. He taunts her and makes reference to their game of strip poker, causing Noe to try shut him up and a nosey Kelsey to join in on their conversation. Beck is quick to flirt with the younger girl, and she's quick to tease him back, until they end up fighting over the quality of Kelsey's car. Noe separates the two before a scene plays out, but in deciding who she sends away determines the future dynamic between the trio.

*Part of Arc: **Beck Arc***

#### *Take it Outside*

Noe is coaxed back into another battle with Beck, and she leaves work early to take on the challenge. On her way out she's ambushed by Kelsey, also on her way out for fun, and shown the deeper colours of her latest employee. Kelsey has advice for her, to lean in and push back on Beck until he can't handle it anymore. Noe brushes her off at first but later relies on that advice when Beck takes their competitive war to a new physical realm. They battle in a foot race, with a handjob at stake, and thanks to Kelsey's advice Noe is able to see Beck squirm for one and even pull back a point in their ongoing head-to-head.

*Part of Arc: **Beck Arc***

#### *v0.9 – Beck, Again!*

Release v0.9 picks up where the last left off, bringing Noe's feud with the dude to another level on top of where it was. They continue to butt heads over who is better, until they have no option (unless they were sensible about it) but to both go on the offence at once, at the same time, in the same bed. The version also includes some other arc advancements beyond Beck, with a Main Story scene to open up the Entertainment task at Little Toscana, and more Kriem as her Origin Story fallout starts to come home to Noe's doorstep. Scenes Included are:

#### *That's Entertainment!*

Noe calls her War Council together again before opening shop, this time with her roster of girls complete. Between Kriem, Frankie and Kelsey they come to some kind of consensus on their next step forward: To make use of the quiet hours of service to put on several shows, to entertain the crowd and bring in new people at new times. Kriem wants to hold rock shows, Frankie wants to be

dramatic, and Kelsey want's Noe to be more American and use what the girls have on their side, their looks.

*Part of Arc: **Main Story***

*Bigger Table, More Fun!*

Kelsey lifts a rare finger to help Noe move a table out of the restaurant's storage for poker night now that a new player is thinking of joining. Far from being benevolent, Kelsey uses the change to stick her nose in Noe's business when nobody else is around, pressing her to keep butting heads with Beck until she's ready to let Kelsey play too.

*Part of Arc: **Beck Arc***

*A Hand Down Under*

Noe joins in on Poker Night again, only this time with a twist. She sits with Beck in his lap, right in front of Brad, in an attempt to spoil Beck's win for the night. Quickly they'll get wrapped up in their own battle again, with Beck pushing Noe with his and to her pussy to prove a point. Only a fair fight will settle who's the best down under.

*Part of Arc: **Beck Arc***

*The Best Defense is a Good Offense*

Beck and Noe spend an evening together at home, all while Brad is out working hard. They quickly take it to the bed in a battle of offenses and who can make the other cum first, all for that mythical "Skill" point in their rivalry. Who can win the 69 and the bragging rights?

*Part of Arc: **Beck Arc***

*Milk Carton Kriem*

A flustered man comes to Noe for help, hoping to put up a flier in her window. Surprise, surprise, the girl he's looking for is his missing daughter Starling, or Kriem, as Noe knows her. Pumping him for information on her rogue waitress, Noe learns a thing or two about the girl, not all of it she likes. In the end she is can't help but get involved in the family matters.

*Part of Arc: **Kriem Arc***

*v0.10 – Damon, Dearest!*

Version 10 is the start of the second focused character arc, switching to Damon, Noe's younger admirer and potential beau. Having become friends during her days in the park, and having had an idea planted in her head from watching Frankie mother her own young man, a chance encounter sparks a new romance. What starts as harmless training and play dating in turn helps Noe expand her own horizons. Scenes Included are:

*Take Me Dancing Tonight*

A fight between Noe and her hubby takes a turn when Damon appears at Little Toscana while Noe is all dressed up with nowhere to go. Wanting to dance and to have some company, Noe and Damon escort each other to the local bar, and an evening spent together warms up bond between the two.

*Part of Arc: **Damon Arc***

### *Are You Gonna Be My Girl?*

Having gotten the wrong impression after their last night out on the town, Damon appears with a gift for Noe while she's working. Before anyone more than Frankie can see him, Noe shuffles him away to set him straight, but it's Noe who is convinced to give Damon her time for a little romance.

*Part of Arc: **Damon Arc***

### *Dating Alfresco*

Noe and Damon have their first practice date in his training as they share a dinner out in their park on their bench. They get to know each other in a new light and a deeper way, including their first real kiss.

*Part of Arc: **Damon Arc***

### *Dipping Toes into New Things*

New feelings welling up from her recent "dating" with Damon, Noe approaches Brad with a cryptic proposition during one of their nights on the couch. With an eye on "trying new things", Noe convinces her hubby to give each other some room to explore and grow indecently of each other, her strained way of allowing herself to continue with Damon.

*Part of Arc: **Damon Arc***

### *Like One of Your Manga Girls*

The friendship between Noe and Damon continues to blossom as she tries new things in her life, and both playfully tease each other over their interests. Convinced by Brad to spice things up with a sexy photoshoot, Noe poses for the camera and her hubby a number of times, but her mind is on what Damon might think if he saw her this way. Wondering get the better of her when she sends Damon to photos.

*Part of Arc: **Damon Arc***

## *v0.11 – A Damon on the Side!*

Noemi's v0.11 continues the second focused character arc, Damon's, and brings their "training dating" into a fully passionate tryst on the side. Together they grow closer as Noe drifts from helping the guy out with some female experience to using him to sate the needs her slumping relationship with Brad isn't giving anymore. Meanwhile, Damon's affection for her becomes a little more obsessive. Scenes Included are:

### *Letting it All Hangouts*

After the previous scene's photoshoot, Noe begins to enjoy the idea that Damon is as hungry for her body as her customers are for her food. A playful video call on her phone turns to more training talk about Damon's ideal woman, which in turn gets Noemi showing herself off more to the camera for him.

*Part of Arc: **Damon Arc***

### *Show Me Your Batting*

Noemi, having gotten carried away on their last call, confides in Damon over one of their park lunch dates, that she feels their "innocent" training dates are morphing into something more serious. She feels she needs to think seriously on what she's doing behind her fiancé's back, but convinces

Damon to give her a show (wanking himself) in return to help her make up her mind on if it's worth it.

*Part of Arc: **Damon Arc***

#### *Who's on Second?*

Noe and Damon return to a night out at the bar, and by now Noe has made up her mind as to what she wants. Taking the younger man into the bathroom, she shows him what it means to get to second base with a girl and not on the baseball diamond, via a public bathroom titjob.

*Part of Arc: **Damon Arc***

#### *Home Game*

Now officially (if secretly) dating, Noe invites her new boyfriend on the side over to her home for dinner so he can try her cooking at last. Noe's competitive side comes out as she playfully teases the younger man some more, which has him reveal his new training regime, quickly turning dinner to mutual masturbation / oral for dessert.

*Part of Arc: **Damon Arc***

### *v0.12 – A Whole Lot to See Here!*

Our v0.12 was split half-and-half between engine feature improvements and new content, but that content included some pretty substantial bumps up in heat. With that in mind, and the fact the new Gallery feature was introduced into the game, this version earned the name "A Whole Lot to See Here". This version saw a further two scenes added to Damon's story, allowing he and Noemi to consummate their affair on a new level, but not before getting tangled in a whole new slate of trouble. Also in the course of this version, Noe spends time with her budding friend Asana, beginning a whole new story to tell in the future.

Scenes Included are:

#### *Worlds Collide*

Noe's bad day gets better and worse all at once thanks to a surprise visit from her beau Damon. With Noe's attention focused through the door as she fights with Brad, the mostly ignored Damon becomes jealous and handsy until both he and Noe lose themselves, their clothes and his virginity to the heat of the moment. However, bad timing and bad luck means they get caught in the act.

*Part of Arc: **Damon Arc***

#### *Indecent Proposal*

Having her affair with Damon discovered by possibly the worst person besides Brad, Noe has to take it upon herself to straighten out the situation with Frankie. To her surprise, Frankie is willing to keep her secret, but what's even more surprising is that Frankie has it in her to attempt to blackmail Noemi. It's up to Noe if she'll accept her offer, or make a counter of her own.

*Part of Arc: **Damon Arc***

#### *The Camel with Two Backs*

Noe returns for a yoga session at Asana's, but she doesn't get her fill of inner peace by the end of it. Hoping to stay out of her apartment for a while longer Noe asks to stay for another session, only to

be rejected. Asana doesn't let her leave without lending a sympathetic ear, a promise to help with any future malaise, and some yoga help while she's at it as Noe's posture needed intimate correction.

*Part of Arc: **Asana Arc***

#### v0.13 – Ku'uipo

This version is where Asana picks up the ball and gets her first character focused release. After the previous version that was a half-tech build, we pushed all the CG count into scenes for this one. Noe's empty feelings turn to longing and even lust for her fellow woman Asana, after her exotic charms and pure nature shift Noe's attractions from straight to perhaps bi-curious.

Scenes Included are:

#### *Down to Pluck?*

Noe takes up Asana's offer of some personal time and healing, as her void like feeling continue. Talking things out, and with some help from Asana's Reiki, Noe starts to feel better. Why she's feeling loss lately might be due to unresolved feelings from her Dad's death, Asana thinks, and despite Noe putting her foot in her mouth about girls who like girls, she agrees to go out with Asana and Clair for a drink sometime.

*Part of Arc: **Asana Arc***

#### *Joining the Club?*

Noe joins Asana and Clair for a night out at the bar, seeing first-hand how they both blow off steam. Asana in particular is friendly with the other patrons. Noe feels better about her previous empty feelings, but now she's starting to be distressed by a new batch of emotions focused on Asana. Clair sees it too, and so takes the chance to recruit Noe to the bis-sexual club, but more so to ask her to watch Asana's back when Clair can't.

*Part of Arc: **Asana Arc***

#### *Just Another Day at the Office*

Asana comes by Little Toscana only to find chaos and bad energy all around for Noe to soak up. Noe herself is visibly worn out. She makes it clear Noe needs to come back for more private sessions quick, convincing her to come but also confusing Noe's feelings for her even more. While Noe deals with her beating heart, Asana runs into some trouble of her own without knowing it.

*Part of Arc: **Asana Arc***

#### *Hands-On Healing*

A private session of yoga and reiki turns to intimate massage, groping and hands on attempts at making Noe feel good. Asana acknowledges Noe's feelings for her and tells her she's fine to explore them if her body wants, but she doesn't grasp why Noe marrying Brad should be a problem between them. Noe starts to accept that she may be bi-curious, but why she feels it at this point in her life is what troubles her now.

*Part of Arc: **Asana Arc***

## v0.14 – Strangest of Bedfellows

Our 14th version continues where the last left off, carrying further Asana's arc and our third main character focus. Noe's feelings don't go away, if anything she only feels them deeper thanks to what Asana's magic hands showed what they can do. It's time she face up to them, maybe even take things further. Also in this version, the return of the Sal! The villain starts to exert some influence and throw his weight around, but as it turns out, if Noe can swallow her pride, he might just become an asset to her, maybe...?

Scenes Included are:

### *I Might Like Girls*

After Noe's last visit with Asana, things haven't gotten any calmer for her and these weird feelings. Asana is firm if friendly about not taking things much further until Noemi ensures her hubby isn't on the fast track to getting hurt. Time Noe had a talk with Brad then...

**Part of Arc: Asana Arc**

### *From Maui to Lesbos*

Noe talked to Brad, and he did give her a pass, technically. Asana doesn't need to know the details, all that is needed is for her to help Noe relax with another session. That's what they meet up for, and that is what is delivered, if in a "non-traditional" therapeutic kind of way.

**Part of Arc: Asana Arc**

### *Where Do We Go From Here?*

Now that things are becoming more serious, Noe has to put these feelings somewhere, into something. An after closing special dinner with Asana, a date if you will, turns to some heated discussions and a choice for future for both girls.

**Part of Arc: Asana Arc**

### *Hate Will Tear Us Apart*

The Community Council's Brochures have arrived, the ones Sal managed to be in charge of printing, and suffice it to say Little Toscana got the shaft. It's up to her if she wants to bow down to Sal's desire for her to beg if she wants in on the business spoils. If not, her pride might cost her more opportunities.

**Part of Arc: Sal Arc**

### *Strange Bedfellows*

With some unpleasantness behind her, Noe tries to get along with her business, but an unforeseen boon lands on her doorstep, thanks to her employee's skills... National Press Coverage... The catch, she has to share the opportunity with Sal. A meeting is in order to hash out the plans, and the bounds of play.

**Part of Arc: Sal Arc**

## v0.15 – Both Sides of Easy Street

The 15th version gives Asana one more time in the spotlight for now, carrying on her arc and our third main character focus, up to a natural stopping point. Noe learns a new thing or two about her

now lover Asana, and the choices she makes, and has made, will shape their future together substantially. As with the last version, Sal also gains a scene for his arc again in the run up to his own focus time in the near future. Noemi and he fall into an uneasy rhythm working with each other on the bid. That's the opening he needs to open up his options with her.

Scenes Included are:

#### *The Advanced Class*

In turning up to visit Asana in her studio, Noe inadvertently stumbles upon a session of the mysterious Advanced Class, only it doesn't turn out to be yoga at all! Noe stays and watches, wondering if she and Brad should join in or if things should stay personal between her and Asana.

*Part of Arc: **Asana Arc***

#### *When Two Become One*

With the Advanced Class behind them, Noe is fully committed to a relationship of some kind with Asana. Together they share a real night together, in a real bed, after some wine and chatter. Exactly how they will settle into things is yet to be seen for them, but Noe doesn't want to be completely submissive to her friend, she wants to give back as much as she gets.

*Part of Arc: **Asana Arc***

#### *The Friend of My Friend is My Enemy*

Noe busies herself with cleaning up after another attack from the other side of the street when she finds herself in the middle of a horrible situation when Asana appears. She's on her way to another date with somebody, and as bad as that is, when her date shows up it almost breaks Noe's heart. Can she keep Asana by her side?

*Part of Arc: **Asana Arc***

#### *The Bid Goes On*

Noe and Sal fall into a rhythm of working together on their bid, even as they war on the street. Noe delivers Kriem's final artwork for the combined project, and while waiting on Sal's paranoia to subside, a chance encounter with Alice sparks an idea for leverage in Sal's mind.

*Part of Arc: **Sal Arc***

#### *v0.16 – Salivate*

The 16th version sees a switch in focus as Sal graduates to the top spot, getting the lion's share of the scenes this time. Having been given the chance in the last few versions to creep up in his early scenes, now a delicate partnership has formed between him and Noe, which Sal is more than happy to start to take advantage of while he may. His time with Noe now is marked with subtle attacks on her weaker sides and well as making the fire of a passionate fight between them burn hotter and faster. Meanwhile, the Main Story also gets a small bump, as Sal gets new ideas for ways to strike back in their day-to-day warring as well.

Scenes Included are:

### *Ambushes With Love*

A night set aside to work with Sal on their bid turns out to be an emotional trap, as Noe is forced to come face to face across a small table from her once friends Alice and Beth. As it turns out they have somethings to say to her, but will Noe listen, especially after a show of some special service?

*Part of Arc: **Sal Arc***

### *Eat, Drink and Be Wary*

Even a taste test becomes a heated fight between Noe and Sal, as she is reminded just how much of a danger he can be. Brushing off the contributions of Noe's girls again, Sal has other plans in mind for the night beyond the bid, and with the help of wine and her fighting spirit, Noe lets some of her own thoughts out in an attempt to rile up her enemy at his own game.

*Part of Arc: **Sal Arc***

### *Risky Business*

One last night with Sal planning their bid and after their temporary partnership will be off again for good. With the aim of going out with a bang and in making sure Sal doesn't interfere once their PR boon comes, she waggles one last power card under his nose. Unfortunately for Noe, pushing things further only backfires on her as she's the one left on her knees under somebody else's nose.

*Part of Arc: **Sal Arc***

### *Penguins and Headbutts*

As the duelling shops open up for the day on either side of Easy Street, Brad makes his first visit at Sal's to check on Beth. They share a moment and some dumb joke laughs, but his visit also gives Sal himself a few ideas of his own.

*Part of Arc: **Main Story***

## *v0.17 – Business Affairs*

Our 17th update continues the trend of Sal on top with a chaser of Main Story to further advance the war on both sides of Easy Street. In recent updates Sal has been slowly turning up the heat as he and Noe work together for their own ends. This time out their partnership reaches it's peak, and Noe has to decide exactly what kind of relationship she wants with him ahead: All Out War or more Interpersonal Collaborations together. Not only that, she has to seal the deal and get the coverage contract first. Meanwhile, the Main Story picks up again as Noe turns her attentions to strengthening her girls' bonds, while Sal picks at different weak spot where she's not looking.

Scenes Included are:

### *Let's Make a Deal*

Dinner with the Editor of "Pedigree Wines and Spirits" has finally arrived, and he has eyes for more than the Italian bottle of vino on the table. Noe knows she's there to get his attention and his signature, but what lengths will she go to in order to get national press? And with the situation in her own hands, will she stick it to Sal or do his bidding like she always said she wouldn't?

*Part of Arc: **Sal Arc***



### *Little Toscana, West of Java*

To Brad's surprise on otherwise normal morning, a package lies in wait for him at the shopfront door. What seems to be a gift from an apologetic Beth is way too extravagant to be equal to his few bucks candy bar from before. While it raises his eyebrow, it's too good a gift to pass up, and so another Sal scheme kicks off.

*Part of Arc: **Main Story***

### *Your Teamwork Needs Work*

Chaos kicks off in the Little Toscana dining room again, as all of the girls get over-excited or over-stimulated. What comes close to being a real fight becomes a wake up call for Noe, as she decides it's time to start investing in strengthening "Team Noe" before all her hard fought gains go up in smoke.

*Part of Arc: **Main Story***

## Day Off Activities

### Yoga

Noe can use her precious down time trying to clear her mind, sooth her soul and work out her body all at once! She does love to multi-task, even when she's off work. Yoga can be used to elevate the stress built up over the work week and it is a good way to meet up with Asana if that's something you want.

Yoga is for decreasing Noe's stress, increasing Noe's Open Mindedness and Kelsey's Competitiveness. Asana appears heavily in these outcomes, and the main associated Stat is Open Mind.

### Relax Scenes

#### Scene 1

Noe uses her time off to go back to Yoga class. She does a few stretches and gets an exercise high as well as sees Asana, noting that she is rather flirty, more than she remembers from months ago. Maybe she is lonely or looking for a boyfriend within her class.

Outcomes: -60 Stress for Noe

#### Scene 2

Asana helps Noe rub work out all that built up stress by massaging her leg, while the pervert from the class watches on and stays behind to see it. Asana talks about her special class she teaches, but tells Noe it's couples only, before (possibly joking) invites her to a 3 some.

Outcomes: -60 Stress for Noe

#### Prerequisite Stats

*Open Mind: 2*

#### Scene 3

Noe presses on Asana to tell her more about these "Special Classes" she teaches since she is improving in her yoga skills by now, but Asana is tight-lipped about the details. Noe can't help but notice the pervy guy Asana flirts with is in both Noe's beginner group the special class though.

Outcomes: -60 Stress for Noe

#### Prerequisite Stats

*Open Mind: 4*

#### Scene 4

Feeling Noe is in need of some pure love after class, Asana holds her in an intimate hug in front of everyone in the class, much to Noe's embarrassment. Even so, Noe can't help but enjoy the closeness of her touch.

Outcomes: -60 Stress for Noe

Prerequisite Stats

*Open Mind: 6*

### *Self-Improvement Repeatable Scenes*

#### Open Mind Training Solo Scene 1

After booking a private session alone with Asana, Noe is put through her paces. The pair chat to get through it while Asana give her a motivational speech about life and being open to new things.

Outcomes: +1 Open Mind Stat for Noe, -35 Stress for Noe

#### Open Mind Training Solo Scene 2

Noe receives a special shoulder and neck rub from Asana after a private session, and the amazing feelings that it gives her is evidence enough for her to take Asana's advice to listen to her body more often, regardless of what her mind might say.

Outcomes: +1 Open Mind Stat for Noe, -35 Stress for Noe

Prerequisite Stats

*Open Mind: 2*

#### Open Mind Training Solo Scene 3

More massage and reiki tuning for Noemi, but things get more intimate as Asana focuses on the Chakras of her lower body. Thanks to her dreamy state of semi-consciousness, Noe does fret when Asana moves to lower her sweatpants for her.

Outcomes: +1 Open Mind Stat for Noe, -35 Stress for Noe

Prerequisite Stats

*Open Mind: 4*

#### Open Mind Training Solo Scene 4

Another session with just Asana ends with some massage and chakra healing, with Asana's hands especially focused on Noe's chest to warm her heart. Her slip of the tongue makes it sound like she's insulting Noe's big breasts, but thanks to their growing comfort together Noe can learn to let it slide.

Outcomes: +1 Open Mind Stat for Noe, -35 Stress for Noe

Prerequisite Stats

*Open Mind: 6*

### *Team Building Repeatable Scenes*

#### *Kelsey Competitive Training Scene 1*

Noe invites Kelsey along to Asana's to share in a session of Yoga, and some team bonding, with a fellow enjoyer of exercise. It seems Kelsey takes any kind of activity seriously, planning to win the session as if it were a game.

Outcomes: +1 Competitive Stat for Kelsey, -35 Stress to Noe

#### *Kelsey Competitive Training Scene 2*

Kelsey claims another "win" at yoga, and launches into an inspirational speech when Noe pushed back on not everything being a competition. Kelsey is fighting day by day to be the best and to be one of the few who get to dance on the biggest stage of all one day, when she is good enough.

Outcomes: +1 Competitive Stat for Kelsey, -35 Stress to Noe

#### *Prerequisite Stats*

*Kelsey's Open Mind: 7*

#### *Kelsey Competitive Training Scene 3*

Kelsey stirs up more trouble during an open session at Asana's, enough to get Noe thinking about giving her a run for her money at "winning Yoga". Kelsey sure loves the idea, giving Noe and 'A' via a pose to show her how much she agrees with her friend's efforts to compete over everything and nothing.

Outcomes: +1 Competitive Stat for Kelsey, -35 Stress to Noe

#### *Prerequisite Stats*

*Kelsey's Open Mind: 9*

*(End of Current Content)*

### *The Park*

Noe spends time wandering the local park and people watching as all sorts of folks come and go. Getting some fresh air and some time to think to herself can help keep Noe calm.

The Park is for decreasing Noe's stress and increasing Kriem's Open Mindedness. Damon appears heavily in these outcomes, and the main associated Stat is Romance.

### *Relax Repeatable Scenes*

#### *Scene 1*

Noe takes the day off and enjoys the park. She sees Damon practicing baseball and remembers the hit to the head she got from him. She decides not to bother him since he's busy and his cute nervousness is fun to watch but she'd rather not lead him on today.

Outcomes: -60 Stress for Noe

### Scene 2

Noe and Damon share an afternoon together in the park, her telling him he should grow a little beard after being reminded of how much he looks like a younger Brad. Together they share some good times as friends.

Outcomes: -60 Stress for Noe

Prerequisite Stats

Romance: 2

### Scene 3

Noe visits Damon after one of his games in the park. Helping him warm down she proposes a game of Pitch and Catch, wanting to see more of her friend in his natural element and acting athletic. The pair enjoy some teasing, joking and unsubtle sexual tension as they while away the day.

Outcomes: -60 Stress for Noe

Prerequisite Stats

Romance: 4

### Scene 4

Picking up where they left off last time, Noe and Damon enjoy more baseball play. Things get intimate as Damon teaches Noe how to pitch properly, hugging her close to himself and touching her thighs and chest as he positions her for the optimal throw.

Outcomes: -60 Stress for Noe

Prerequisite Stats

Romance: 6

### *Self-Improvement Repeatable Scenes*

Currently there are no Self-Improvement scenes and this activity is unavailable in that mode.

### *Team Building Repeatable Scenes*

#### Kriem Open Mind Training Scene 1

Noe invites Kriem to spend the late morning and afternoon relaxing in the park with her. Together the two take it easy, and Noe gently probes her most guarded friend for some bonding, letting her know she's there if needed. She's not, yet, but the two get a little closer.

Outcomes: +1 Open Mind Stat for Kriem, -35 Stress to Noe

#### Kriem Open Mind Training Scene 2

Kriem and Noe spend another day on the park bench, and since Kriem is too stoned to go jogging, she is convinced to engage in some girl talk. Love and sex are the topic of the day.

Outcomes: +1 Open Mind Stat for Kriem, -35 Stress to Noe

#### Prerequisite Stats

*Kriem's Open Mind: 7*

#### Kriem Open Mind Training Scene 3

Noe tries one last time in vain to get Kriem to come jogging with her, but Kriem is already too stoned out of her mind to do much but chill out and sing. Embarrassed yet happy for her, Noe enjoys seeing a mellow girl in her for once, something anyone rarely gets to see.

Outcomes: +1 Open Mind Stat for Kriem, -35 Stress to Noe

#### Prerequisite Stats

*Kriem's Open Mind: 9*

*(End of Current Arc Content)*

#### Binge-Watch TV

One of Noe's favourite activities is to curl up on the couch with somebody and share some drama, comedy or anything else. For the most part she watches alone and views shows she shouldn't be watching without Brad, naughty naughty! Usually all fine upstanding shows... but Noe's subscription does come with a few adult channels too.

TV is for decreasing Noe's stress, increasing Noe's Romance and Frankie's Open Mindedness. The main associated Stat is Romance.

#### *Relax Repeatable Scenes*

##### Scene 1

Noe spends the day on the couch watching episodes of 'Witch One'. She tells herself not to feel bad about not watching with Brad but she's not too upset by it. She spends the whole time talking to the screen, particularly at the good-looking men of the cast. She ends it by saying "just one more... just one... maybe two?"

Outcomes: -60 Stress for Noe

##### Scene 2

Noe enjoy another day watching and re-watching the first season of Witch One, creaming over the dreamy Dax character all the while.

Outcomes: -60 Stress for Noe

#### Prerequisite Stats

*Romance: 2*

### Scene 3

Another day is spent watching Witch One on the edge of her seat, this time as a literal cliff-hanger ending leaves Noe hopped up and excited for a resolution. It also gives her an excuse to rewind and watch her second favourite male character show what's in his codpiece.

Outcomes: -60 Stress for Noe

Prerequisite Stats

*Romance: 4*

### Scene 4

Noe is relieved to finally see the happy resolution of her previous cliff-hanger, so much so she's on the floor for the best view of the screen. A few hours away from her real-life troubles are always good for her.

Outcomes: -60 Stress for Noe

Prerequisite Stats

*Romance: 6*

### *Self-Improvement Training Scenes*

#### Romantic Training Solo Scene 1

Noe spends her day lounging around her apartment watching Romantic movies she can't watch with Brad. She doesn't even get dressed for the day, instead fantasizing about her life as a movie.

Outcomes: +1 Romance Stat for Noe, -35 Stress for Noe

#### Romantic Training Solo Scene 2

Noe's day is once again spent bingeing Rom-Coms, dreaming of her own happy wedding day, and trying not to fret over the amount of debt still hanging over her and that blissful day. It also helps that her screen is full of hot guys to remind her love is worth fighting hard for.

Outcomes: +1 Romance Stat for Noe, -35 Stress for Noe

Prerequisite Stats

*Romance: 2*

#### Romantic Training Solo Scene 3

Watching "When Harry Met Sally" for the first time really gets Noe going, much to her surprise. Seeing Sally fake an extremely public orgasm in a crowded restaurant starts to give her fantasies of her own. She does own a restaurant after all...

Outcomes: +1 Romance Stat for Noe, -35 Stress for Noe

Prerequisite Stats

*Romance: 4*

### Romantic Training Solo Scene 3

Noe's Rom-Com stack is running dry and so her day is spent in the company of 50 Shades style "Romance". Watching the scenes play out, she can't help but grow curious about the intricacies of some playful S&M, even going so far as to try out a few poses herself while alone and safe at home.

Outcomes: +1 Romance Stat for Noe, -35 Stress for Noe

#### Prerequisite Stats

*Romance: 6*

### Team Building Training Scenes

#### Frankie Open Mind Training Scene 1

Noe and Frankie spend the day together at Noe's apartment, enjoying their shared interests of Witch One and drinking wine. Noe is eager to hear Frankie's thoughts on the raunchy show, only to learn that Frankie has some secrets in her sexual history.

Outcomes: +1 Open Mind Stat for Frankie, -35 Stress to Noe

#### Frankie Open Mind Training Scene 2

Watching more Witch One together with Frankie makes Noe more curious about her previous omission. Eventually she comes out and asks her about her sex life while she was married, embarrassing Frankie completely, but not before she lets slip that Kriem isn't the only girl at Little Toscana to have a leather collar.

Outcomes: +1 Open Mind Stat for Frankie, -35 Stress to Noe

#### Prerequisite Stats

*Frankie's Open Mind: 3*

#### Frankie Open Mind Training Scene 3

Spurred on by wine, Witch One, her friend Noemi's company and the charged mood, Frankie tries her hand at girlish gossiping. She reveals a tantalizing moment of her sex life and why she has a habit of wearing scarfs even now. Noe can't help but be a little stunned to hear it.

Outcomes: +1 Open Mind Stat for Frankie, -35 Stress to Noe

#### Prerequisite Stats

*Frankie's Open Mind: 5*

*(End of Current Arc Content)*



## Poker Night

Brad likes to have the guys around on weekends as they drink, swap stories and basically just be lads for a while. Noe can't stay out of their apartment all weekend though and sometimes she watches from a far... or if the mood strikes her, plays a few hands. She *could* earn some extra cash to pay off the debt, right?

Poker is for decreasing Noe's debt (and a little stress), increasing Noe's Competitiveness and Kriem's Competitiveness also. Beck appears heavily in these outcomes, and the main associated Stat is Competitive.

## Relax Repeatable Scenes

### Scene 1

Brad has his buddies around for Poker night and they are still at it when Noe comes home from being out. She comes over and look at Brads cards over his shoulder, whispering in his ear some advice. The other men comment on her ass as she leaves, and Brad takes it as a compliment but asks them to stop.

Outcomes: -35 Stress for Noe, -\$40 from Noe's debt (Brad's winnings)

### Scene 2

Noe takes over as host of Poker Night when Brad has to step out for family matters. She and Beck spend the night going at it, and she lauds her victory over him when she beats him in the key hands, going so far as to tell him to worship her feet.

Outcomes: -35 Stress for Noe, -\$60 from Noe's debt (Noe's winnings)

### Prerequisite Stats

*Competitive: 2*

### Scene 3

Noe and Brad join forces to run the table for tonight's poker game, teaming up with their cards to win and make it a bad night for Beck. It's against the spirit of the game, but Noe's "gimmick" works.

Outcomes: -35 Stress for Noe, -\$100 from Noe's debt (The pair's winnings)

### Prerequisite Stats

*Competitive: 4*

### Scene 4

In search of a new leg up, Noe wears her transparent work blouse to distract the boys at the table, even against Brad's wishes. It's an effect way to win added cash and cream the competition.

Outcomes: -35 Stress for Noe, -\$125 from Noe's debt (Noe's winnings)

### Prerequisite Stats

*Competitive: 6*

### *Self-Improvement Training Scenes*

#### *Competitive Training Solo Scene 1*

Noe faces off against Beck again during the weekly poker night. She has some losses, but she gets wrapped up in the competitive spirit of the game as she tries to best Beck.

Outcomes: +1 Competitive Stat for Noe, -35 Stress to Noe

#### *Competitive Training Solo Scene 2*

Beck wins the night and he's not above swinging his dick around about it, literally. Thrusting and shouting in Noe's face is a powerful driver in making her want to beat him next time, at any cost.

Outcomes: +1 Competitive Stat for Noe, -35 Stress to Noe

Prerequisite Stats

*Competitive: 2*

#### *Competitive Training Solo Scene 3*

Once again Brad plays peacekeeper between Noe and Beck, because even though she's mostly losing, one big winning hand sees an outburst from Noe, as well as a short poem about her favourite drinks, Beck's balls, and what she intends to do with her middle finger.

Outcomes: +1 Competitive Stat for Noe, -35 Stress to Noe

Prerequisite Stats

*Competitive: 4*

#### *Competitive Training Solo Scene 4*

Losing at cards again, Noe needs to lean on her feminine features to help even out her lacklustre luck. With her bare feet up on the table and wiggling in Beck's vision, her distraction tactics lead her to enough of a comeback to break even on the night, something she'll remember.

Outcomes: +1 Competitive Stat for Noe, -35 Stress to Noe

Prerequisite Stats

*Competitive: 6*

### *Team Building Training Scenes*

#### *Kriem Competitive Training Scene 1*

Noe uses Kriem as an easy practice match in cards, spending time with her and getting to know her. The idea of being toyed with only riles up Kriem, but Noe is deft enough to channel that anger into helpful competitiveness for them both.

Outcomes: +1 Competitive Stat for Kriem, -35 Stress to Noe

### Kriem Competitive Training Scene 2

Kriem finds her math skills let her down, creating an embarrassing scene for her in front of Noe when she couldn't add up to 21 on cue. Angry as all Hell and cursing like crazy, Kriem is determined to keep playing until she wins something so as not to look stupid, blowing off Noe's attempt at helping her with her fear of math.

Outcomes: +1 Competitive Stat for Kriem, -35 Stress to Noe

#### Prerequisite Stats

*Kriem's Competitive: 3*

### Kriem Competitive Training Scene 3

Kriem starts to get the hang of the cards, but still hasn't grasped the game of Poker itself. Noe has some advice for her about her temper and learning to grow a poker face, something that only makes the girl growl thinking she's been lectured. Their game must continue for her to learn her lessons.

Outcomes: +1 Competitive Stat for Kriem, -35 Stress to Noe

#### Prerequisite Stats

*Kriem's Competitive: 5*

*(End of Current Arc Content)*

### Visit Friends

After striking up new bonds with people like her new waitresses, or renewing older ones such as with Asana, Noe can use her time off to visit with them and enjoy a little out of the office fun together.

Visiting is for decreasing minorly Noe's stress, and increasing Frankie's Competitiveness. The main associated Stat is Romance.

### Relax Repeatable Scenes

Currently there are no regular repeatable scenes for Noe to enjoy during Relax Mode.

### Self-Improvement Repeatable Scenes

Currently there are no regular repeatable scenes for Noe to self-improve upon.

### Team Building Training Scenes

#### Frankie Romance Training Scene 1

Noe keeps up her end of the deal with Frankie, coming to her home to help teach her special cooking techniques as well as putting her to the test under the stress of a working kitchen.

Outcomes: +1 Romance Stat for Frankie, -35 Stress to Noe

### Frankie Romance Training Scene 2

Frankie cooks in the kitchen for Noe once again, this time whipping up an eastern Shrimp Pad Thai, the perfect opportunity for Noe to stoke her passions with some good feedback.

Outcomes: +1 Romance Stat for Frankie, -35 Stress to Noe

Prerequisite Stats

*Frankie's Romance: 7*

### Frankie Romance Training Scene 3

Noe pushes Frankie hard as they work together on her dessert making skills, throwing plenty of orders and chaos at her to give her the taste of really running a professional kitchen. Still, there is room for playfulness too, as Noe highlights, running a whipped cream covered finger down Frankie's cheek as she works.

Outcomes: +1 Romance Stat for Frankie, -35 Stress to Noe

Prerequisite Stats

*Frankie's Romance: 9*

*(End of Current Arc Content)*

### Car Wash

Noe's time off can be put to use is washing cars like Beck's for a fist full of cash. She's already done it once, the money stays the same, but the humiliation tapers off over time, right?

Car Washing is for decreasing Noe's debt (and a little stress) as well as increasing Kelsey's Romance. Beck appears heavily in these outcomes, and the main associated Stat is Competitive.

### Relax Repeatable Scenes

#### Scene 1

Noe uses her time off to go back to Yoga class. She does a few stretches and gets an exercise high as well as sees Asana, noting that she is rather flirty, more than she remembers from months ago. Maybe she is lonely or looking for a boyfriend within her class.

Outcomes: -35 Stress for Noe, -\$100 to Debt

#### Scene 2

A tired Noe wonders why she even bothers taking Beck's shit for what he pays her, inspiring him to press her to give him more flash for more cash, something she actually considers.

Outcomes: -35 Stress for Noe, -\$125 to Debt

Prerequisite Stats

*Competitive: 3*

### Scene 3

Noe gives a little more of a show in her wet car washing gear, but when Beck once again calls her efforts too tame, the insulted woman is angered enough to step it up a notch next time.

Outcomes: -35 Stress for Noe, -\$150 to Debt

Prerequisite Stats

*Competitive: 5*

### Scene 4

An angry Noe gives Beck something to look at this time for real, purposely pressing her tits up against the glass as she cleans his windscreen in hopes that the extra money is worth the shame and the taunting.

Outcomes: -35 Stress for Noe, -\$175 to Debt

Prerequisite Stats

*Competitive: 7*

### *Self-Improvement Training Scenes*

There are currently no regularly repeating scenes for Noe to self-improve upon.

### *Team Building Training Scenes*

#### Kelsey Romance Training Scene 1

Kelsey joins Noe in washing Beck's car, mostly just to practice her dance moves and mess with Beck's head, but Noe learns that Kelsey has her back in her own special way. Enough at least to get wet and wash with her. Together they align a little closer and Kelsey opens up to Noe's potential.

Outcomes: +1 Romance Stat for Kelsey, -35 Stress to Noe

#### Kelsey Romance Training Scene 2

Kelsey comes back to "help" Noe clean Beck's car, but she spends most of the time taunting him with her body from the bonnet of the car while he sits in the driver seat and watches. She tries to convince Noe to join her and have some passion for fun and to learn to take the easier, sexier way out of hard work like this. It's an odd but effective bonding sessions all things considered.

Outcomes: +1 Romance Stat for Kelsey, -35 Stress to Noe

Prerequisite Stats

*Kelsey's Romance: 3*

#### Kelsey Romance Training Scene 3

Dropping all pretence of working, Kelsey plays hands on with Noe and the soapy water, teasing both Beck in his car and Noe in her arms at once. She's still pushing to get Noe to play along, but mor so

she delights in knowing that they both have such an effect on a boy like Beck, firing her up for more antics.

Outcomes: +1 Romance Stat for Kelsey, -35 Stress to Noe

Prerequisite Stats

*Kelsey's Romance: 5*

*(End of Current Arc Content)*

## Work Outcomes

The following are the potential outcomes and their conditions / stat changes that can be accomplished during the gameplay segments of Noemi's Toscana Rebirth. Please remember that all variables are subject to change between versions as playtesting requires!

### Noemi - Waitressing

Noe works the tables and tries to earn herself some money to pay off her debts.

#### Level/Tier 1 Outcomes

##### *Good Outcome #1*

Noe serves her customers with a smile and a wink, making some good tips as she does. She can earn **between \$14 and \$22** before multipliers and becomes **between 12 and 18 more stressed**.

##### Prerequisite Stats

*Stress:* <= 70

##### *Good Outcome #2*

Noe chats with a customer who gives her a compliment and a nice tip. It's enough to cheer her up some. She can earn **between \$17 and \$24** before multipliers and becomes **between 12 and 18 more stressed**.

##### Prerequisite Stats

*Stress:* <= 70

##### *Bad Outcome #1*

Noe collects her tip money for the day, or lack thereof, and is not happy about it. She gets stiffed of a tip more than once and spends most of what she makes on a sweet pick-me-up on her way home. She can earn **between \$5 and \$10** before multipliers and becomes **between 15 and 22 more stressed**.

##### Prerequisite Stats

*Stress:* => 60

#### Level/Tier 2 Outcomes (3+ Nerve)

##### *Good Outcome #3*

Noe serves her drawing attention to the heat of the day and her open collar, using her natural charm to earn a little extra love and tips from customers in a way Sal can't. She can earn **between \$40 and \$50** before multipliers and becomes **between 12 and 18 more stressed**.

##### Prerequisite Stats

*Stress:* <= 65

*Nerve:* 3+

#### *Good Outcome #4*

A tight uniform and a crick in her neck all add up for Noemi when she just has to relax a moment and a few select customers get a side of Italian (un)dressing, adding to her tips and her attention for the day. She can earn **between \$45 and \$60** before multipliers and becomes **between 14 and 20 more stressed**.

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 3+

#### *Level/Tier 3 Outcomes (8+ Nerve)*

#### *Good Outcome #5*

Mad after a fight with Brad and a delayed order, Noe blows off some steam by flirting with a regular, giving him a clear look up her skirt for a big tip. She can earn **between \$80 and \$100** before multipliers and becomes **between 15 and 20 more stressed**.

#### *Prerequisite Stats*

*Stress:* <= 60

*Nerve:* 8+

#### *Proactive/Reactive/Trap Outcomes*

#### *Proactive Success Outcome #1*

Noe sees a chance to scoop up a big tip, vengeance as the customer grabs at her ass in the process. She can earn **between \$50 and \$60** before multipliers and becomes **between 15 and 20 more stressed**. **Little Toscana Rep also takes a hit between 6 and 10 points.**

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Success Outcome #2*

Noe "accidently" spills a customer's drink, which gives her the perfect chance to feel between his legs and make it up to him, earning her a new returning patron no doubt. She can earn **between \$120 and \$150** before multipliers and becomes **between 20 and 25 more stressed**. **Little Toscana Rep also takes a hit between 10 and 13 points.**

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

*Nerve:* 6+

*Little Toscana's Rep:* >= 35



#### *Proactive Failure (Trap) Outcome #1*

A handsy customer causes a wardrobe malfunction, and Noe finds herself tipping over her fallen skirt. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points.**

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Proactive Failure (Trap) Outcome #2*

Noe has to eject Alice for meddling, but not before her once friend can create some trouble via dropped messages to Noe's customers. Noe can earn **between \$18 and \$25** before multipliers and becomes **between 22 and 30 more stressed**. **Little Toscana Rep also takes a hit between 10 and 14 points.**

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Success (Trap Counter) Outcome #1*

Noe catches a Sal plant in the act of trying to trap her, and she snags a tip without even serving a customer. She can earn **between \$14 and \$22** before multipliers and becomes **between 5 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success (Trap Counter) Outcome #2*

Noe leaves Alice to be hoist on her own petard by distracting her long enough for a handsy customer to pants the meddling waitress for the whole shop to see. Noe can earn **between \$45 and \$65** before multipliers and becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 3 and 5 points.**

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Neutral (Guarded but No Trap) Outcome #1*

A long day of Noe keeping her distance leads to her having an awkward day, but she doesn't fall for any traps! She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 22 more stressed**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and no Trap*

#### *Reactive Neutral (Guarded but No Trap) Outcome #2*

Noe for once hangs back and lets it seem like her shop is unguarded in the hopes of catching Alice or Beth in the act of a trap, only they don't show up today, and Noe's hands off service leaves her earnings lower than normal. She can earn **between \$25 and \$45** before multipliers and becomes **between 15 and 24 more stressed**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and no Trap*

*Nerve: 6+*

*(End of Current Content)*

#### *Noemi - Cooking*

Noe works in the kitchen so she can prep food and make sure her restaurant is putting out quality and on time. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

**For every point of *Romance* Noe has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 on failure (2.5%).**

#### *Level/Tier 1 Outcomes*

##### *Good Outcome #1*

Noe works with Brad as a sous chef and expeditor. They work side by side really well and produce some fine food. **Noe's Stress is increased by 18 to 25 points.**

#### *Prerequisite Stats*

*Stress: <= 70*

##### *Good Outcome #2*

Noe handles the kitchen as a nice break from the rest of the business. She delights in knowing her steak cooking skills are superb, smiling at her notion Philly has its own culinary culture to go with Italy's too. **Noe's Stress is increased by 20 to 23 points.**

#### *Prerequisite Stats*

*Stress: <= 70*

##### *Bad Outcome #1*

Noe tries working in the kitchen, but Brad's coffee sipping grates on her especially after she told him many times to stop. The tension means they don't communicate effectively, delaying and confusing orders at times. The added effort means only slightly better tips for the girls working but becomes **between 22 and 30 more Stressed** by the pressure.

#### *Prerequisite Stats*

*Stress: => 60*

### Proactive/Reactive/Trap Outcomes

#### *Proactive Success Outcome #1*

Noe works her ass off to near collapse, creating a lot of delicious meals until she can't anymore. Tips are heightened, **doubling Noe's Romance input to the cooking bonus again**, but the delays cause by her stepping off the line cause **a hit to Little Toscana's reputation by between 10 and 15 point**. **Noe's Stress is also increased by 20 to 25 points**.

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Failure Outcome #1*

Noe's attempts to satisfy a planted customer's complaints lead her to a nearly faint in the kitchen, causing a fuss and some poor service. The fact Noe comes off the line means **Tips receive No Bonus** and she becomes **between 25 and 33 more stressed**. **Little Toscana Rep also takes a hit between 8 and 13 points**.

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success Outcome #1*

Noe's keen eye catches a fake complaint from amongst the crowd of customers, which leads her to a public comparison of her food over Sal's. Her is better. Riding high on the day, the **Cooking Bonus is Doubled**, but Noe only becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Neutral Outcome #1*

Noe tries to make absolutely everything that leaves her kitchen perfect, the food come out wonderfully but the service is slow causing mixed responses among the clients. The mixed day causes the **Cooking Bonus to be cut in half** and Noe becomes **between 20 and 28 more stressed**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

### *Noemi - Promote*

Noe does her very best to present Little Toscana as the homey and local alterative to the big chain restaurant of Salvatore's Deli, via any method and medium she can.

If Noe has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Noe has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20).

#### Level/Tier 1 Outcomes

##### *Proactive Success Outcome #1*

Noe takes to the radio airwaves early in the morning. Her brief guest spot and shout out bring locals by looking to try the food. It hits Sal where it hurts too, losing **between 3 and 7 Rep Points from Salvatore's Deli**. Noe becomes **between 12 and 20 points more stressed too**.

##### *Prerequisite Stats*

*Stress:* <= 75

##### *Proactive Failure Outcome #1*

Noe takes to the radio again, but the early hour brings people looking to pick a fight. She gets wrapped up in allegations she's attacking Sal, which cause people to defend him. The rallying behind him **gives Salvatore's Deli between 3 and 6 Rep Points** and causes **Noe between 18 and 24 more Stress**.

##### *Prerequisite Stats*

*Stress:* => 60

##### *Reactive Success Outcome #1*

Noe spends the afternoon spreading the word about her shop and pictures of her food around the internet and all the food blogs. The recognition brings in new customers and **a boost of between 2 and 4 Rep Points to Little Toscana**. The work is taxing on the mind though and she becomes **between 12 and 18 more Stressed**.

##### *Prerequisite Stats*

*Stress:* <= 75

##### *Reactive Success Outcome #2*

Noe heads out to the streets of Downtown Philly to try score even a handful of new diners, handing out menu cards and lightly flirting for the good of her shop. Her wide net catches a few people along with **a boost of between 3 and 5 Rep Points to Little Toscana**. It's tiring work however and she becomes **between 15 and 20 more Stressed**.

##### *Prerequisite Stats*

*Stress:* <= 70

#### *Reactive Failure Outcome #1*

Noe is in crisis mode as she finds attempts at sabotaging her name online. She spends the day battling down flaming reviews, but the damage is done, causing **a loss of between 3 and 6 Rep Points to Little Toscana**. She is overwhelmed and Stressed out by **between 18 and 24 points**.

#### *Prerequisite Stats*

*Stress:* => 60

#### *Level/Tier 2 Outcomes (4+ Nerve)*

##### *Proactive Success Outcome #3*

Noe puts her friendship with the loose tongued gossip Asana to good use, feeding her “rumours” about Sal knowing that the whole street will hear them from the yoga mistress in no time. **That’s a loss of between 4 and 7 Rep Points for Sal’s Deli**. The moral dilemma of lying to and using the sweet Asana does cause **between 16 and 22 more Stressed**.

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 4+

##### *Reactive Success Outcome #2*

Noe takes some interestingly cropped pictures and draft suggestively worded social media posts. The recognition brings in new customers and **a boost of between 4 and 7 Rep Points to Little Toscana**. The work is taxing on the mind though and she becomes **between 16 and 22 more Stressed**.

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 4+

*(End of Current Content)*

#### *Noemi - Entertain*

Noe uses her position as a business owner and her standing in the community to play the hostess with some prestige. Sitting, eating and spending time with customers makes for an easier restaurant to run. How well Noe can control the floor, increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

**For every 2 Points Noe has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range’s. For every 4 Points Noe has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.**

### Level/Tier 1 Outcomes

#### *Good Outcome #1*

Noe breaks out her smile and gets a little touchy as she plays hostess and keeps the shop floor running smoothly and customers feeling at home in her little slice of Italy. **Noe's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 3 to 5** (plus Open Mind bonus), while **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus)

#### *Prerequisite Stats*

*Stress:* <= 70

#### *Good Outcome #2*

Getting in on the game of entertaining along with the other girls, Noe tries her hand at a cocktail night, pushing the drinks of an Italian vintage as a hook in an attempt to help the usual service. **Noe's Stress is increased by 15 to 22 points**, while **Stress in other working girls is reduced by 2 to 4** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus)

#### *Prerequisite Stats*

*Stress:* <= 60

#### *Bad Outcome #1*

Noe gets a little flirty and friendly with her customers, up until one takes it the wrong way and looks to order a piece of her. Keeping her cool through it without making a scene is all she can manage, so the night's efforts are weaker, and she becomes **between 16 and 22 more Stressed** by the pressure. Still, **Stress in other working girls is reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

#### *Prerequisite Stats*

*Stress:* => 60

### Level/Tier 2 Outcomes (5+ Nerve)

#### *Good Outcome #3*

Noe continues to play the hostess and make rounds chatting with customers, this time showing off her glittery club dress and making her sparkle. **Noe's Stress is increased by 16 to 23 points**, while **Stress in other working girls is reduced by 3 to 7** (plus Open Mind bonus), while **tips are up by \$12 to \$17** (before multipliers and Open Mind bonus)

#### *Prerequisite Stats*

*Stress:* <= 70

*Nerve:* 5+

### Proactive/Reactive/Trap Outcomes

#### *Proactive Success Outcome #1*

Noe makes a bold move in sitting down with a lone male customer while he eats, putting the flirt on high gear in hopes of making a new long-time customer. The light scandal causes **a hit to Little**

**Toscana's reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Noe's Stress is also increased by 16 to 22 points.**

#### Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Failure Outcome #1*

Noe's attempt to make a 1-on-1 connection in the likes of Sal backfires as her target blows up on her, starting a tirade and making a scene (at Sal's prompting). Otherwise Noe's night goes well enough, but that one hit is enough to scuttle the effort of the night. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

#### Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success Outcome #1*

Noe finds her old couple regulars John and Sue back to visit, and she's quick to intercept them, sitting down and reminding them of all times, plus slipping in a few rumours about what Sal is no doubt saying about the lovely Sue behind her back. The attack works wonders, **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Noe only becomes **between 14 and 20 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Neutral Outcome #1*

Noe is cautious tonight, holding back in case Sal is up to something again, this time hostessing and sending subtle flirtations from a distance. Her efforts are effect in raising the customers spirits and tips, but not by as much as the hands-on approach would. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Noe herself becomes **between 15 and 21 more stressed**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

Kriem - Waitressing

Kriem works the tables reluctantly but earns some cash for her new 'on her own' lifestyle.

Level/Tier 1 Outcomes

*Good Outcome #1*

Kriem delivers the food as needed but she makes sure to direct any and all follow ups to Noe. She gets smaller tips per table overall for her attitude, but she hits more tables than Noe ever did. **She can earn between \$17 And \$24** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

**Stress:** <= 70

*Good Outcome #2*

Kriem ends up chatting with a customer who shares her conspiracy ideas. Apparently there's a monster loose in New York City? (Agents of Heels reference!). **She can earn between \$14 And \$22** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

**Stress:** <= 70

*Bad Outcome #1*

After a customer snaps his fingers to get her attention one too many times, Kriem has some sharp words and treats for him. Her day is tiring to be sure. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed.**

Prerequisite Stats

**Stress:** => 60

Level/Tier 2 Outcomes (3+ Nerve)

*Good Outcome #3*

Kriem gets caught up in another conversation with a regular of hers, this time about rock and roll, and in the heat of the moment she bares her whole leg to him and says the words 'no condoms' a little too loudly. **She can earn between \$40 And \$50** before multipliers and **becomes between 12 and 18 more stressed.**

Prerequisite Stats

**Stress:** <= 65

**Nerve:** 3+

*Good Outcome #4*

For once Kriem has some fun talking with a regular customer, mostly since they speak about her interests. In the midst of the conversation she gets her nipple hard under her uniform to show off her second pair of studs to her stud. **She can earn between \$45 And \$60** before multipliers and **becomes between 14 and 20 more stressed.**



Prerequisite Stats

**Stress:** <= 65

**Nerve:** 3+

Level/Tier 3 Outcomes (8+ Nerve)

*Good Outcome #5*

Talking with a regular she actually likes, the topic turns to tattooing and Kriem is convinced to drop her skirt enough to show where on her ass she's thinking of getting her dragon tattoo's tail extended too. **She can earn between \$80 And \$100** before multipliers and **becomes between 15 and 20 more stressed.**

Prerequisite Stats

**Stress:** <= 60

**Nerve:** 8+

Proactive/Reactive/Trap Outcomes

*Proactive Success Outcome #1*

Kriem finds moving about all day a little too hot for her. She shows a little flesh as she works to cool off, bringing higher tips from some and complaints from others. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 20 more stressed.** It also **costs Little Toscana between 6 and 10 Rep Points** in the process.

Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

*Proactive Success Outcome #2*

Sick of her regular customer constantly asking for special unique orders and flirting with her, Kriem literally offers up her bare ass on a plate for him to bite into, shocking many and making others want to order the "dark meat rump roast". **She can earn between \$120 And \$150** before multipliers and **becomes between 20 and 25 more stressed.** It also **costs Little Toscana between 10 and 13 Rep Points** in the process.

Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

**Nerve:** 6+

**Little Toscana Rep:** >=35

*Proactive Failure (Trap) Outcome #1*

A joker of a customer throws his water at Kriem, making her snap as was his job. She lets loose her rage by kicking her customer's chair over. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed.** **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Proactive Failure (Trap) Outcome #2*

Kriem walks right into a trap set by Beth, who cowers behind a customer for all to see, making Kriem look like an aggressor in another incident, using her reputation and her unique look against her. Kriem can earn **between \$18 and \$25** before multipliers and becomes **between 22 and 30 more stressed**. **Little Toscana Rep also takes a hit between 10 and 14 points.**

Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

*Reactive Success (Trap Counter) Outcome #1*

Kriem stops a rowdy planted customer by literally twisting his ear. Her standing up for her other clients wins their respect... or their fear. One or the other. She can earn **between \$14 and \$22** before multipliers and becomes **between 5 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Success (Trap Counter) Outcome #2*

Kriem intercepts Beth in the early stages of some mischief, and she's not shy about scaring her out of going forward with it since the customers can't see anything but Beth frantically apologising. She can earn **between \$45 and \$65** before multipliers and becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 3 and 5 points.**

Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

*Reactive Neutral (Guarded but No Trap) Outcome #1*

Kriem does her best to hold it together after a day of constant irritations. Splashing water on her face helps just about. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 22 more stressed**.

Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*Reactive Neutral (Guarded but No Trap) Outcome #2*

Kriem acts as the guard dog protector of Little Toscana's main door rather than do her job as a waitress for most of the day. It's effect in keeping away trouble like Alice and Beth, but not in serving

customers. She can earn **between \$25 and \$45** before multipliers and becomes **between 15 and 25 more stressed**.

Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*Nerve: 6+*

*(End of Current Content)*

### Kriem - Cooking

Kriem works the kitchen, but despite being a tireless worker who keeps to herself, when paired up with Brad she gets talkative and lax. However, she can still get the job done and good food coming out in her own way. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

**For every point of *Romance* Kriem has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. With a 0 stat start, her bonus is 0. This bonus is not attainable in v0.8 as Romance Stat Increases are not yet possible for Kriem.**

### Level/Tier 1 Outcomes

#### *Good Outcome #1*

Kriem sits on the counter and along with Brad she plays their lyrical game (this time it's 'Turning Japanese' by the Vapors). She doesn't cook but she keeps Brad in good spirits and working hard. She gets the best out of him and increases the tips of the girls working via good food they sent out, **but her stress increased by between 18 and 25.**

Prerequisite Stats

*Stress: <= 70*

#### *Good Outcome #2*

Without any skill or training, Kriem can only help so much, but she tries. With a knife in hand she slices veggies as prep work, joking about what kind of idiot would let her have a sharp object. She takes the busywork off Brad's hands, thus increases the tips of the girls working via good food they sent out, **but her stress increased by between 18 and 25.**

Prerequisite Stats

*Stress: <= 70*

#### *Bad Outcome #1*

Kriem is too stressed out to follow along with even simple directions, being her she doesn't take kindly to orders on the best of days. Having multiple orders to take on at once, she snaps and tosses her cooking against the wall with a scream. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

Prerequisite Stats

**Stress: => 60**

Proactive/Reactive/Traps Outcomes

*Proactive Success Outcome #1*

Kriem sees an opportunity to help in her own way. She switches out a dessert for one she has with Pot baked in. The increased 'Munchies' orders bring in some big cash, **doubling the bonus Kriem's Romance adds to the cooking multiplier**, but reports of sick customers **decreases Little Toscana's Rep by between 10 and 15 points**. Kriem also becomes **stressed out to the tune of between 20 and 25 points** as she's now got less of her own stash to draw on.

Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

*Proactive Failure Outcome #1*

Noe finds out about Kriem's little 'Brownie Switches' after a customer throws up in the restaurant's dining room. Word gets out about it thanks to help from Sal, and Kriem gets an earful from her boss. Due to the customers getting sick and refunds being made, the **Tips for today are not Multiplied** and Kriem becomes **between 25 and 35 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points**.

Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Success Outcome #1*

Crisis is averted in the kitchen when Kriem does stop Brad from falling for distractions set up by Sal. She does so more intimately than either thought. On the day, the **Cooking Bonus is Doubled** but Kriem only becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points**.

Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Neutral Outcome #1*

Kriem finds herself on guard in the kitchen, but her attempts to make sure nobody distracts Brad make it so that's she and her swinging ass are the biggest threat to Brad's concentration. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed**.

Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

## Kriem - Promote

Kriem is the frontline foot soldier in the war with Sal. She takes on jobs that Noe never needs to know about and in the process, she takes some wild swings. When Noe does direct her to help out with Little Toscana's name, Kriem's art skills and tirelessness are the restaurant's best assets on the ground.

**If Kriem has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Kriem has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a starting stat on 1, Kriem is half way to the first bonus in the beginning, and is trainable in this stat.**

### Level/Tier 1 Outcomes

#### *Proactive Success Outcome #1*

Kriem pays a visit to her good friend Clair Voyant's tattoo shop that's a few blocks away, picking up a package from the dumpster there without any warning. Dumping suspicious medical waste in Sal's alleyway gets rumours going, **losing between 3 and 5 Rep Points for Salvatore's Deli**. Kriem becomes **between 15 and 20 points more stressed** after a day of handling a toxic hazard.

Prerequisite Stats

*Stress:* <= 75

#### *Proactive Failure Outcome #1*

Kriem's attempts to use Clair's waste on Sal again backfires when she drops the package and covers herself in used tattoo ink and blood. The sight of her muddling about outside his place raises suspicions and **gives Salvatore's Deli between 3 and 5 Rep Points** as they see him as a victim of her harassment. The potentially toxic chemicals causes **Kriem between 18 and 24 more Stress** as she worries too late about the effects.

Prerequisite Stats

*Stress:* => 60

#### *Reactive Success Outcome #1*

Tasked with designing and passing out fliers, Kriem spends the day carpet bombing the neighbourhood with her work. The fliers are eye-catching (for many reasons) and gives **a boost of between 3 and 5 Rep Points to Little Toscana**. Walking around town all day she becomes **between 15 and 21 more Stressed**.

Prerequisite Stats

*Stress:* <= 75

#### *Reactive Success Outcome #2*

Kriem stands on the street corner trying to get some interest in her business and trying not to start a fight. Holding a sign up with her foot is hardly a lot of effort but it is something. It gives **a boost of**

**between 2 and 4 Rep Points to Little Toscana.** Walking around town all day she becomes **between 12 and 18 more Stressed.**

Prerequisite Stats

*Stress:* <= 70

*Reactive Failure Outcome #1*

Kriem is sent about town with her fliers again but a run in with her least favourite cop Officer Charles Malloy means a public shouting match. Seeing the local hooligan associated with the restaurant fight verbally with a cop causes **a loss of between 3 and 5 Rep Points to Little Toscana.** She is overwhelmed and Stressed out by **between 18 and 25 points.**

Prerequisite Stats

*Stress:* => 60

Level/Tier 2 Outcomes (4+ Nerve)

*Proactive Success Outcome #3*

Kriem hosts a 4:20 smoking party on Easy Street, right by Sal's front door. The "unsavoury element" seen hanging around his shop causes **a loss of between 4 and 7 Rep Points for Sal's Deli.** The usually anti-social girl becomes **between 16 and 22 more Stressed** after dealing with weed moochers.

Prerequisite Stats

*Stress:* <= 65

*Nerve:* 4+

*Reactive Success Outcome #2*

Kriem uses her knowledge of the stoner subculture and her own experiences to pull in muchie seeking burnouts and their money for Little Toscana. Her selective targeting gets them **a boost of between 4 and 7 Rep Points to Little Toscana.** Walking around town all day she becomes **between 16 and 22 more Stressed.**

Prerequisite Stats

*Stress:* <= 65

*Nerve:* 4+

*(End of Current Content)*

Kriem - Entertain

Kriem has music close to her heart and talent in her hands for playing it. She puts on a rock show any time she gets a chance, drawing in a crowd, hyping up people and making a mood that helps the servers serve. How well Kriem can keep the crowd amped up increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

For every 2 Points Kriem has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Kriem has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress. Kriem starts with 5 points in this stat, which is an automatic +\$2 and +1 Stress relief to all attempts at Entertain right from the start.

#### Level/Tier 1 Outcomes

##### *Good Outcome #1*

Kriem's love of the band 'The Police' makes for a passionate performance, if tiring as she puts all her heart into it. **Kriem's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 3 to 5** (plus Open Mind bonus), while **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus)

Prerequisite Stats

*Stress:* <= 70

##### *Good Outcome #2*

As part of her deal with Noe to be allowed drum, Kriem lives up to her end of the bargain by hosting an art night along with dinner. **Kriem's Stress is increased by 15 to 22 points**, while **Stress in other working girls is reduced by 2 to 4** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus)

Prerequisite Stats

*Stress:* <= 70

##### *Bad Outcome #1*

Kriem's pick of punk songs is a tone-deaf misstep tonight, as singing a song about cutting eyeballs puts people off their dinner tonight, even if the playing was good. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

*Stress:* => 60

#### Level/Tier 2 Outcomes (5+ Nerve)

##### *Good Outcome #3*

Kriem's song of the night is Foo Fighters' "Everlong", made a little more special by the fact she uses a male customer as her stool cushion for her performance. **Kriem's Stress is increased by 16 to 23 points**, while **Stress in other working girls is reduced by 3 to 7** (plus Open Mind bonus), while **tips are up by \$12 to \$17** (before multipliers and Open Mind bonus)

Prerequisite Stats

*Stress:* <= 70

Nerve: 5+

Proactive/Reactive/Trap Outcomes

*Proactive Success Outcome #1*

Kriem plays a parody song based on “Nothing but Mammals” with new suggestive lyrics about their food. The offense caused forces **a hit to Little Toscana’s reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Kriem’s Stress is also increased by 16 to 22 points.**

Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

*Proactive Failure Outcome #1*

Kriem doesn’t even make it through a song before a Sal plant takes to pelting her with his food, an act that she doesn’t let go without charging him. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Success Outcome #1*

Sal’s planted customer tries but fails to disrupt Kriem’s concert. He got too close hand she got her hand on him. Lucky the crowd like a bit of fight in their entertainment. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Kriem only becomes **between 14 and 20 more stressed**. **Salvatore’s Deli Rep also takes a hit between 1 and 2 points.**

Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Neutral Outcome #1*

Kriem puts her show on but while her heart plays its music, her mind is on the crowd and keeping an eye out for problems and disruptions. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Kriem herself becomes **between 15 and 21 more stressed.**

Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*



Kriem - Day Off

Kriem take the day to herself and enjoys her favourite hobbies.

Level/Tier 1 Outcomes

*Day Off #1*

Kriem spends the day out where she can spend some time alone and smoke a few joints throughout the day. She spends plenty of time in her head thinking of her brother and her situation. **She burns off between 25 and 35 points of stress.**

Prerequisite Stats

*None*

Level/Tier 2 Outcomes (1+ Nerve)

*Day Off #2*

Kriem tries to do some actual bonding and chatting with one of her hook-up fuckbuddies, discussing her interest in designing tattoos. It doesn't go well, so instead they just fuck that night. **She burns off between 30 and 40 points of stress.**

Prerequisite Stats

*Nerve: 1+*

*(End of Current Content)*

Frankie - Waitressing

Frankie takes up her old career from her college days once more, earning tips to cover the cost of her new divorcee lifestyle.

Level/Tier 1 Outcomes

*Good Outcome #1*

Frankie's natural love of food and courtesy makes her a well-informed and inspiring waitress, making customers happy to stay and dine. **She can earn between \$14 And \$22 before multipliers and becomes between 12 and 18 more stressed.**

Prerequisite Stats

*Stress: <= 70*

*Good Outcome #2*

Frankie waits on a young couple out on a date, unable to stop the gentleman staring at her chest she offers up some advice that helps make the night a good one, and a nice tip hers. **She can earn between \$17 And \$24 before multipliers and becomes between 12 and 18 more stressed.**

Prerequisite Stats

*Stress: <= 70*

#### *Bad Outcome #1*

A customer takes out his disapproval of the portion sizes by leaving Frankie a scathing note instead of a tip. It hurts to read it and really sets a slump in her day's work. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed.**

#### *Prerequisite Stats*

*Stress:* => 60

#### *Level/Tier 2 Outcomes (3+ Nerve)*

##### *Good Outcome #3*

A young customer shows off to Frankie, and that little part of her inside that responds to masculinity can't help but feel his muscles. **She can earn between \$40 And \$50** before multipliers and **becomes between 10 and 18 more stressed.**

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 3+

##### *Good Outcome #4*

Trying to live a little young, bold and fun like the other girls in her job, Frankie tries a bit of Kelsey style lap service, only her nervousness makes it a lot more awkward than anything else. Still, it makes for a happy customer. **She can earn between \$45 And \$60** before multipliers and **becomes between 14 and 20 more stressed.**

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 3+

#### *Level/Tier 3 Outcomes (8+ Nerve)*

##### *Good Outcome #5*

Frankie, caught up in some wine chat, spills an expensive bottle. In her rush to avoid stains, she inadvertently strips her work shirt off for all too see. **She can earn between \$80 And \$100** before multipliers and **becomes between 15 and 20 more stressed.**

#### *Prerequisite Stats*

*Stress:* <= 60

*Nerve:* 8+

### Proactive/Reactive/Trap Outcomes

#### *Proactive Success Outcome #1*

Frankie makes the mistake of losing herself in her motherhood ways, hand feeding a young man in front of everyone. It's weird for the others, but he loved it. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 20 more stressed**. It also **costs Little Toscana between 6 and 10 Rep Points** in the process.

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Success Outcome #2*

The wears of the day get to Frankie, enough that she allows on of her customers to rub her feet while she tries her hand at a bit of flirting like the other girls, at the expense of seeing to other waiting tables. **She can earn between \$120 And \$150** before multipliers and **becomes between 20 and 25 more stressed**. It also **costs Little Toscana between 10 and 13 Rep Points** in the process.

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

*Nerve: 6+*

*Little Toscana Rep: >= 35*

#### *Proactive Failure (Trap) Outcome #1*

An unexpected comment involving Frankie and a young man who would like to enjoy her leaves his lunch in his lap when she drops it. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 25 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points**.

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Proactive Failure (Trap) Outcome #2*

Attacks against Frankie's white laundries, thanks to Beth, means she has to go through the day with lewd handprints on her large shirt stuffers. It does not look professional, and it gives rowdy customers a reason to harass. Frankie can earn **between \$18 and \$25** before multipliers and becomes **between 22 and 30 more stressed**. **Little Toscana Rep also takes a hit between 10 and 14 points**.

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Success (Trap Counter) Outcome #1*

A customer thinks it's fun to make lewd gestures, until a stern mothering sets him quiet in front of the rest of the customers. She even gets in a jab against Sal too. She can earn **between \$10 and \$20**

before multipliers and becomes **between 5 and 15 more stressed**. Salvatore's Deli Rep also takes a **hit between 1 and 2 points**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success (Trap Counter) Outcome #2*

Having caught Beth in the act of staining uniforms, Frankie sees to it her anger is turned into a disciplined hand, spanking Beth for all to see as punishment. She can earn **between \$45 and \$65** before multipliers and becomes **between 10 and 15 more stressed**. Salvatore's Deli Rep also takes a **hit between 3 and 5 points**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Neutral (Guarded but No Trap) Outcome #1*

It takes a generous helping of Red Wine to keep Frankie standing after a day of tiring watching and waiting. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 22 more stressed**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

#### *Reactive Neutral (Guarded but No Trap) Outcome #2*

Despite being tasked with watching the tables, Frankie watches the back door for signs of Beth or Alice. It's a poor day of service, but Frankie just can't be too cautious. She can earn **between \$25 and \$45** before multipliers and becomes **between 15 and 24 more stressed**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*Nerve: 6+*

*(End of Current Content)*

### Frankie - Cooking

Frankie may be an amateur cook compared to the trained and experienced Noe and Brad, but she's far from a newbie. 20 years of effort, plus her passion for tastes and satisfying flavours means she's a natural in the kitchen. With her around, Noe can be assured some good stuff coming out to her customers.

**For every point of *Romance* Frankie has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. This bonus begins with 5 points on her start, meaning 0.5 (50%) bonus from the start, and can be trained further.**

### Level/Tier 1 Outcomes

#### *Good Outcome #1*

Frankie does a good job, though nothing special happens she is consistent and helpful in the prep work. Their work is demanding, but it increases the tips of the girls working via good food they sent out, **but her stress increased by between 18 and 25.**

#### *Prerequisite Stats*

*Stress:* <= 70

#### *Good Outcome #2*

Working as the Sous-chef, Frankie tops off sandwiches she'd much rather be the one eating, helping keep the Little Toscana standards high throughout the day. Though testing her self-control, tips are increased for the girls working via good food she makes, **but her stress increased by between 18 and 25.**

#### *Prerequisite Stats*

*Stress:* <= 70

#### *Bad Outcome #1*

Working the kitchen is hectic, and today Frankie can't keep up. Spilling sauce all over the plate and the countertop, she calls on Brad to help her out. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

#### *Prerequisite Stats*

*Stress:* => 60

### Proactive/Reactive/Trap Outcomes

#### *Proactive Success Outcome #1*

Frankie takes a lead in the kitchen with a new menu item of her own. It's a hit with many, **doubling the boost Frankie's Romance adds to cooking bonus for the day**, but some irked 'traditionalists' complain about the lack of 'Real Italian Caesar' dressing, which **decreases Little Toscana's Rep by between 10 and 15 points**. She also becomes **stressed out to the tune of between 20 and 25 points** as she awaits critical feedback.

#### *Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Failure Outcome #1*

Frankie tries to show some initiative in the kitchen but in the heat of the moment she uses heavy spirits instead of light wine for dressing. Due to the customers getting sick and refunds being made, the **Tips for today are not Multiplied** and Frankie becomes **between 25 and 35 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points.**

#### Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### Reactive Success Outcome #1

Thanks to an eagle eye from Frankie, a vandal sent by Sal is caught before he can clog the toilets, then publicly shamed to the delight of customers. On the day, the **Cooking Bonus is Doubled** but she only becomes **between 10 and 15 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### Reactive Neutral Outcome #1

The heat is too much for Frankie in the kitchen, especially after spending the day on high alert she breaks a sweat. Leaning on her superior doesn't help Brad's concentration any either, as well as physically slowing him down. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

#### Frankie - Promote

Frankie may not be the most boastful or showy, but she is smart, charming and in the know when it comes to many things. She is a big help in showing up the younger girls who do Sal's bidding, and she has a way of adding respectability to Little Toscana around the community in away her fellow waitresses can't.

**If Frankie has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Frankie has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a 0 stat start, she has no bonus. Training for Frankie in this stat is unavailable as of v0.8.**

#### Level/Tier 1 Outcomes

##### Proactive Success Outcome #1

Frankie makes a public display of turning over low quality produce to Beth and the Deli, giving the girl a talking down in front of customers, making her look stupid and **losing between 3 and 5 Rep Points for Salvatore's Deli**. Frankie becomes **between 15 and 20 points more stressed** after raising her voice.

#### Prerequisite Stats

Stress: <= 75

#### Proactive Failure Outcome #1

Frankie's attempts to return some produce and give a good lecture to the Sal's Deli staff turn fowl when Alice snaps some sneaky pics of her and **gives Salvatore's Deli between 3 and 5 Rep Points** with a nice local headline. The humiliation causes her **between 18 and 24 more Stress**.

#### Prerequisite Stats

Stress: => 60

#### Reactive Success Outcome #1

Frankie sets up a stall in the park and uses the foot traffic to steer a few faces towards the restaurant. Her mini tastes gives **a boost of between 3 and 5 Rep Points to Little Toscana**. After smiling and chatting all day she becomes **between 15 and 20 more Stressed**.

#### Prerequisite Stats

Stress: <= 75

#### Reactive Success Outcome #2

For once Frankie tries her hand at being tech savvy like the others on Team Noe. It's a day of shooting food porn pics and accidentally shaking her ass for the diners. Her promo earns **a boost of between 2 and 4 Rep Points to Little Toscana**. After smiling and chatting all day she becomes **between 12 and 18 more Stressed**.

#### Prerequisite Stats

Stress: <= 70

#### Reactive Failure Outcome #1

Frankie spends the day out pushing samples to the locals at 'Ben Frank' park, but this one doesn't go so well. Thanks to some rowdy college boys starting a food fight her efforts are wasted and the commotion causes **a loss of between 3 and 5 Rep Points to Little Toscana**. She is overwhelmed and Stressed out by **between 18 and 24 points**.

#### Prerequisite Stats

Stress: => 60

#### Level/Tier 2 Outcomes (4+ Nerve)

##### Proactive Success Outcome #3

Frankie gets bold, at least for a day, as she woos a few younger fellas over to her side of the street and away from the Deli with her charms. The word that gets out about more mature service elsewhere causes **a loss of between 4 and 7 Rep Points for Sal's Deli**. Putting herself out there and risking an ego poke causes **between 16 and 22 more Stress**.

#### Prerequisite Stats

*Stress:* <= 65

*Nerve:* 4+

#### Reactive Success Outcome #2

Frankie represents the restaurant on a local radio spot and thanks to some suggested phrases by the host she gets a lot of listeners' attention. Her honeyed voice gets Little Toscana a **boost of between 4 and 7 Rep Points to Little Toscana**. The embarrassment causes Frankie **between 16 and 22 more Stress**.

#### Prerequisite Stats

*Stress:* <= 65

*Nerve:* 4+

*(End of Current Content)*

#### Frankie - Entertain

Frankie is usually not one to stand out or be a performer, but if Noe is in need she's sure to help her with a little dinner theatre of her own. How well Frankie can keep the crowd cheerful, chatting and in a good mood increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

**For every 2 Points Frankie has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Frankie has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.**

#### Level/Tier 1 Outcomes

##### Good Outcome #1

Frankie hosts a little get together to warm up the tables and provide some chatter material, also buying time for the kitchen to perform too. **Frankie's Stress is increased by 14 to 20 points**, while **Stress in other working girls is reduced by 3 to 5** (plus Open Mind bonus), and **tips are up by \$5 to \$10** (before multipliers and Open Mind bonus).

#### Prerequisite Stats

*Stress:* <= 70

##### Good Outcome #2

Putting her wine knowledge and love to good use, Frankie hosts a mixer as she passes out wine and offers herself up for conversation in an attempt to bring a buzzed mood to the shop in the late hours. **Frankie's Stress is increased by 15 to 22 points**, while **Stress in other working girls is reduced**



**by 2 to 4** (plus Open Mind bonus), and **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus).

Prerequisite Stats

Stress: <= 60

#### *Bad Outcome #1*

Frankie attempts to hold another one of her little dramatic readings, only to be cut short and have her feelings hurt by a round heckler. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2** (plus Open Mind bonus), while **tips are up by \$3 to \$7** (before multipliers and Open Mind bonus)

Prerequisite Stats

Stress: => 60

#### Level/Tier 2 Outcomes (5+ Nerve)

##### *Good Outcome #3*

Frankie attempts to woo a ladies' night crowd with some movie re-enactments turn to her living out some of her own film fantasies with young male customers. **Frankie's Stress is increased by 16 to 23 points**, while **Stress in other working girls is reduced by 3 to 7** (plus Open Mind bonus), and **tips are up by \$12 to \$17** (before multipliers and Open Mind bonus).

Prerequisite Stats

Stress: <= 70

Nerve: 5+

#### Proactive/Reactive/Trap Outcomes

##### *Proactive Success Outcome #1*

Given the chance, Frankie surprisingly takes off on a string of jokes about her ex-husband, which kills with the ladies of the crowd. However, the "man bashing" means **a hit to Little Toscana's reputation by between 10 and 15 point** with the men watching, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Frankie's Stress is also increased by 16 to 22 points.**

Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

##### *Proactive Failure Outcome #1*

Frankie's 1 woman show turns into an unexpected Open Mic night when a Sal plant pushes her out of her own show and causes a stir. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus). **Tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

### *Reactive Success Outcome #1*

Frankie spots a Sal heckler before he can make his move, and as a stern Mom she has no trouble in shaming him in front of the crowd. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Frankie only becomes **between 14 and 20 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

### *Reactive Neutral Outcome #1*

Frankie performs her show as asked, but this time out it's short and simple before anything can go down or disruptions can happen. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Frankie herself becomes **between 15 and 21 more stressed**.

### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

### *Frankie - Day Off*

Frankie takes the day to run her home for a change, spend time with her son and chase up her hobbies.

### *Level/Tier 1 Outcomes*

#### *Day Off #1*

Sitting at home curled up with a good book, Frankie escapes into fantasy of living in a different time while reading up on art and culture. **She burns off between 25 and 35 points of stress.**

### *Prerequisite Stats*

*None*

### *Level/Tier 2 Outcomes (1+ Nerve)*

#### *Day Off #2*

Something niggles at Frankie as the stress builds up, and so she spends the day baking cookies to take her mind of things, as well as her clothes off too. **She burns off between 30 and 40 points of stress.**

### *Prerequisite Stats*

*Nerve: 1+*

*(End of Current Content)*

### Kelsey - Waitressing

Kelsey works the tables 'smart, not hard', taking delight in being the centre of attention and making one-on-one friends.

#### Level/Tier 1 Outcomes

##### *Good Outcome #1*

Kelsey makes a few well-placed hints and selling herself as much as the food. Her suggestions and her company are a good money maker. **She can earn between \$14 And \$22** before multipliers and **becomes between 12 and 18 more stressed.**

##### *Prerequisite Stats*

*Stress:* <= 70

##### *Good Outcome #2*

Kelsey gets a little hands-on, being a little forward to make sure her customers enjoy their stay. It helps to make them feel welcome to have her attentions, and that leads to more tips. **She can earn between \$17 And \$24** before multipliers and **becomes between 12 and 18 more stressed.**

##### *Prerequisite Stats*

*Stress:* <= 70

##### *Bad Outcome #1*

Realising her efforts have gone to waste when her customer's wife joins him, Kelsey backs off, leaving the table to others deal with since her usual methods won't play and hard work is needed here. **She can earn between \$5 And \$10** before multipliers and **becomes between 15 and 22 more stressed.**

##### *Prerequisite Stats*

*Stress:* => 60

#### Level/Tier 2 Outcomes (3+ Nerve)

##### *Good Outcome #3*

Kelsey goes even further than usual with one of her best regulars. She even drops the pretence of flirting, letting him enjoy her in his lap as she orders a large meal for him and a large tip for her. **She can earn between \$40 And \$50** before multipliers and **becomes between 12 and 19 more stressed.**

##### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 3+

##### *Good Outcome #4*

Given the chance to make a pun and label herself "fresh", Kelsey serves herself up as a joke. The customer may have to wait for actual food service, but the sight of the girl on his table and on her knees for him makes for a decent tip nonetheless. **She can earn between \$45 And \$60** before multipliers and **becomes between 14 and 20 more stressed.**

#### Prerequisite Stats

*Stress:* <= 65

*Nerve:* 3+

#### Level/Tier 3 Outcomes (8+ Nerve)

##### *Good Outcome #5*

Having cultivated herself a very loyal followers among her regulars, Kelsey gives one a treat in ordering “off menu”, and the flash of bare boob she calls the “Kelsey Cutlet” makes her tip collection efforts super effective. **She can earn between \$80 And \$100** before multipliers and **becomes between 15 and 20 more stressed.**

#### Prerequisite Stats

*Stress:* <= 60

*Nerve:* 8+

#### Proactive/Reactive/Trap Outcomes

##### *Proactive Success Outcome #1*

Putting her dance moves to work, Kelsey takes orders in an unconventional way, and the customers she doesn’t alienate make sure to leave a little something extra after seeing her ass work that skirt. **She can earn between \$50 And \$60** before multipliers and **becomes between 15 and 21 more stressed.** It also **costs Little Toscana between 6 and 10 Rep Points** in the process.

#### Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

##### *Proactive Success Outcome #2*

Kelsey does what Kelsey does best, stir up commotion and make a buzzing mood! While everyone is having fun, she’s cleaning up the tables of their tip money as they have a bidding war for her attentions. **She can earn between \$120 And \$150** before multipliers and **becomes between 20 and 26 more stressed.** It also **costs Little Toscana between 10 and 14 Rep Points** in the process.

#### Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

*Nerve:* 6+

##### *Proactive Failure (Trap) Outcome #1*

Kelsey’s need to be in the spotlight sparks a fight between customers, but little does she know the aggressor is being paid to stir up trouble by Sal. Kelsey just gives him an easy opening. She can earn **between \$5 and \$10** before multipliers and becomes **between 18 and 24 more stressed.** **Little Toscana Rep also takes a hit between 8 and 12 points.**

#### Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Proactive Failure (Trap) Outcome #2*

Kelsey's own shamelessness and stubborn grudge holding is flipped on her, as when her skirt is found stolen by Alice, she makes sure everyone sees and hears her anger at being a target for once. She can earn **between \$18 and \$25** before multipliers and becomes **between 22 and 30 more stressed**. Little Toscana Rep also takes a hit **between 10 and 14 points**.

#### *Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Success (Trap Counter) Outcome #1*

Another fight is attempted inside Little Toscana, only Kelsey is happy to let this one go on. Her happiness to allow one man get hurt just for her makes the aggressor think twice about really causing an unrestrained brawl for a few bucks. She can earn **between \$14 and \$22** before multipliers and becomes **between 5 and 15 more stressed**. Salvatore's Deli Rep also takes a hit **between 1 and 2 points**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success (Trap Counter) Outcome #2*

In retaliation for her stolen skirt, Kelsey swipes Alice's work shirt, only she makes a good time of it as she forces the woman to come visit her topless to get it back, where all can see the shamelessness of the Deli girls. Kelsey can earn **between \$45 and \$65** before multipliers and becomes **between 10 and 15 more stressed**. Salvatore's Deli Rep also takes a hit **between 3 and 5 points**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Sal's Deli Rep: <= 60*

#### *Reactive Neutral (Guarded but No Trap) Outcome #1*

Kelsey keeps it cool today, keeping her distance and making sure to play it smart in case foul play is afoot. Her unusually distant service make for smaller tips than normal. She can earn **between \$8 and \$15** before multipliers and becomes **between 12 and 22 more stressed**.

#### *Prerequisite Stats*

*Reactive (Green Shield) Attitude and no Trap*

#### *Reactive Neutral (Guarded but No Trap) Outcome #2*

In the spirit of "playing nice", Kelsey refuses to give her biggest fan/regular his usual lap service, as she instead keeps an eye out for trouble rather than cause it. She doesn't have her normal flair

today, and so earning are muted too. She can earn **between \$25 and \$45** before multipliers and becomes **between 15 and 24 more stressed**.

#### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*Nerve: 6+*

*(End of Current Content)*

#### Kelsey - Cooking

Kelsey can be hit or miss, especially if she can make a supervisor like Brad do as wants. It's undoubtedly helpful to have her on her good days as she can keep spirits alive and creativity up like nobody else can. The added effort means better tips for the girls based on the successfulness of the outcome, plus her *Romance* stat.

**For every point of *Romance* Kelsey has, the cooking multiplier is increased by 0.1 (10%) on success, or 0.025 (2.5%) on failure. With a 1 Stat Start, this bonus is 0.1 (10%) to start, and is trainable.**

#### Level/Tier 1 Outcomes

##### *Good Outcome #1*

Using her cheerleading skills and all too happy to goof off since she's not dealing with customers, Kelsey chants and plays around in the kitchen. She encourages Brad to keep moving and increases the tips of the girls working via their high productivity, **but her stress increased by between 18 and 25.**

#### Prerequisite Stats

*Stress: <= 70*

##### *Good Outcome #2*

Kelsey once again plays the supporting character in the kitchen, forcing cheer into Brad in order to keep the food service active, lively and to a high standard. It's a tiring job for both of them, but it works, increasing the tips of the girls working via their efforts, and also **increasing her stress increased by between 18 and 25.**

#### Prerequisite Stats

*Stress: <= 70*

##### *Bad Outcome #1*

Not feeling like the work is worth it today, Kelsey makes the most of the situation and relaxes with her own spa day. Brad overcompensates for her, enough to improve his normal service, but his dashing around only annoys her. Her work only helps increase tips slightly and **becomes more stressed out to the tune of between 22 and 30.**

### Prerequisite Stats

*Stress: => 60*

### Proactive/Reactive/Trap Outcomes

#### *Proactive Success Outcome #1*

Kelsey invents a new menu item, the 'Kelsey Burger', which is all based on suggestive ingredients. They are popular enough to consume the kitchen for the day, bringing in more tips (**akin to doubling Kelsey's Romance boost added to the cooking bonus**) but annoying customers who want other items and thereby **decreases Little Toscana's Rep by between 10 and 15 points**. Kelsey also becomes **stressed out to the tune of between 20 and 25 points** as she's roped into helping meet demand.

### Prerequisite Stats

*Proactive (Red Sword) Attitude and No Trap Set*

#### *Proactive Failure Outcome #1*

Kelsey's pride is the restaurant's downfall, at least today. She spends more time taking pictures of her basic cooking skills for her pages than customers or even staff like. Due to the customers getting impatient, the **Tips for today are not Multiplied** and Kelsey becomes **between 25 and 35 more stressed**. **Little Toscana Rep also takes a hit between 8 and 12 points**.

### Prerequisite Stats

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Success Outcome #1*

For once, Kelsey's vindictive nature comes in handy when a planted customer stokes her anger. A snap of them sent to her fan club finds he's on an errand for Sal. The morale boost that comes with the foiling of an enemy makes the **Cooking Bonus Double**. Kelsey only becomes **between 10 and 15 more stressed**, made happy by helping. **Salvatore's Deli Rep also takes a hit between 1 and 2 points**.

### Prerequisite Stats

*Reactive (Green Shield) Attitude and a Sal Trap Set*

#### *Reactive Neutral Outcome #1*

Kelsey spends the day watching over "the herd" from the kitchen, and also making spy references to *Agents of Heels*. She oversees the customers and makes sure there's no funny business, but her persistence observing means she's not planning on helping Brad cook like she is supposed to. **The cooking bonus for the day is halved** while she becomes **between 20 and 27 more stressed**.

### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

### Kelsey - Promote

Kelsey has spent all her teenage years building a digital following, for both fame and fortune. She makes for a powerful asset in cyberspace in getting the restaurant back to its original good name and beyond... although her army needs a lot of feeding in special ways. 15,000 followers can't be wrong!

**If Kelsey has 2+ Points in her Competitive Stat, any successful promotion activity adding to Little Toscana's Rep gains 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (6/10/14/18). If Kelsey has 4+ Points in her Competitive Stat, any successful promotion activity reducing Salvatore's Rep removes 1 additional Rep point, and an additional 1 point for every 4 Competitive Stat after (8/12/16/20). With a 5 stat start, she has +1 LT/-1 SD, is half way to a +2 for LT on start and can be trained to make it stronger.**

### Level/Tier 1 Outcomes

#### *Proactive Success Outcome #1*

Kelsey snaps a pic of both her and Alice in their work uniforms, sending it around cyberspace to spark a "Who's hotter" debate. She wins and **Sal's Deli loses between 3 and 5 Rep Points**. Kelsey becomes **between 15 and 20 points more stressed** after a day of carefully curating her fans and steering them where she needs them across the internet.

#### *Prerequisite Stats*

*Stress:* <= 75

#### *Proactive Failure Outcome #1*

Kelsey's attempts at sully Sal's girls backfires thanks to Beth's knack for being likable. In the end she ends up fighting with her own fans for the day and handing Sal's youngest girl a day of fawning. **That gives Salvatore's Deli between 2 and 5 Rep Points**. The annoyance of losing out causes **Kelsey between 18 and 24 more Stress**.

#### *Prerequisite Stats*

*Stress:* => 60

#### *Reactive Success Outcome #1*

Kelsey spends her time with customers again, but without waiting on them she has the time to pull them into her media games. Taking special pics with the customers gives **a boost of between 3 and 5 Rep Points to Little Toscana** but all that smiling and teasing comes with **between 15 and 20 more Stress**.

#### *Prerequisite Stats*

*Stress:* <= 75



### *Reactive Success Outcome #2*

Kelsey uses her constantly fluctuating online fanbase to get some promo for the shop, giving a message to those who may not know her all that long that Little Toscana is a special gem to come check out, not really saying much about the fact she works there too. Her efforts give **a boost of between 2 and 4 Rep Points to Little Toscana** but tending the social airwaves with a purpose causes **between 12 and 18 more Stress**.

#### *Prerequisite Stats*

*Stress:* <= 70

### *Reactive Failure Outcome #1*

Still taking shots with customers instead of working the tables, Kelsey of course pisses off those she's turned her attentions away from. Her initiative to help boost the shop's name backfires as word on the street gets around of her attitude and bad service, causing **a loss of between 3 and 5 Rep Points to Little Toscana**. She also takes a **Stress hit of between 18 and 24 points** thanks to having her plans interrupted.

#### *Prerequisite Stats*

*Stress:* => 60

### *Level/Tier 2 Outcomes (4+ Nerve)*

#### *Proactive Success Outcome #3*

Kelsey outright lies through a straight smile as she tosses out serious accusations about Sal right into his own dining room. She forces **a loss of between 4 and 7 Rep Points for Sal's Deli** but the hassle and backlash that comes with such bold finger pointing makes her **between 16 and 22 more Stressed**.

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 4+

### *Reactive Success Outcome #2*

Kelsey sets up shop outside the restaurant with her pet kitty and some suggestive "pussy" signs. Being the talk of the neighbourhood gives **a boost of between 4 and 7 Rep Points to Little Toscana** but dealing with the angry folk among them causes her with **between 16 and 22 more Stress**.

#### *Prerequisite Stats*

*Stress:* <= 65

*Nerve:* 4+

*(End of Current Content)*

### Kelsey - Entertain

Kelsey likes to dance, she likes to cheer, and she loves attention. She's thrilled to be allowed to out to trot the boards, and to spice things up she's bringing nice outfits to enjoy as she does, including her Dragons Cheer Uniform. How well Kelsey can feel out the crowd and rouse them up increase tips and ease service are based on the successfulness of the outcome, plus her *Open Mind* stat.

**For every 2 Points Kelsey has in her Open Mind Stat, any entertain activity gains +\$1 additional to the base tip gain (before multipliers) for the day added to the outcome range's. For every 4 Points Kelsey has in her Open Mind Stat, any entertain activity gains +1 point to the Stress Relief range earned for Waitresses/Cooks/Promoters that day. Simply put, higher Open Mind means more money and less stress.**

### Level/Tier 1 Outcomes

#### Good Outcome #1

Kelsey prances around the customers in her Cheer uniform and isn't shy about telling people to pay up for her to be allowed to keep the show going. **Kelsey's Stress is increased by 14 to 20 points, while Stress in other working girls is reduced by 3 to 5 (plus Open Mind bonus), while tips are up by \$5 to \$10 (before multipliers and Open Mind bonus)**

#### Prerequisite Stats

Stress: <= 70

#### Good Outcome #2

A normal, simply dance show turns into a contest with a customer as Kelsey puts on a show for diners while the kitchen and waitresses get a needed break. **Kelsey's Stress is increased by 15 to 22 points, while Stress in other working girls is reduced by 2 to 4 (plus Open Mind bonus), while tips are up by \$8 to \$12 (before multipliers and Open Mind bonus)**

#### Prerequisite Stats

Stress: <= 70

#### Bad Outcome #1

Kelsey's show gets side-tracked when she spies one gent who isn't interested in looking at her, and so she naturally presses on him like the narcissistic bully she is, to the detriment of her dance. She becomes **between 16 and 22 more Stressed** by efforts but **Stress in other working girls is still reduced by 1 to 2 (plus Open Mind bonus), while tips are up by \$3 to \$7 (before multipliers and Open Mind bonus)**

#### Prerequisite Stats

Stress: => 60

### Level/Tier 2 Outcomes (5+ Nerve)

#### Good Outcome #3

For once, Kelsey takes her job seriously, mostly because she's allowed to put on her breakdancing show for the crowd to keep the restaurant lively and to practice her latest routine all at once.

**Kelsey's Stress is increased by 16 to 23 points**, while **Stress in other working girls is reduced by 3 to 7** (plus Open Mind bonus), while **tips are up by \$12 to \$17** (before multipliers and Open Mind bonus)

*Prerequisite Stats*

*Stress: <= 70*

*Nerve: 5+*

*Proactive/Reactive/Trap Outcomes*

*Proactive Success Outcome #1*

Kelsey jumps on Old Roy to help sell her pitch that loyal gets you special treatment here at Little Toscana. The blatant nature of her pandering forces **a hit to Little Toscana's reputation by between 10 and 15 point**, but also **Stress in other working girls is reduced by 4 to 7** (plus Open Mind bonus), while **tips are up by \$10 to \$15** (before multipliers and Open Mind bonus). **Kriem's Stress is also increased by 16 to 22 points.**

*Prerequisite Stats*

*Proactive (Red Sword) Attitude and No Trap Set*

*Proactive Failure Outcome #1*

A disruptive customer tries to steal the show from Kelsey as he pushes up on her, so true to her nature she cancels the show rather than share the spotlight or touch the guy. She becomes **between 20 and 25 more stressed**, while **Stress in other working girls is reduced by 2 to 5** (plus Open Mind bonus), while **tips are up by \$2 to \$5** (before multipliers and Open Mind bonus). **Little Toscana Rep also takes a hit between 8 and 12 points.**

*Prerequisite Stats*

*Non-Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Success Outcome #1*

An attempt by a fan to join in on Kelsey's dance gets him ridden hard in return, but not in a good way. The sight of Kelsey playing horsy is a real crowd pleaser. **Stress in other working girls is reduced by 3 to 6** (plus Open Mind bonus), while **tips are up by \$8 to \$12** (before multipliers and Open Mind bonus), plus Kelsey only becomes **between 14 and 20 more stressed**. **Salvatore's Deli Rep also takes a hit between 1 and 2 points.**

*Prerequisite Stats*

*Reactive (Green Shield) Attitude and a Sal Trap Set*

*Reactive Neutral Outcome #1*

Kelsey does her thing once again, putting her body on display for the fun and the fandom, only this time she keeps it simple and her hands off the fans in case of trouble she spies. **Stress in other working girls is reduced by 1 to 5** (plus Open Mind bonus), while **tips are up by \$4 to \$8** (before multipliers and Open Mind bonus). Kelsey herself becomes **between 15 and 21 more stressed.**

### Prerequisite Stats

*Reactive (Green Shield) Attitude and no Trap*

*(End of Current Content)*

### Kelsey - Day Off

Kelsey spends every day let to her in pursuit of her Broadway dream, and seeing her “Best Bestie of All Time” again.

### Level/Tier 1 Outcomes

#### *Day Off #1*

Kelsey dons her dancer’s body suit and takes to her practice hall. Ballet training is on the menu for her today, and also a day of watching herself move in the mirror. **She burns off between 25 and 35 points of stress.**

### Prerequisite Stats

*None*

### Level/Tier 2 Outcomes (1+ Nerve)

#### *Day Off #2*

Kelsey gets herself ready for a night of partying her tiny butt off, using her laptop to video chat with her favourite person in the world, Agents of Heels’ Kate! **She burns off between 30 and 40 points of stress.**

### Prerequisite Stats

*Nerve: 1+*

*(End of Current Content)*

## Thank You

You made it this far huh? Hope this list wasn’t overly exhaustive on you. Well, since you’re here we at **beWilder** want to sincerely thank you for the support us, for your fandom and the time you’ve spent with our creations. Without the support and dedication of the fans we would never get to really spread our wings (and our lovely ladies’ legs) like we have here today. Make sure to join us as we keep the party going and as we come up with bigger, better and even more uncut things!

If you enjoyed Noemi’s Toscana Rebirth enough to make it this far, you might also enjoy the other creations in the same extended universe, including our debut series that kicked it all off [Agents of Heels](#) as well as everything else we have to offer.

Be awesome and **beWilder**!