

# Pale Carnations Ch4Up2Public Walkthrough rev 1.2.1

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## Pale Carnations

By Mutt & Jeff

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

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

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

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

## Legend

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

More complex values will be written as text instead:


**girls kissed +20**

Reference to these values will reuse the same icon or text:

Bubu  is at least 5














girls kissed is at least 25

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

 Granny

grandmas kissed +20

## Icons

- |   |  |
|---|--|
|  +1 Toughness point                 |  -1 Toughness point           |
|  +1 Affection point                 |  -1 Affection point           |
|  +1 Friendship/Bromance/Trust point |  -1 Friendship/Bromance point |
|  +1 Libido/Horniness point          |  -1 Libido/Horniness point    |
|  +1 Anger point                     |  -1 Anger point               |
|  +1 Bi-Curious point                |  +1 Confidence point          |
|  +1 action/task/date point          |  |

## Flow Symbols



Skip until the next section

## Decision labels

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

**decide something #123**

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this

**did not decide something #123**

References to this label will also include the same number

so it is easy to track it down to where it happened (could be multiple places).

decided something #123

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:

**0 ⇒ white belt #78, 1 ⇒ yellow belt #78, 2 ⇒ orange belt #78**

If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)

It will be listed like this: **karate belt: [yellow, orange] #78**

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

agree #55

Reversed decisions that do not impact the story (yet) will be displayed like this:

did not agree #55

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

Enjoy the game!

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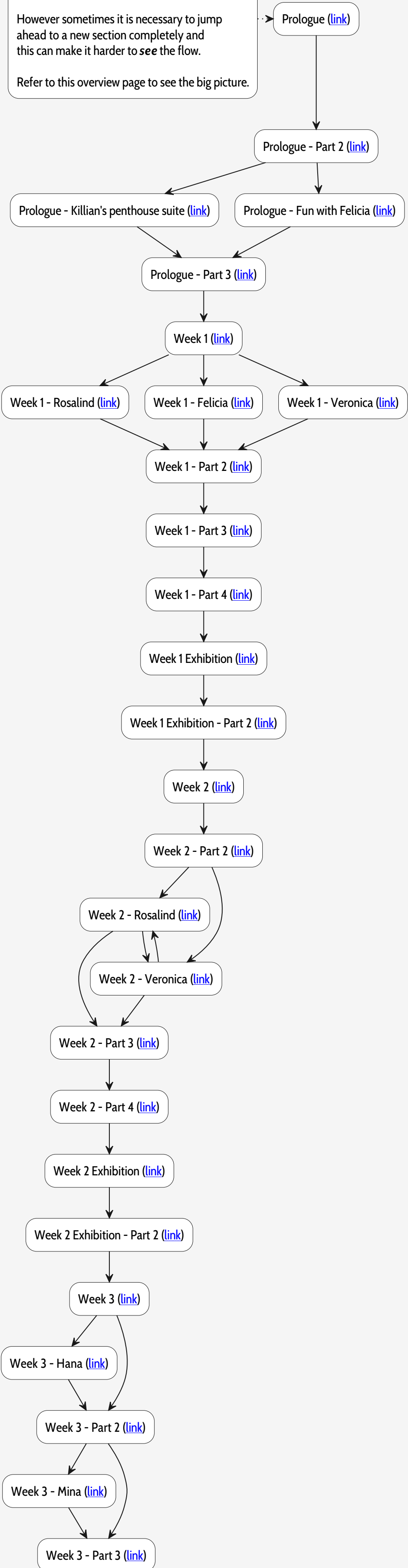
# Pale Carnations Ch4Up2Public Walkthrough rev 1.2.1

## Overview

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

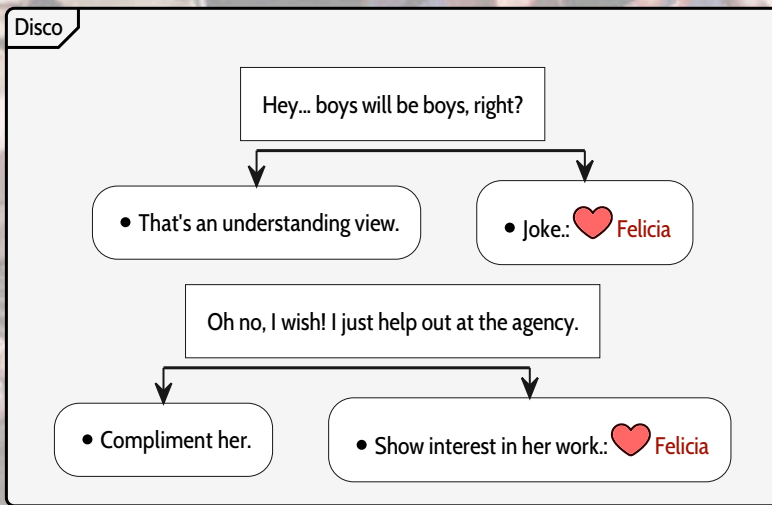
However sometimes it is necessary to jump ahead to a new section completely and this can make it harder to see the flow.

Refer to this overview page to see the big picture.

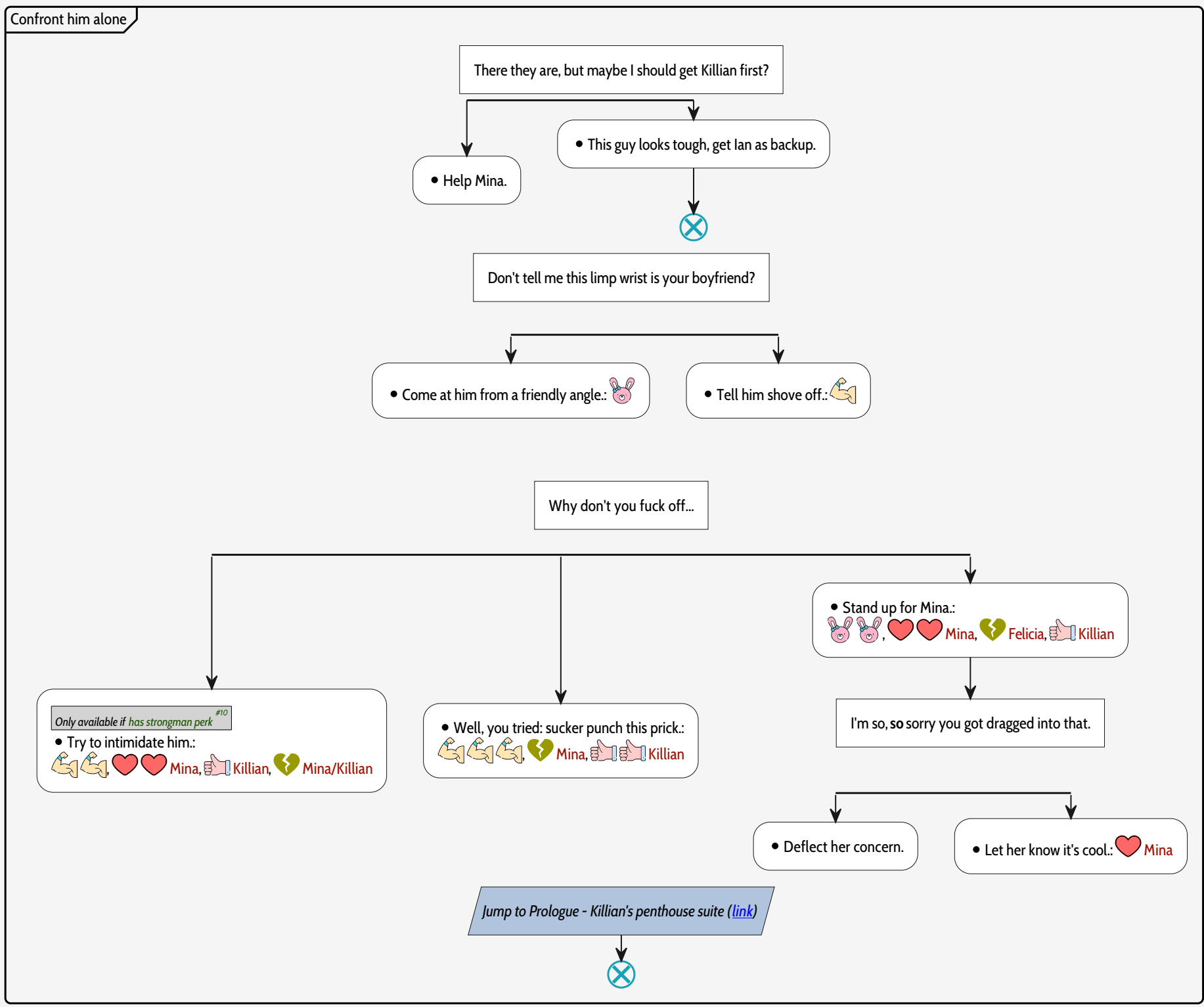
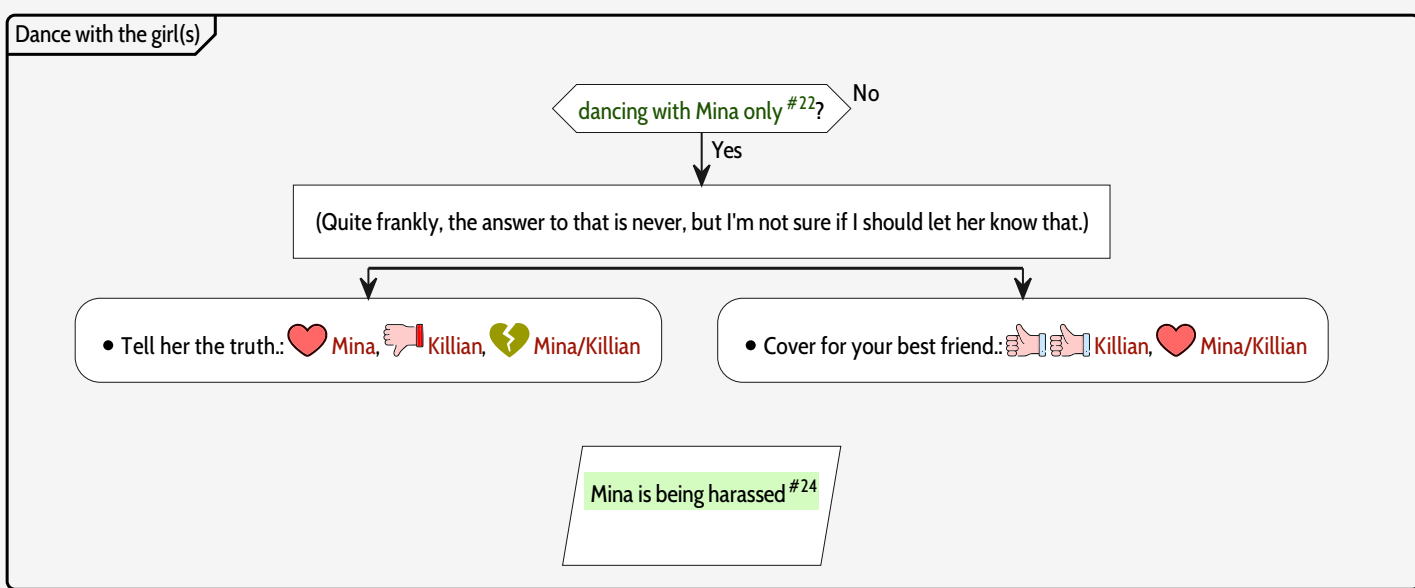
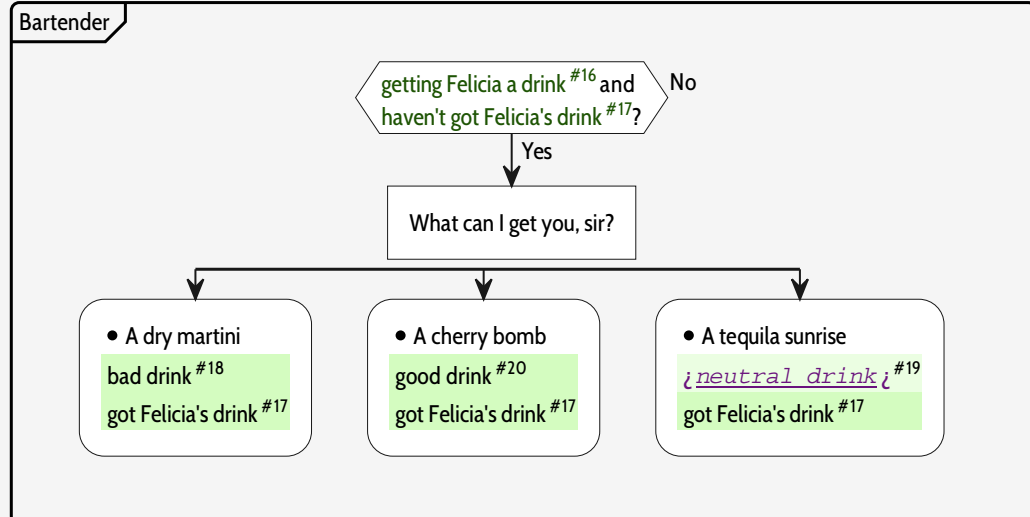
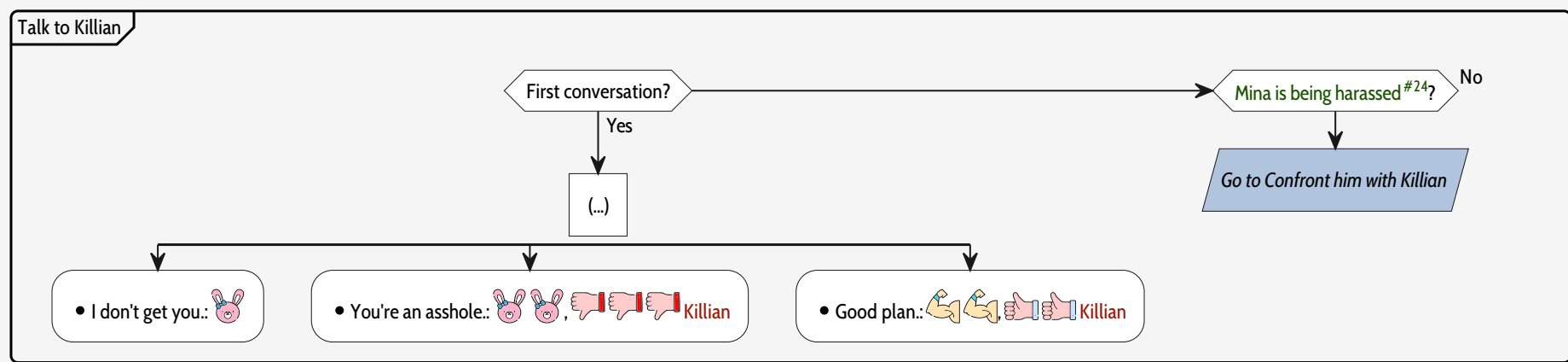
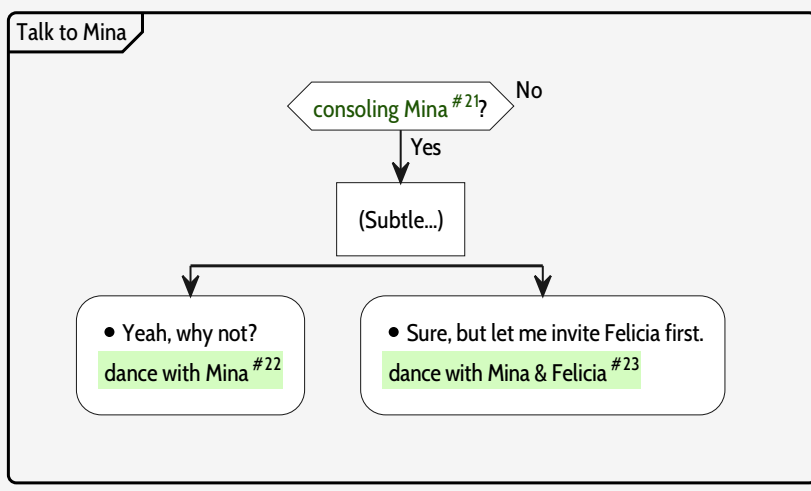
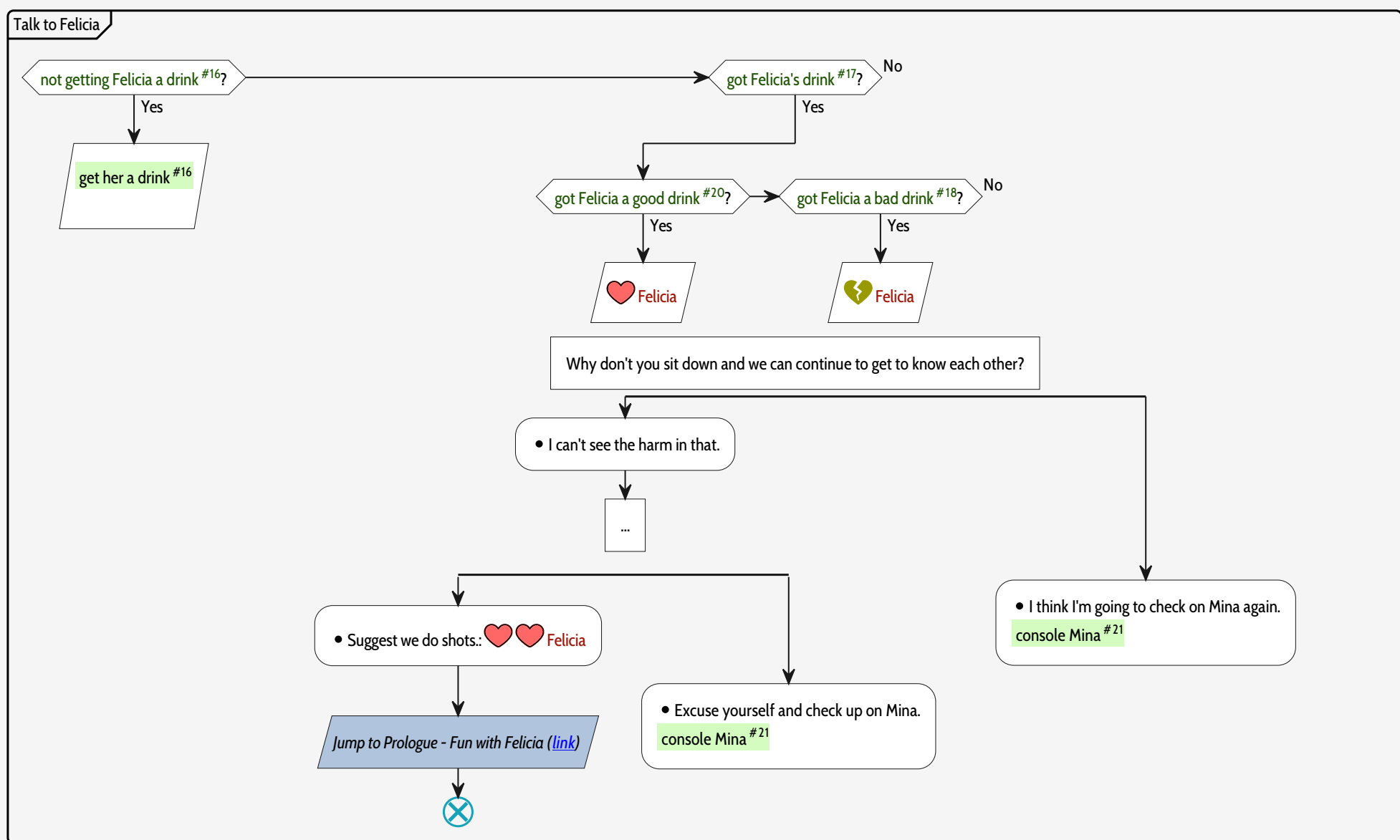
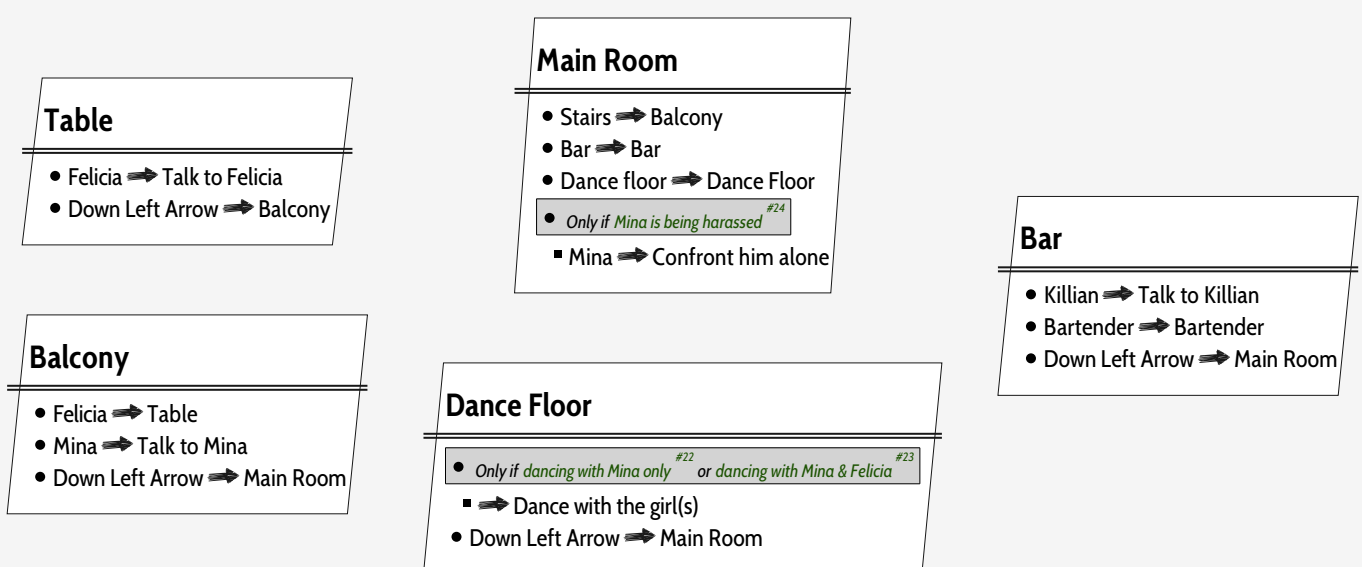




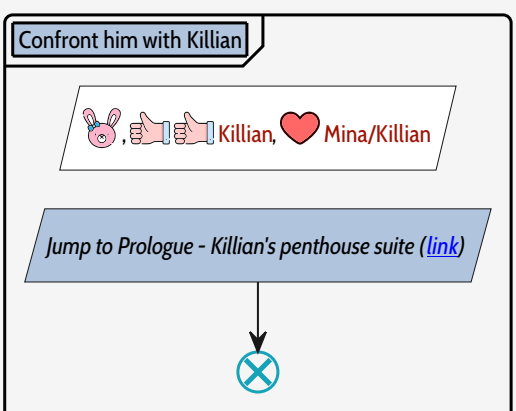
# Pale Carnations Prologue - Part 2



Disco free roam

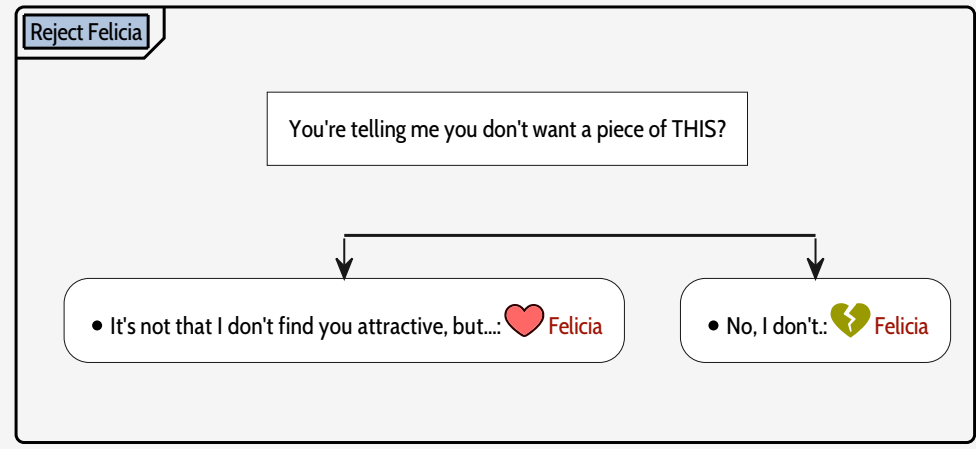
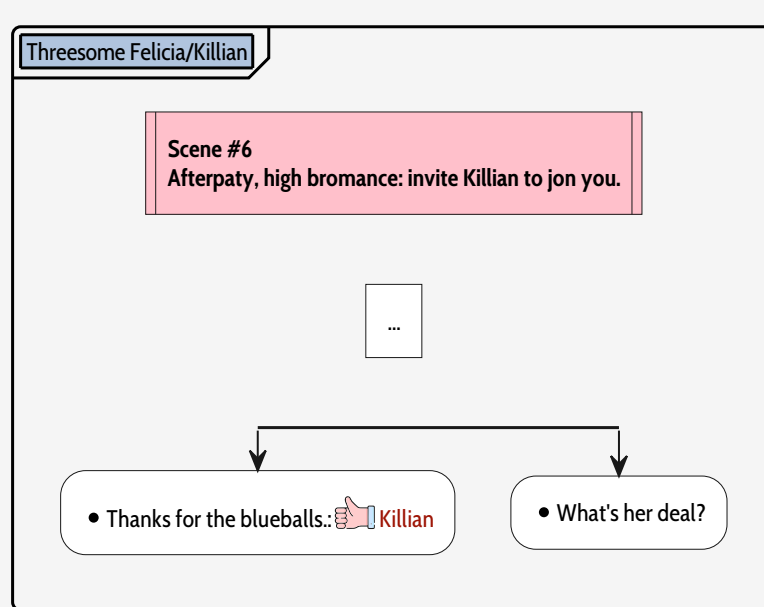
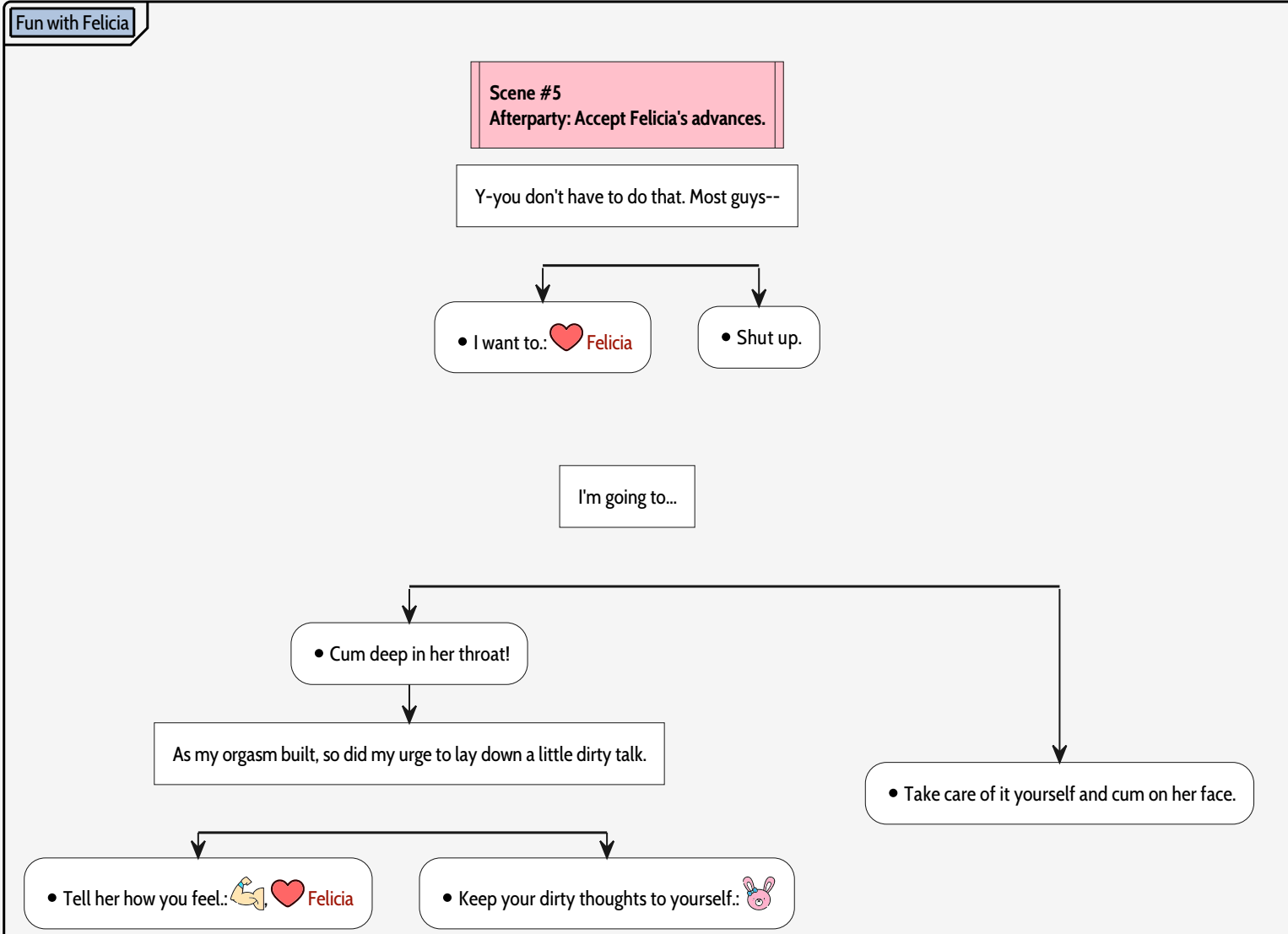
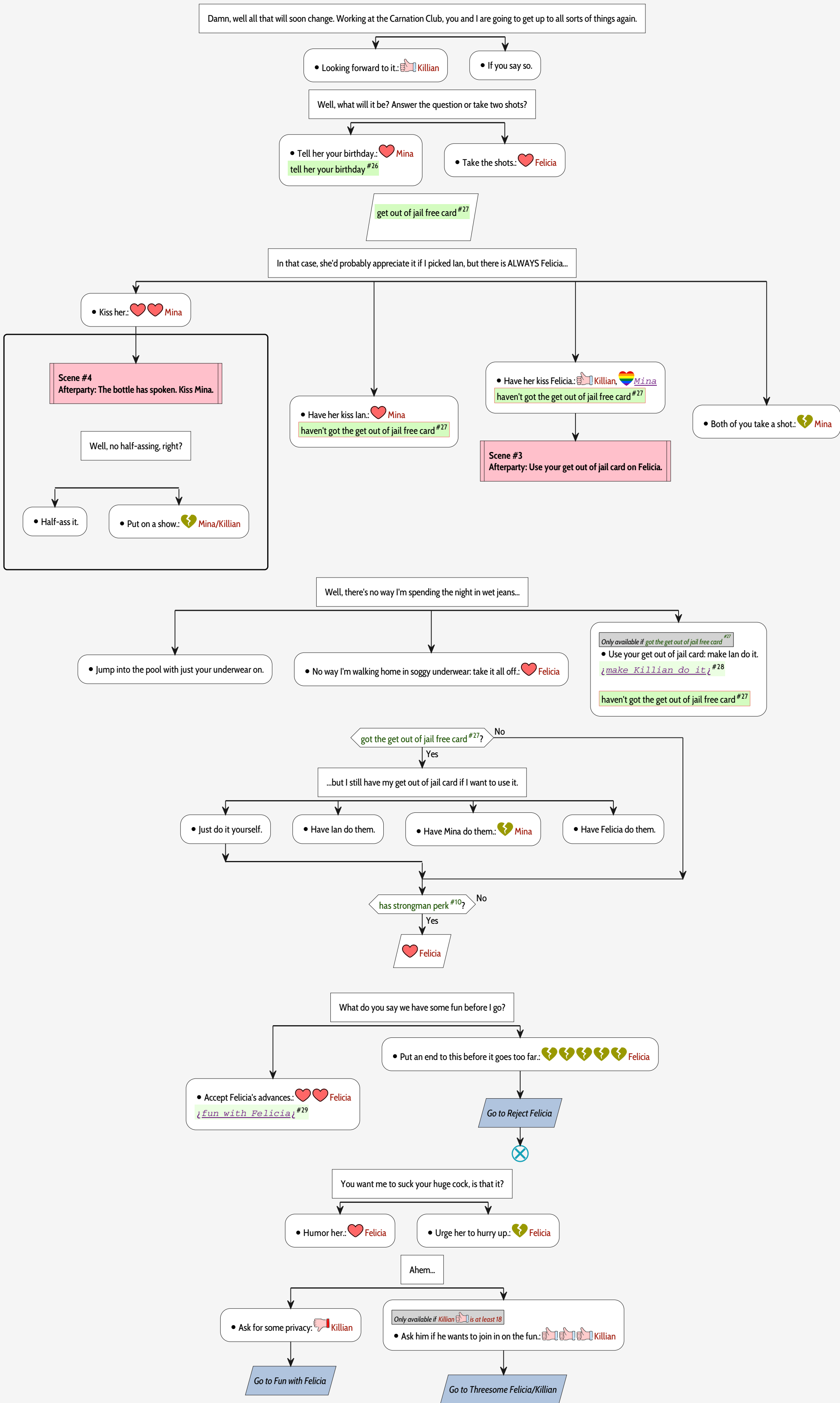


## Confront him with Killian



Pale Carnations  
Prologue - Killian's penthouse suite

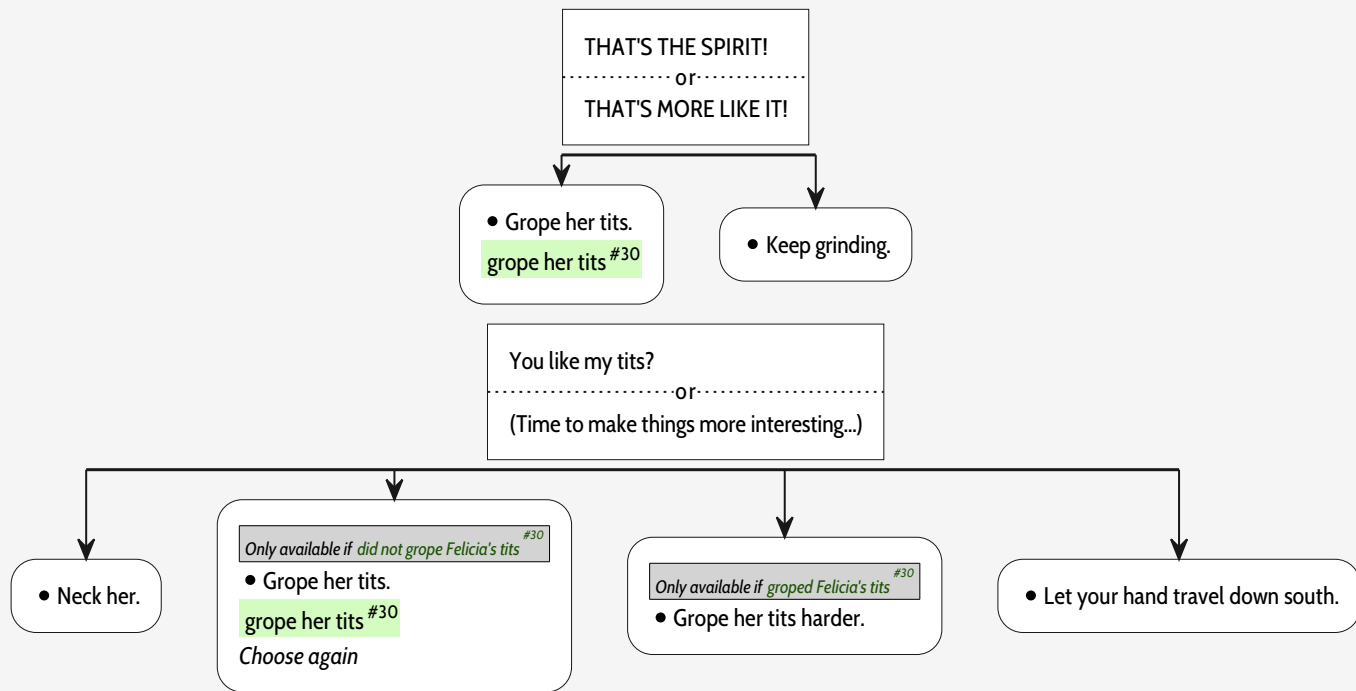
after party at Ian's #25



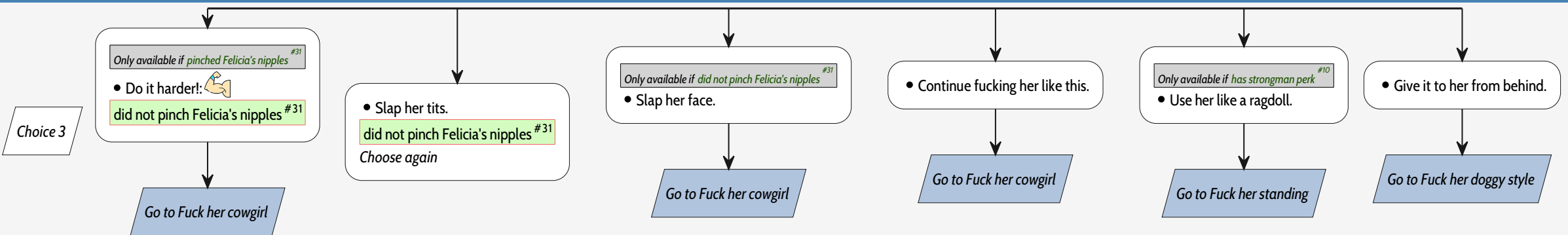
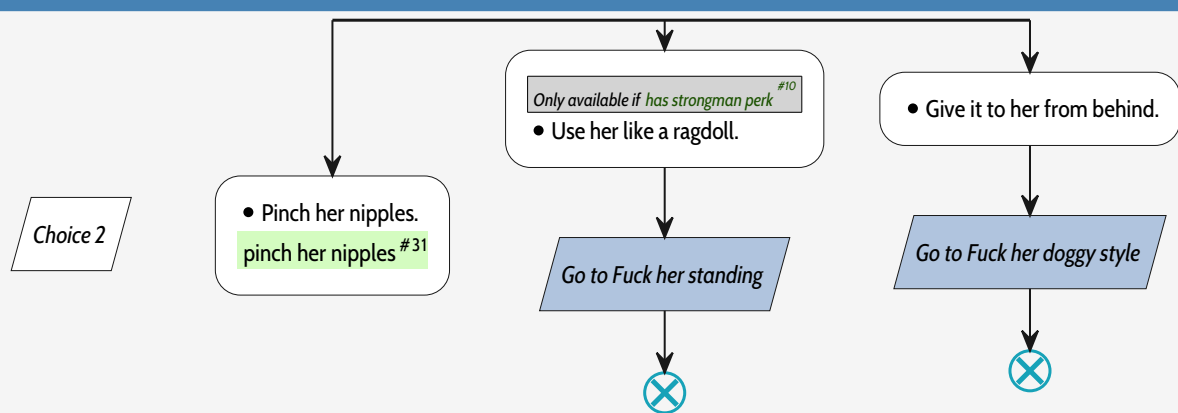
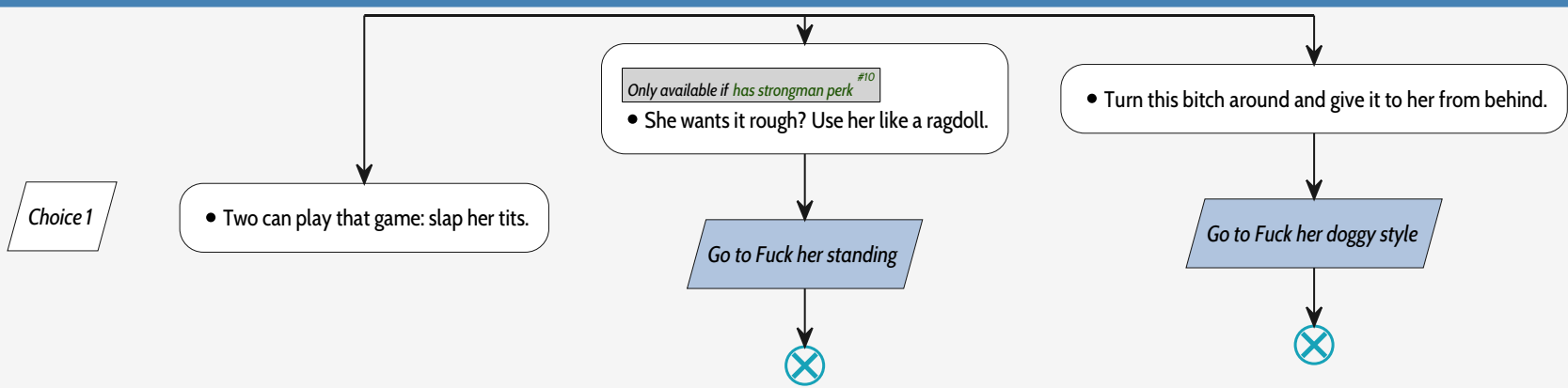
Jump to Prologue - Part 3 (link)

# Pale Carnations Prologue - Fun with Felicia

{fun with Felicia} #29



## Scene #2 Ignore Mina at the club and do shots with Felicia.



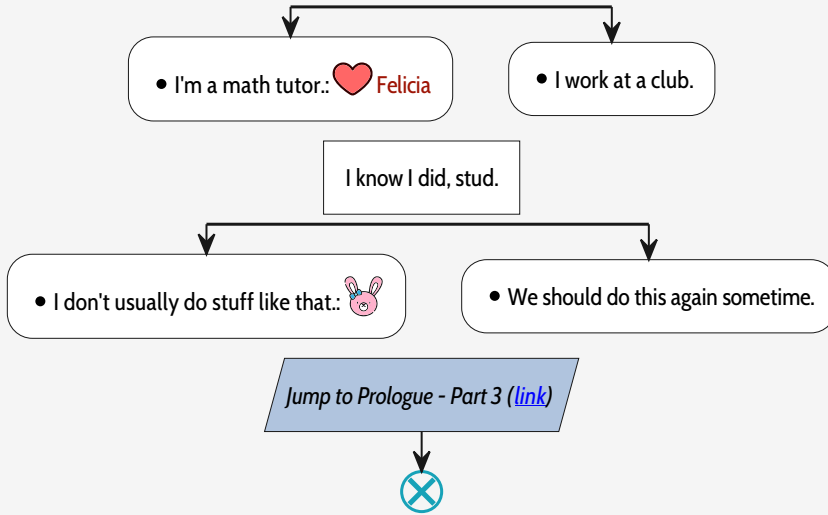
Fuck her cowgirl

Fuck her standing

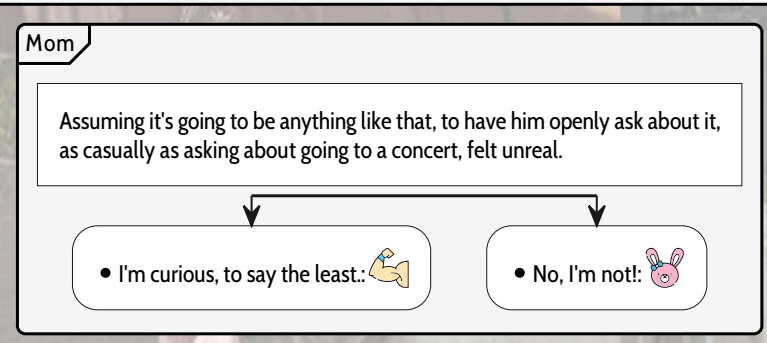
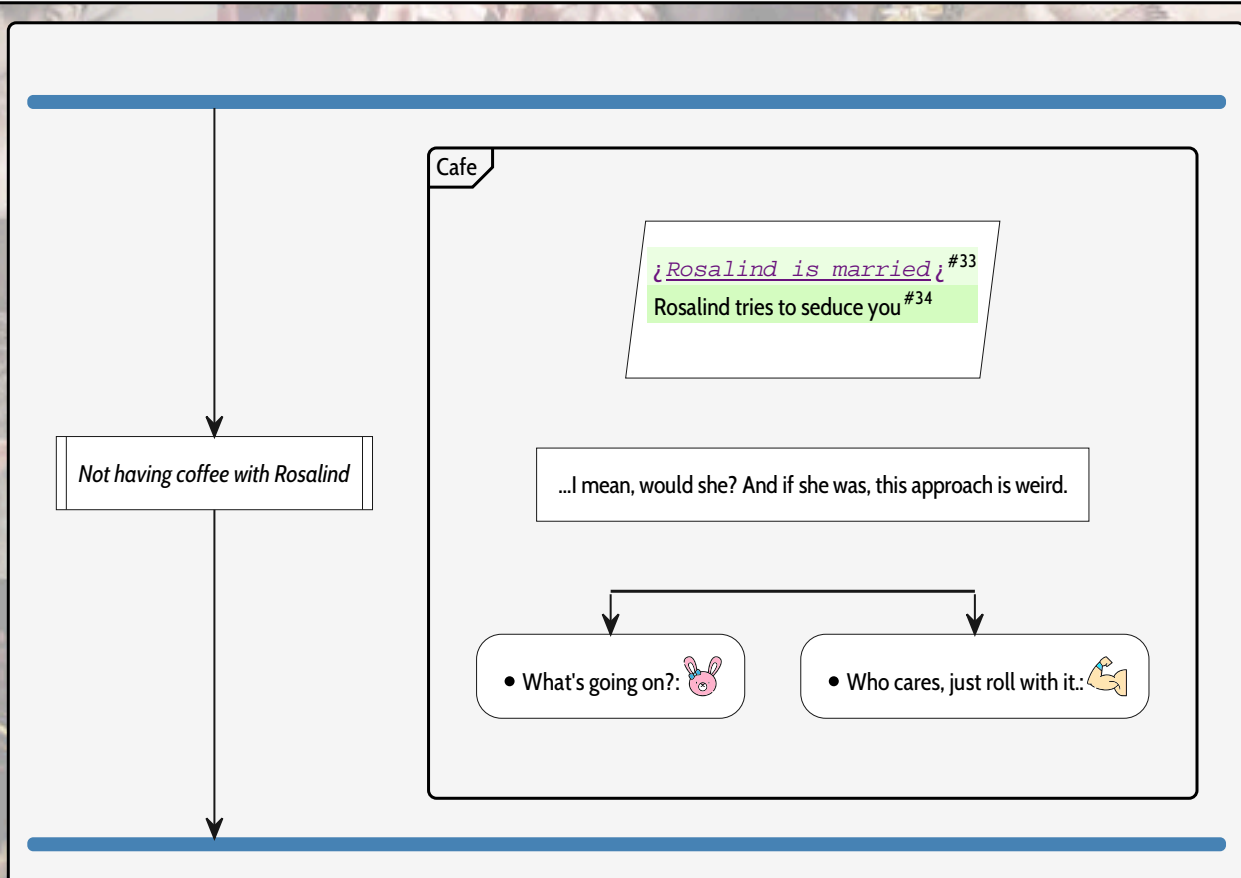
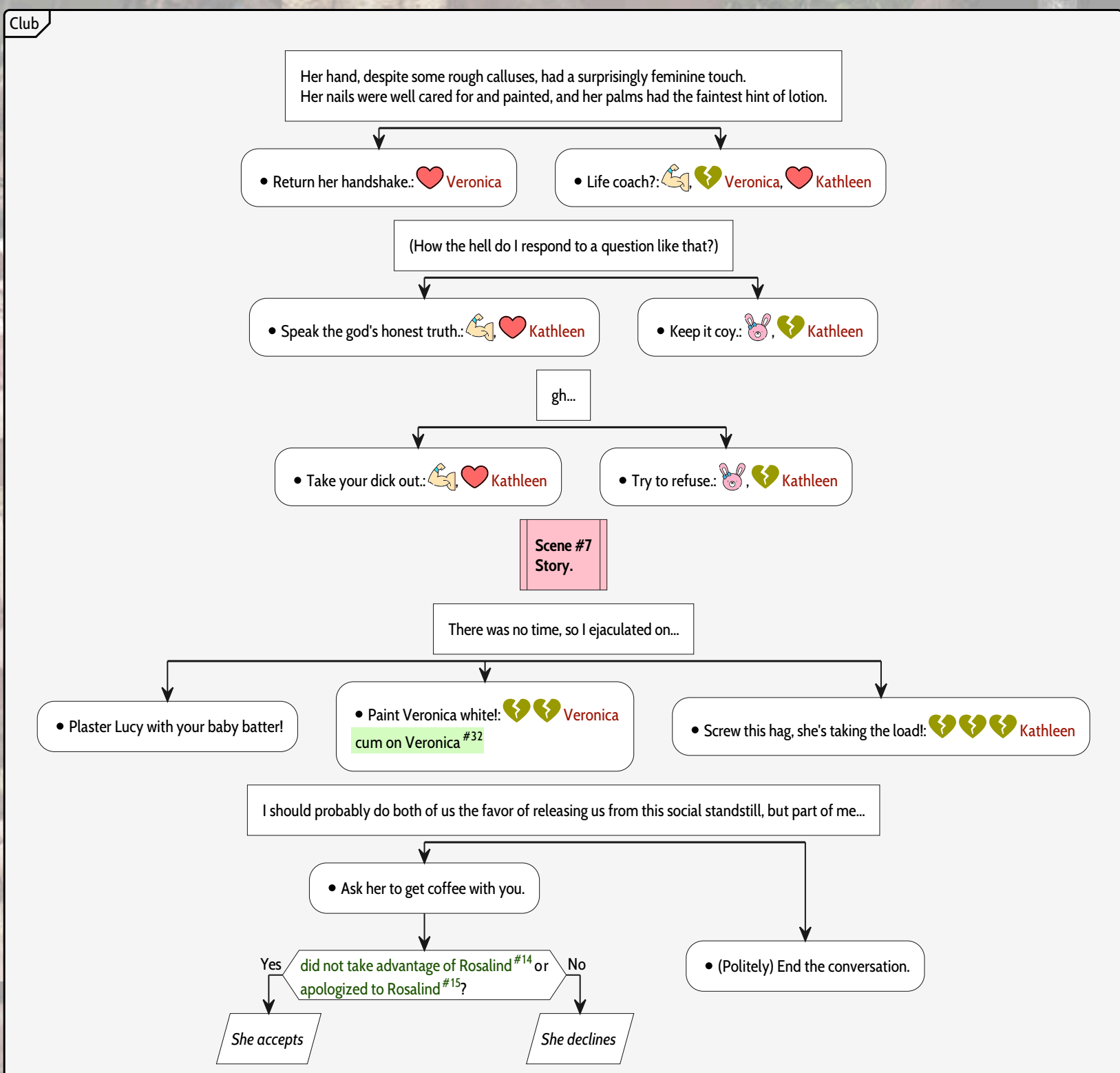
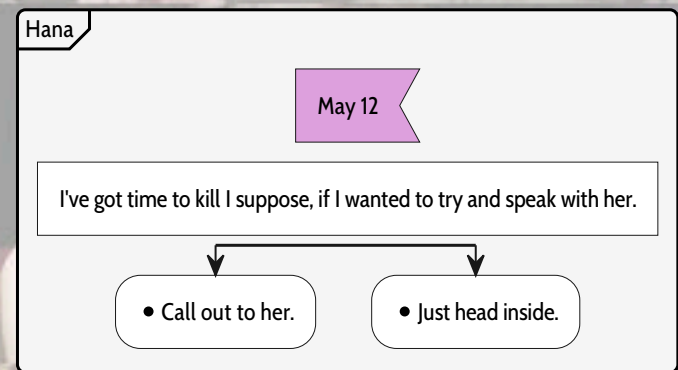
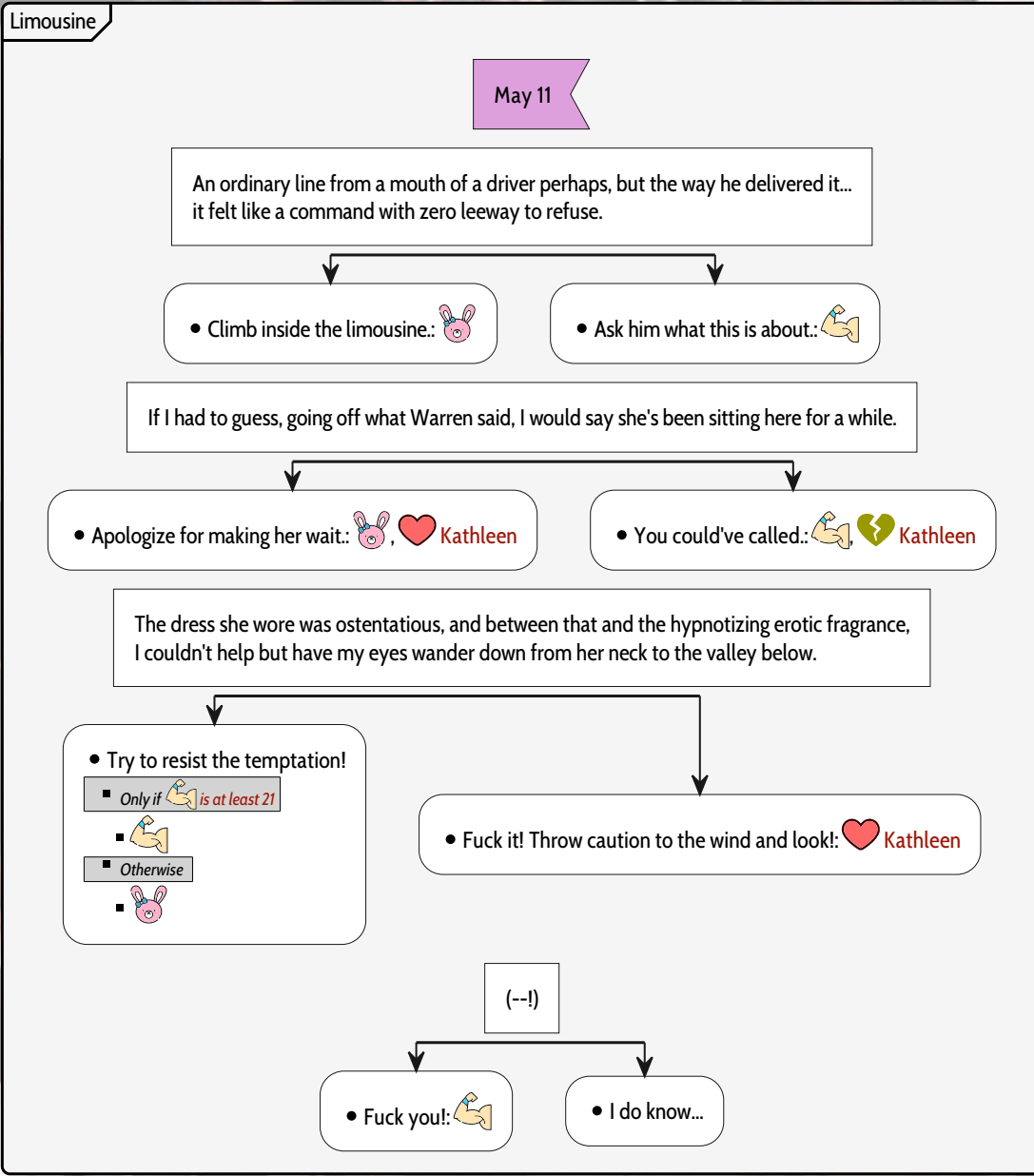
Fuck her doggy style

Diner

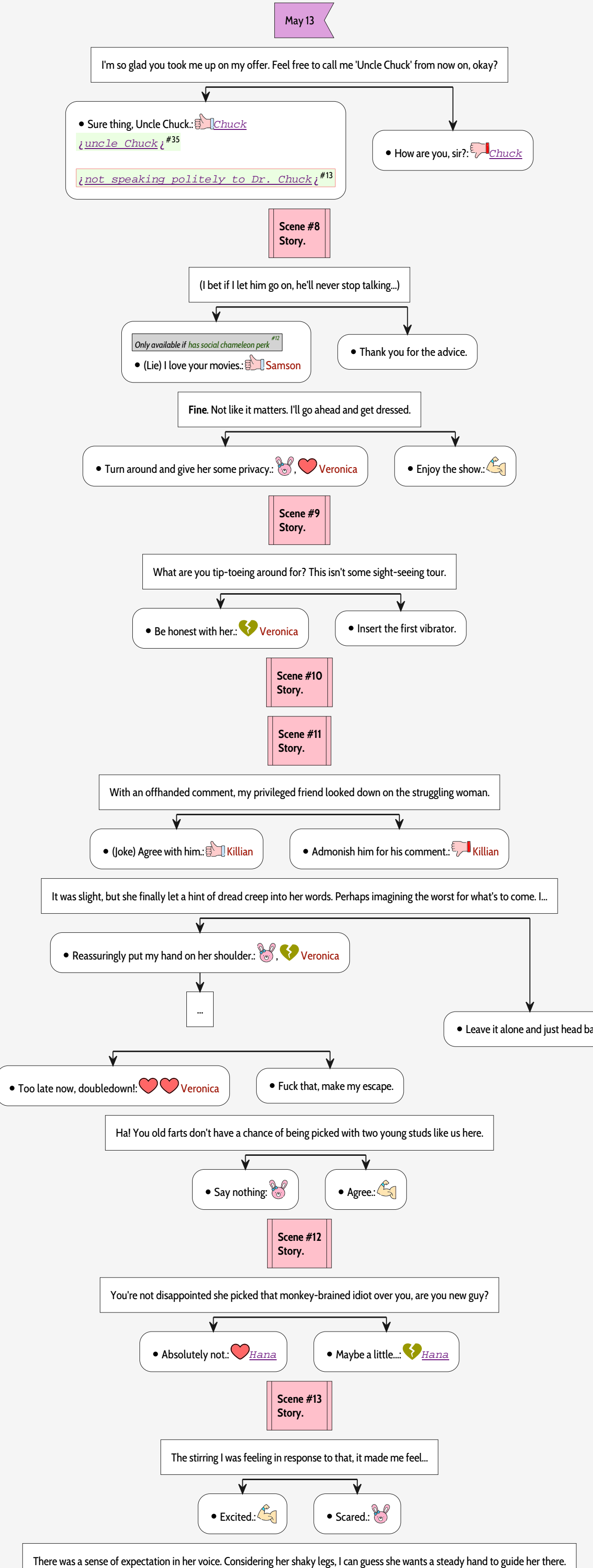
I could also keep it vague, tell her I work at a club. That's what I'll have to tell people from now on, right? Hopefully she won't press me too hard on it.



Pale Carnations  
Prologue - Part 3

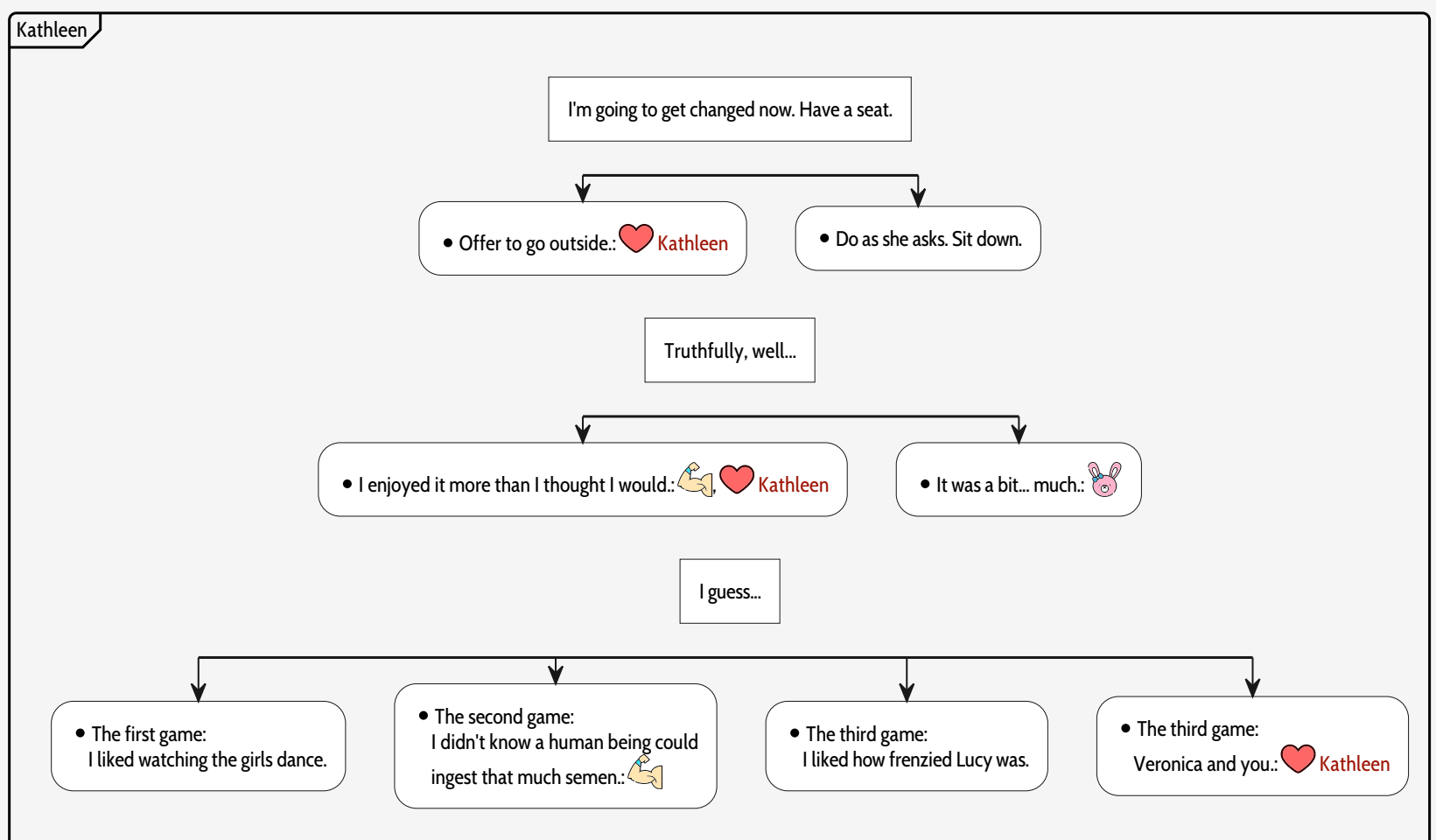
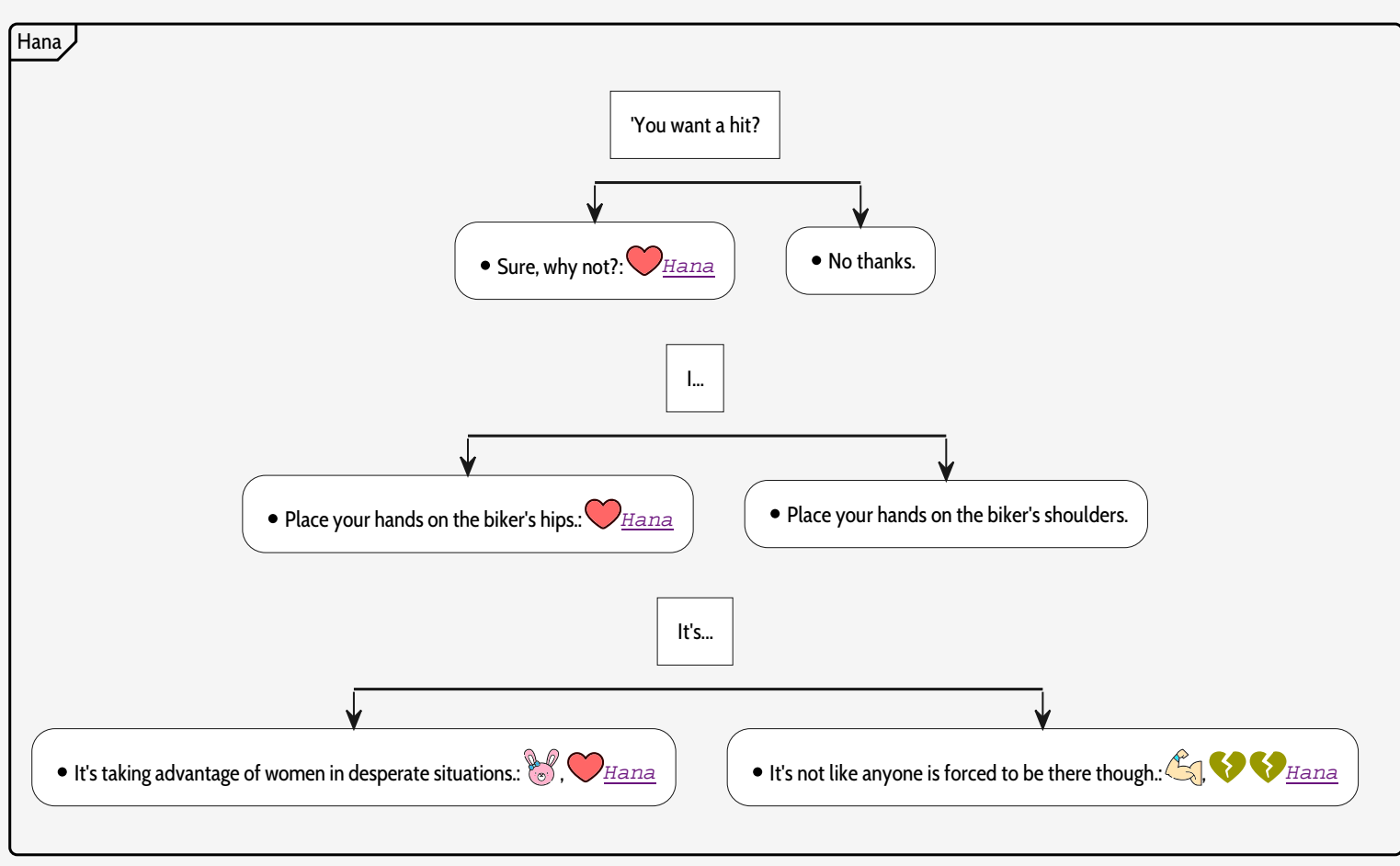


Trial exhibition



Follow Hana and put your nose where it doesn't belong: Hana

Help Mrs. Pulman to her office: Kathleen





# Pale Carnations Week 1

## Adjustments

Only if Samson  is at least 4 and has social chameleon perk #12

Samson  → 4




Only if did not have an after party at Ian's #25

 Felicia

## Club

June 1


What say you? Killian?


• Hard to say. Ask the girls to give you a little spin.:  Killian,  Felicia,  Veronica  
ask the girls to spin #36

• Don't be a pig about it.

Well, who looks best in the uniform?

• Rosalind is your favorite.

• Felicia is your favorite.:  Felicia

• Veronica is your favorite.:  Veronica

Only available if did not ask the girls to spin #36

• This is stupid. They all look great.:  Veronica,  Kathleen

Then there's Felicia. She'd be the easiest to work with, considering our existing rapport.

• Partner with Rosalind

Rosalind #37

• Partner with Felicia

Felicia #38

• Partner with Veronica

Veronica #39

She's one of our house girls. The head girl, actually.

• Head girl?

• Nice to meet you, Dalia.: 

chose to interview Rosalind #37?

Yes

Jump to Week 1 - Rosalind ([link](#))



chose to interview Felicia #38?

Yes

Jump to Week 1 - Felicia ([link](#))



chose to interview Veronica #39?

Yes

Jump to Week 1 - Veronica ([link](#))



# Pale Carnations Week 1 - Rosalind

Interview

Scene #14  
Interview Rosalind during Week 1.

Straight to business, just like the first night we met.

• Ask her what's the hurry.: ❤️ Rosalind

Only available if 🍷 is at least 20

• Tell her she's an eager slut.: 💚 Rosalind

• She has a point. Let's move things along.

I could try and pry deeper. I'm curious about it, plus I'm sure these old freaks get off at the exploitive nature of these games.

• Ask her what kind of money troubles and make her squirm.: 💪✅

Considering where she sits, I suspect she doesn't have many alternative avenues to come up with the sum of money she needs.

• Just move onto a more thrilling direction.: ❤️ Rosalind

• Spice up the footage by using her admission against her.: 🍷💚✅ Rosalind,✅

• She clearly doesn't want to talk about it, be nice and let it go.

Wow! Those puppies are massive!

• (Not so) Subtly ask her if she's comfortable.: ✅

• Tell her to take her tits out.

...\*ahem\* Is that so?

• Tell her the girls in her class weren't wrong.: 💪✅

• Tell her they were just jealous.: 🐰

## Questions

..... Can ask 3.....

- Ask her about this week's theme.
- Ask about her sexual experience.: ✅
- Ask about her sexual fantasies.: ✅
- Ask about her favorite sexual positions.: ✅
  - favorite positions #40
- Ask about her taste in men.

got at least 4 ✅ ? No

Yes

interview reward #41

Jump to Week 1 - Part 2 ([link](#))






# Pale Carnations Week 1 - Felicia

Interview

Scene #15  
Interview Felicia during Week 1.


At the same time, slowing things down and trying to knock her off balance might produce some interesting results.


• Ask some questions first.:  Felicia,  

• Let Felicia be herself.:  Felicia, 

At the same time, I've succeeded in slowing Felicia down, I could always move things along.

Well?

• Ask more about her husband.:  Felicia

• Ask more about her reason for being here.: 

• Move things along.

• Tell her you love her tits the most




*tits* #42

• Tell her you love her ass the most

*ass* #43

## Questions

Can ask 3

- Ask her about this week's theme.: 
- Ask about her wildest sexual encounter.: 
- Ask about her taste in men.
- Ask about her sex life with her husband.: 
- Ask about her favorite way to have sex.

got at least 4  ? No

Yes

interview reward #41

Jump to Week 1 - Part 2 ([link](#))



# Pale Carnations Week 1 - Veronica

Interview

Scene #16  
Interview Veronica during Week 1.

Why did I choose to work with Veronica?

• Tell her it's because you like her.: Veronica

• Tell her it's because you find her attractive.: Veronica

• Play it cool and say you don't know.

(How can I say this...?)

• Tell her she needs to loosen up.:

• Tell her she's about as sexy as a piece of wood right now.:

I've got an idea that might help, if you're open to it...

• Offer to give her a shoulder massage.: Veronica

• Offer to take your clothes off.: Veronica  
*undress* #44

Should I play along?

• Humor the woman.: Veronica

• Get the interview back on track.: Veronica

I should get the ball rolling again on the interview, so let's...

• Ask Veronica to demo her derriere.:

Part of me wants to investigate that hypothesis...

• Get her to bend over even further. For science.:

Wait, is this really such a good idea?

• Tell her that's perfect.

• Throw caution to the wind. Do what needs to be done!: Veronica,

• Disengage. It's too risky!

• Move onto the dirty questions.

## Questions

Can ask 3

- Ask her about this week's theme.
- Ask about her sexual experience.
- Ask about her sexual fantasies.:
- Ask about her taste in men.:
- Ask about her relationship status.

got at least 4 ? No

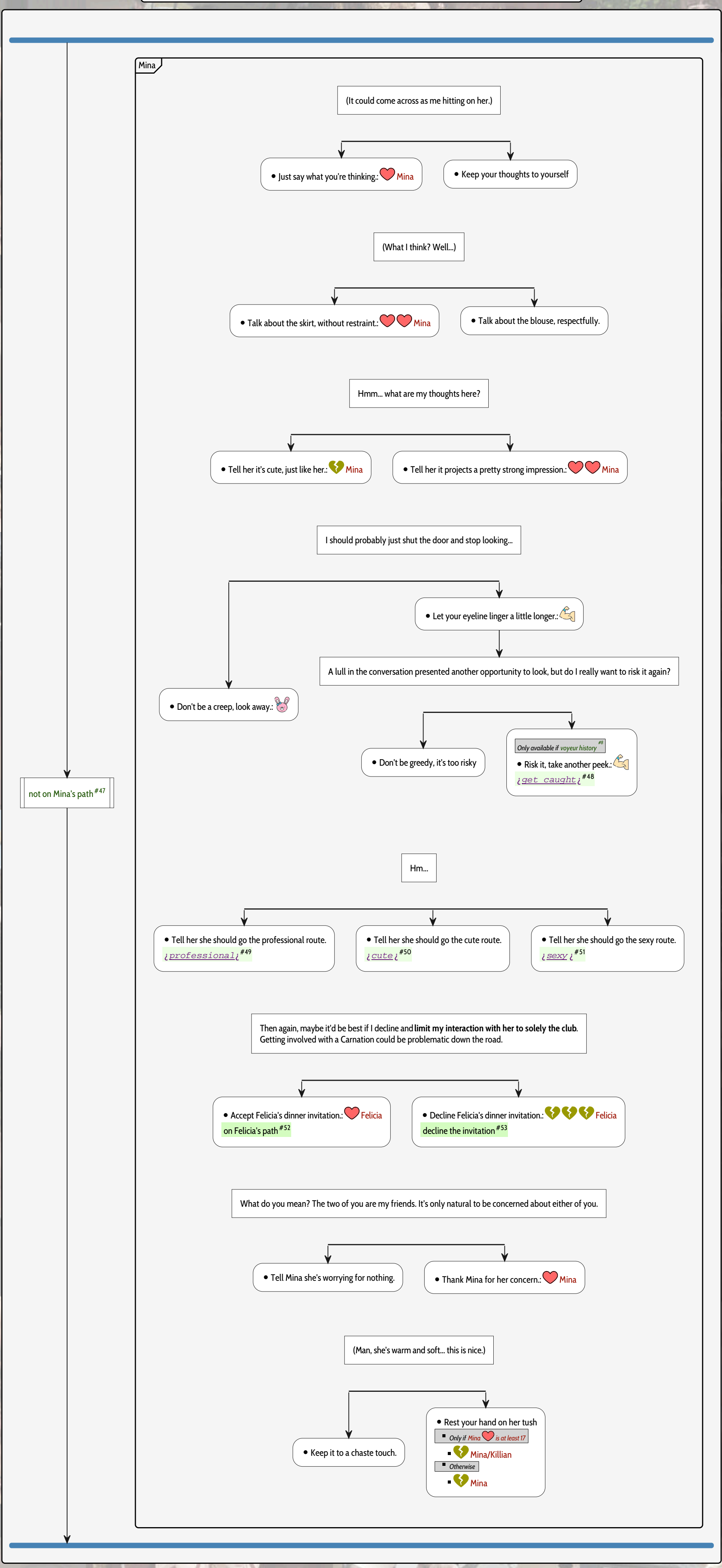
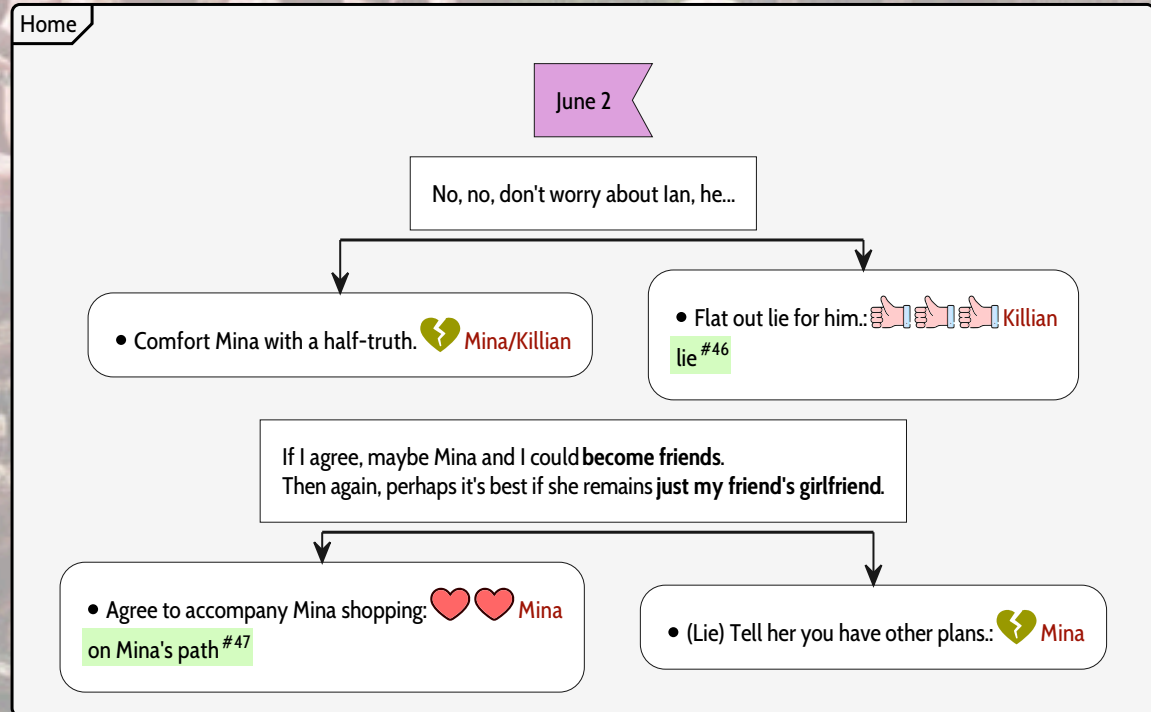
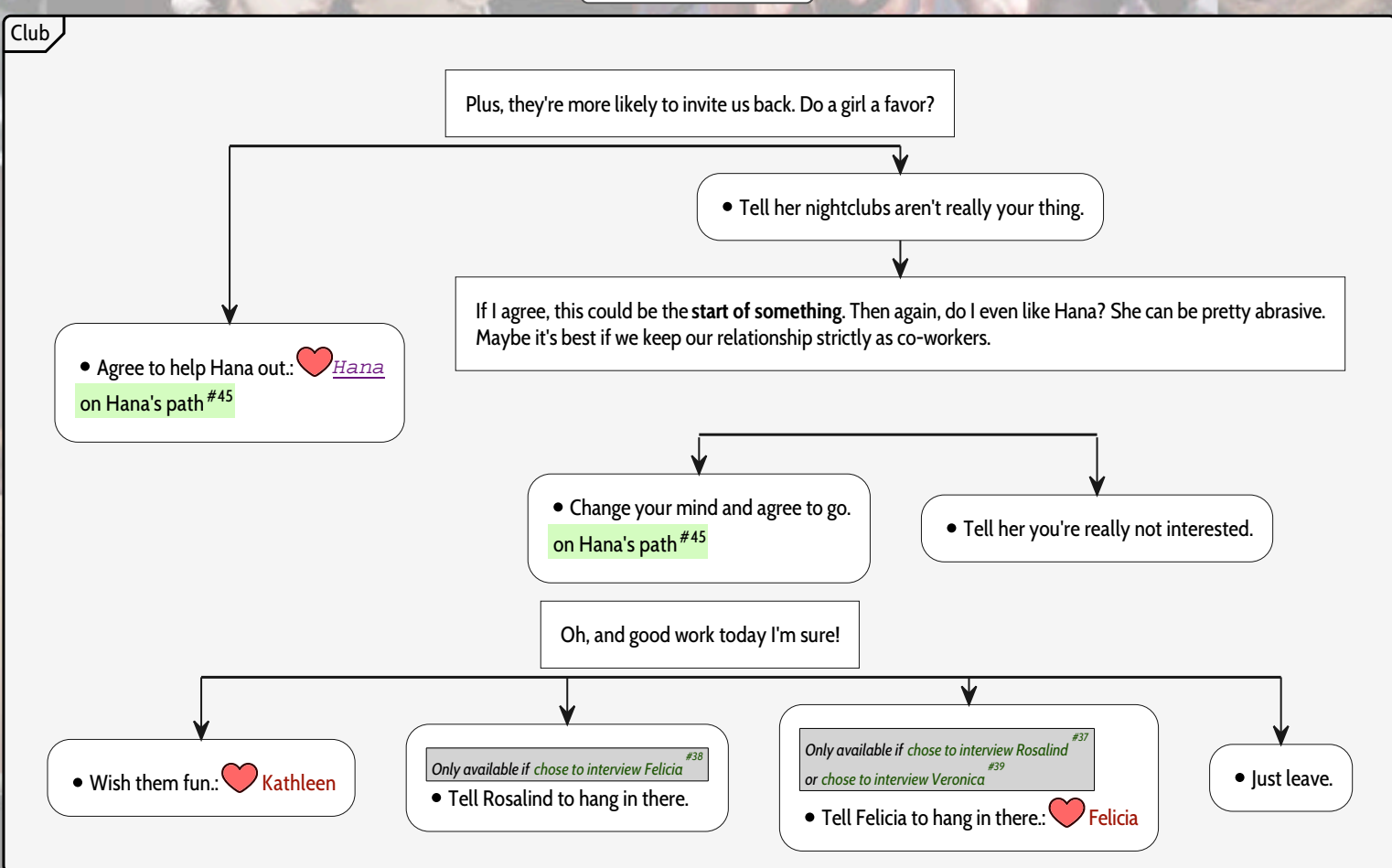
Yes

interview reward #41

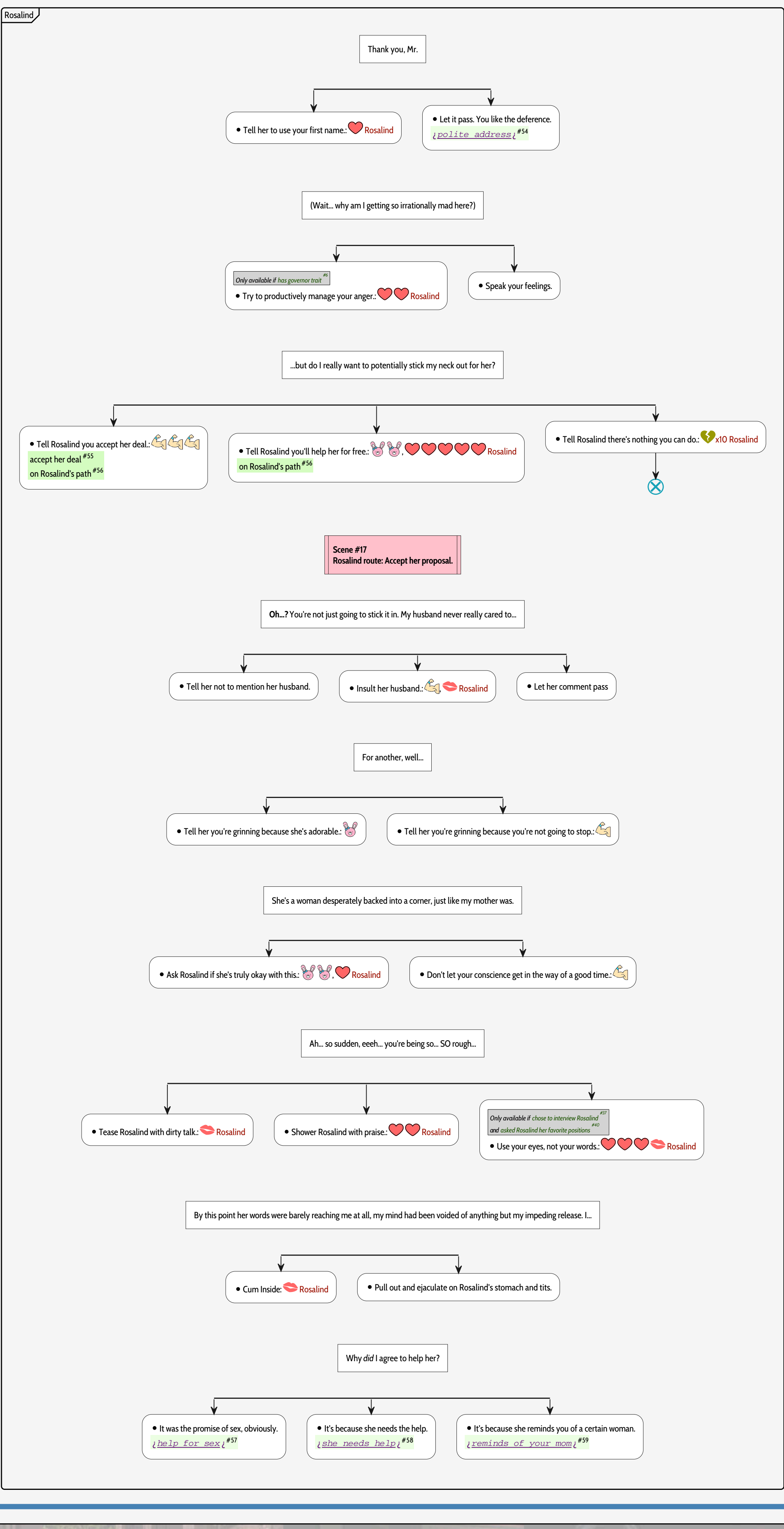
Jump to Week 1 - Part 2 ([link](#))



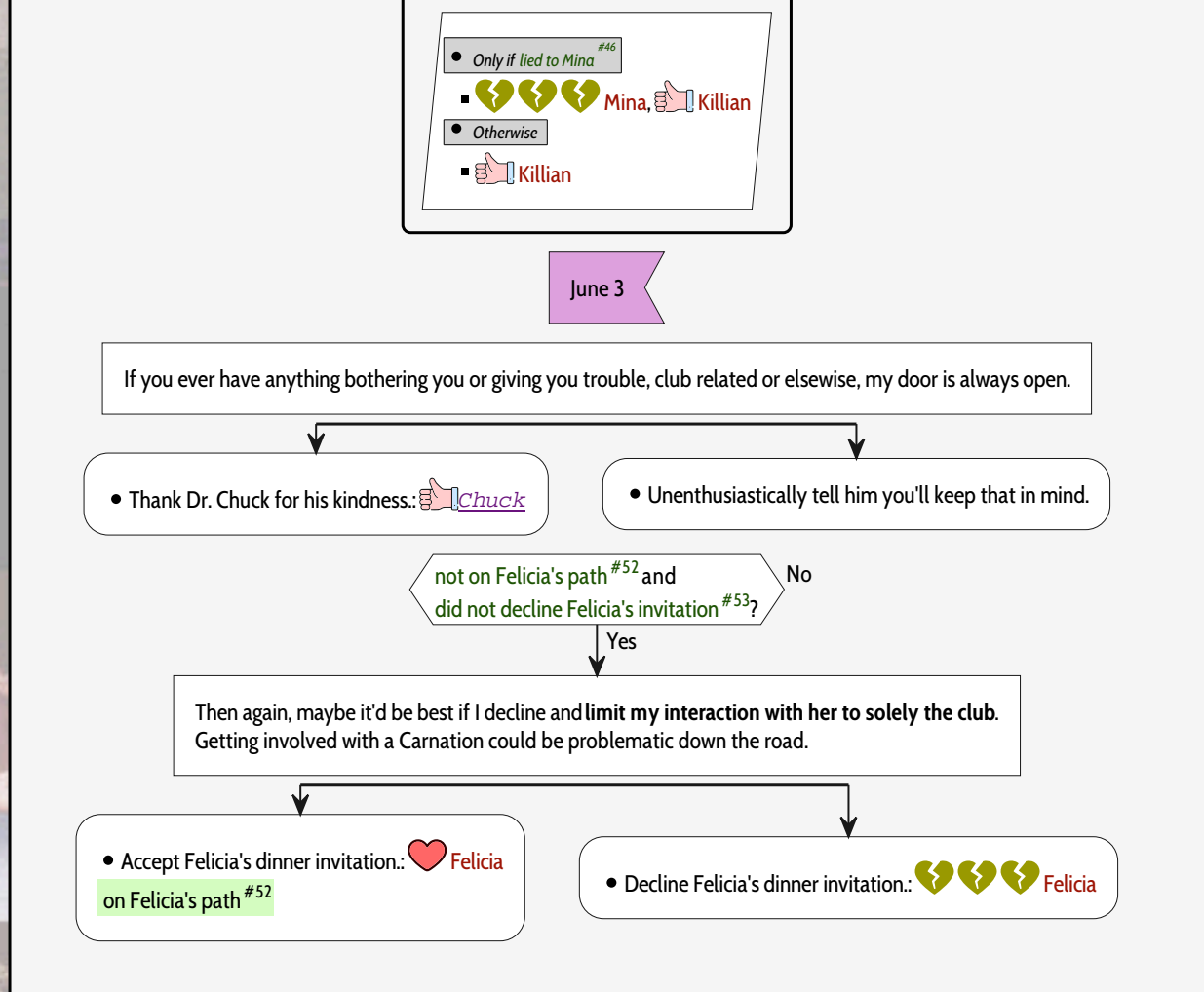
Pale Carnations  
Week 1 - Part 2



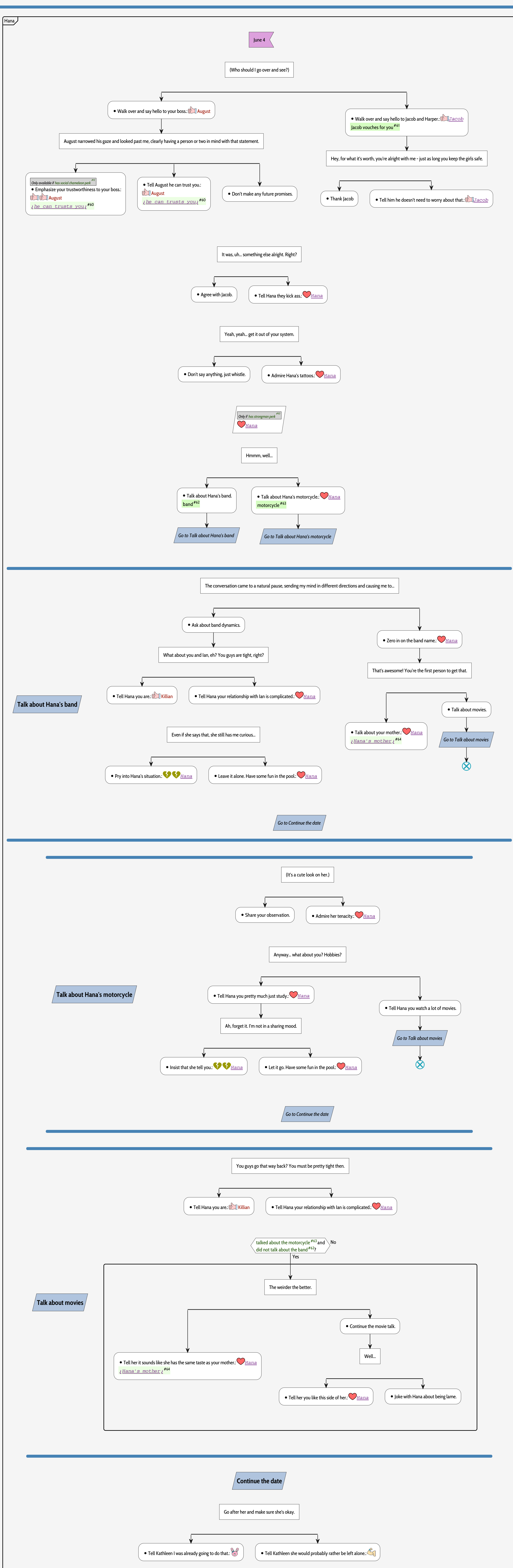
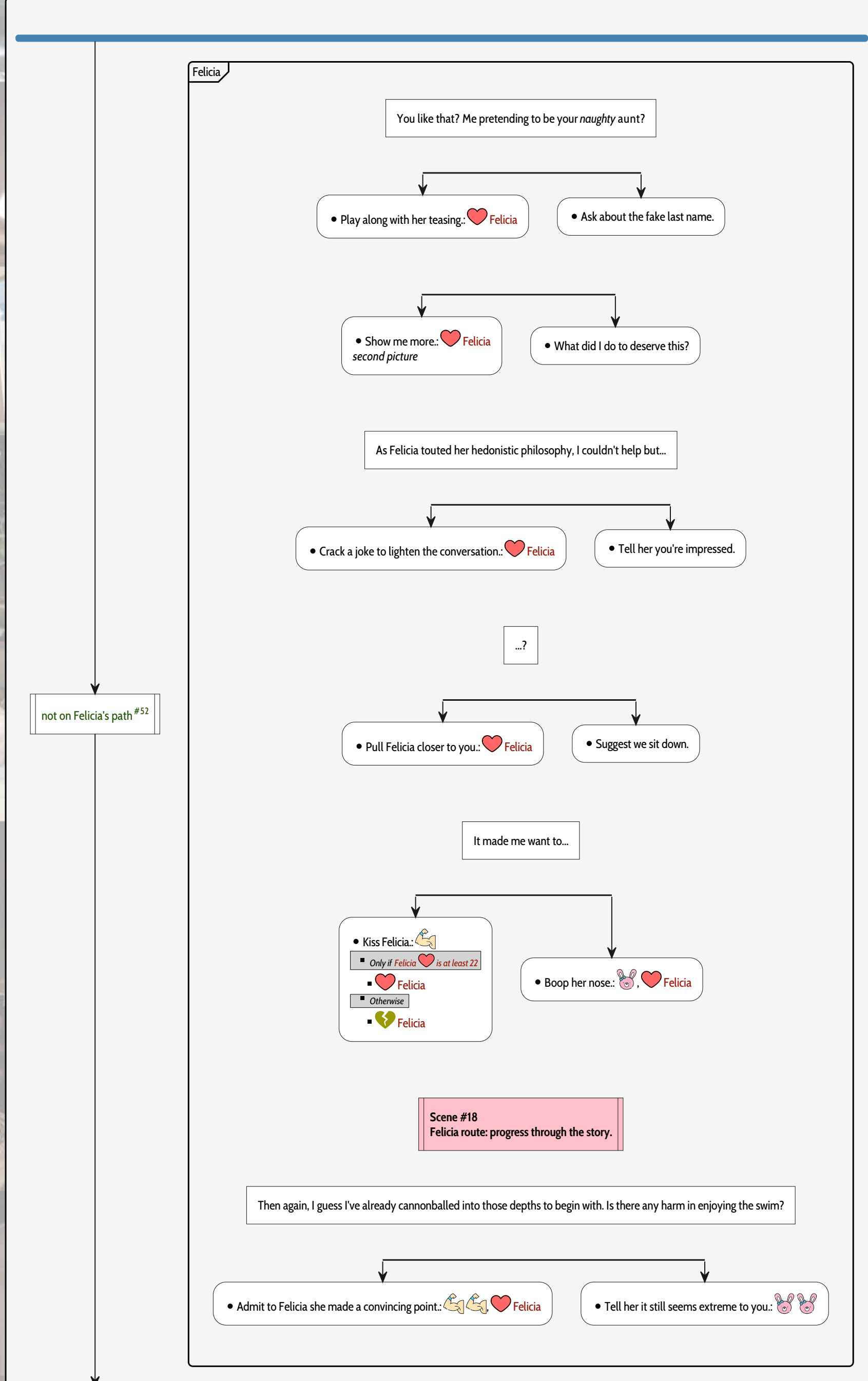
not on Mina's path #47



Rosalind did not try to seduce you #34

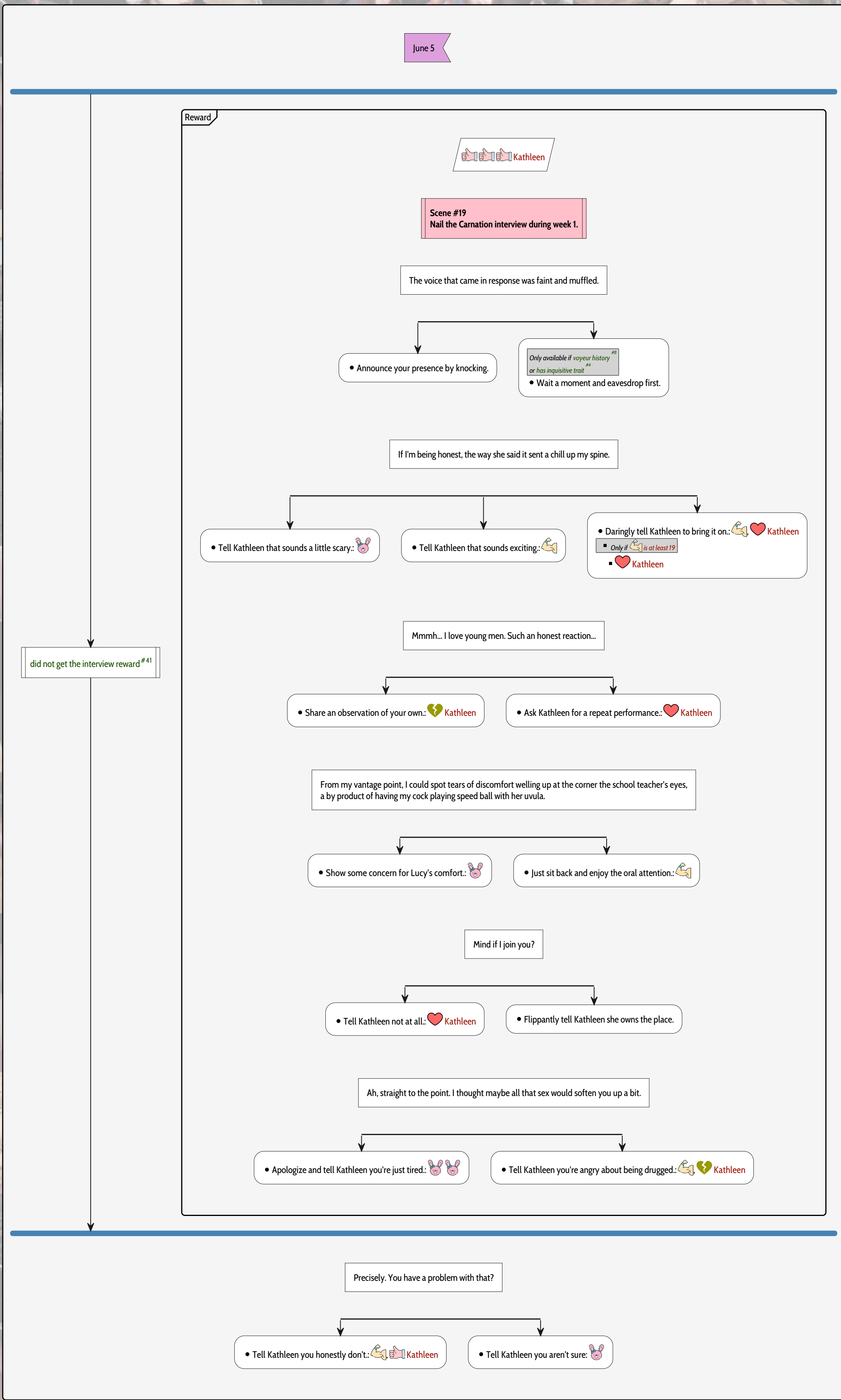


Pale Carnations  
Week 1 - Part 3

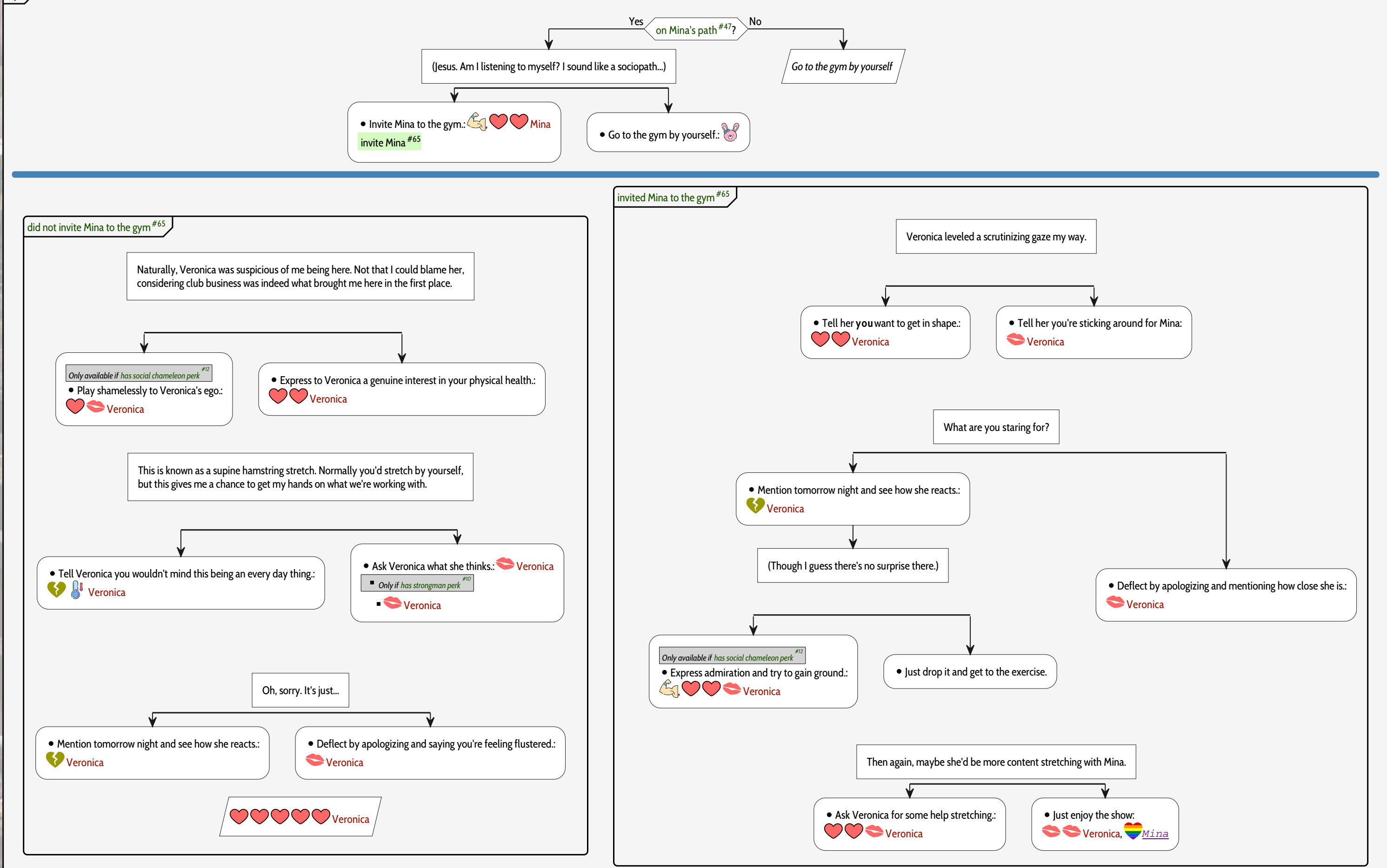


Pale Carnations  
Week 1 - Part 4

June 5



Gym



# Pale Carnations Week 1 Exhibition

Diner

June 6

I should...

• Just be honest with them and speak from the heart: 🐰❤️ Rosalind

• Remind them of the relationship dynamic at play here first: 🤝🤝❤️ Felicia, 💚 Veronica

Share a story based on traits:  
 inquisitive #4  
 tireless #5  
 governor #6  
 history:  
 firestarter #7  
 voyeur #8  
 sticky fingers #9

on Rosalind's path #56?

No

Yes

She asked me directly, in an anxious tone.

• Reassure Rosalind you're still in her corner: 🐰❤️❤️ Rosalind

• Show Rosalind that the deal is still on: 🤝👄 Rosalind

Only available if accepted Rosalind's deal #55

• Make her prove herself to you: 🤝🤝👄 Rosalind

prove herself #66

Home

on Mina's path #47?

No

Yes

Killian looked at me with an eerily genuine face of affection. In part, I couldn't fathom where he was coming from. All that was (b)years/(b) ago.

• Tease Ian about his childhood: 🤝👄 Killian

• Tell Ian that's all in the past: 🤝👄 Killian

requested Rosalind to prove herself #66?

No

Yes

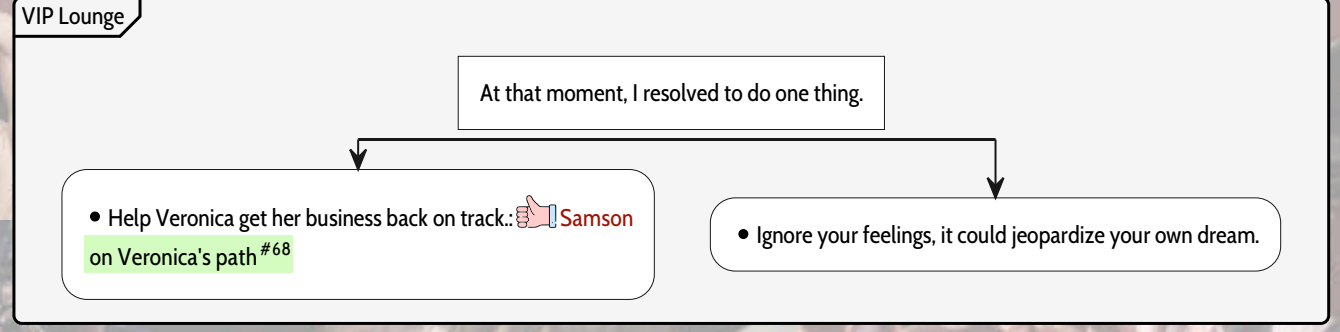
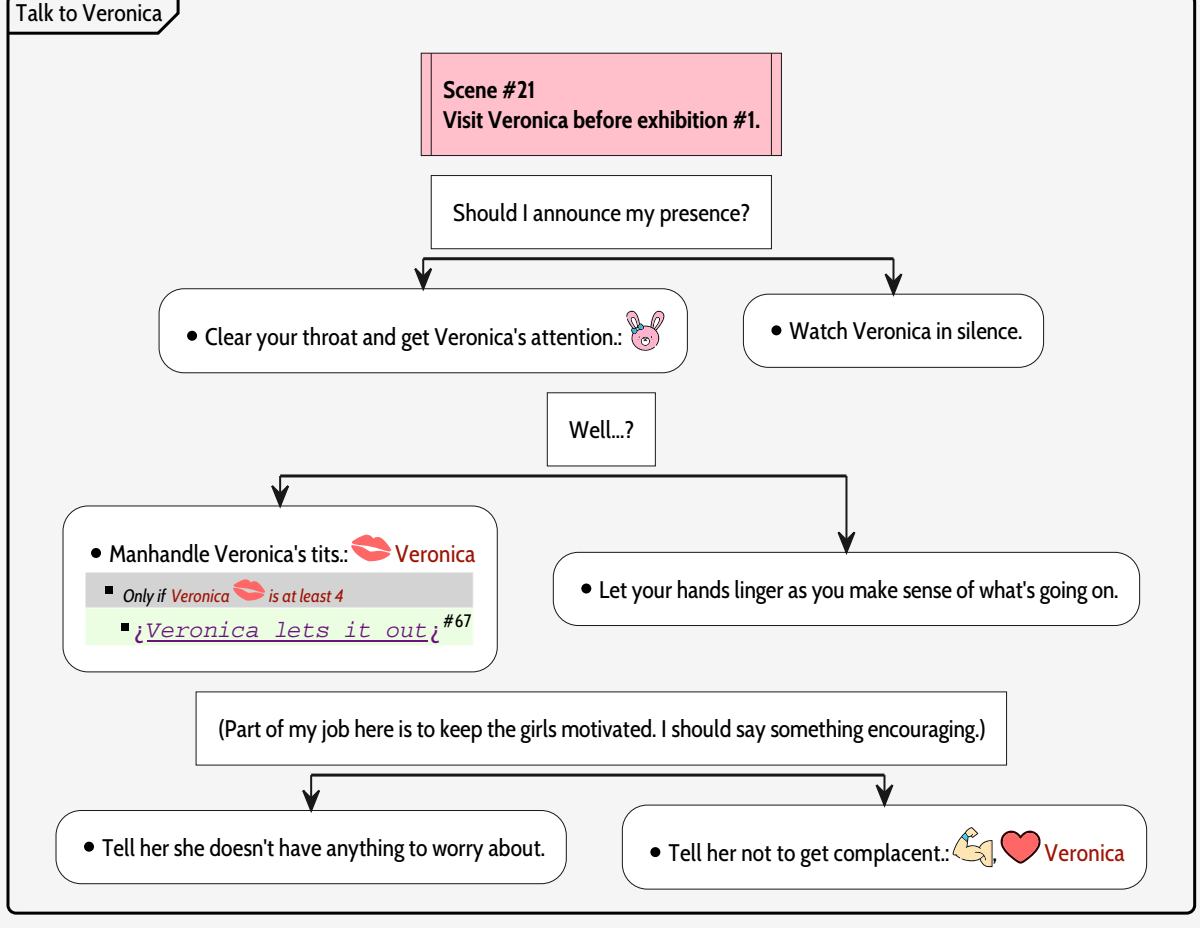
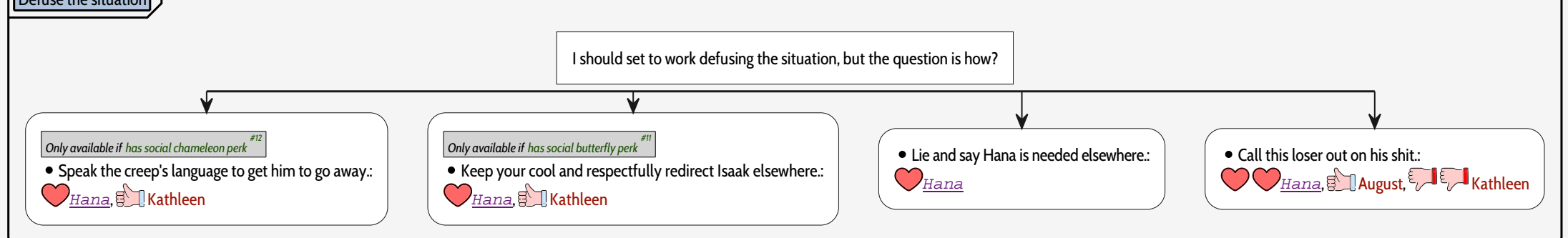
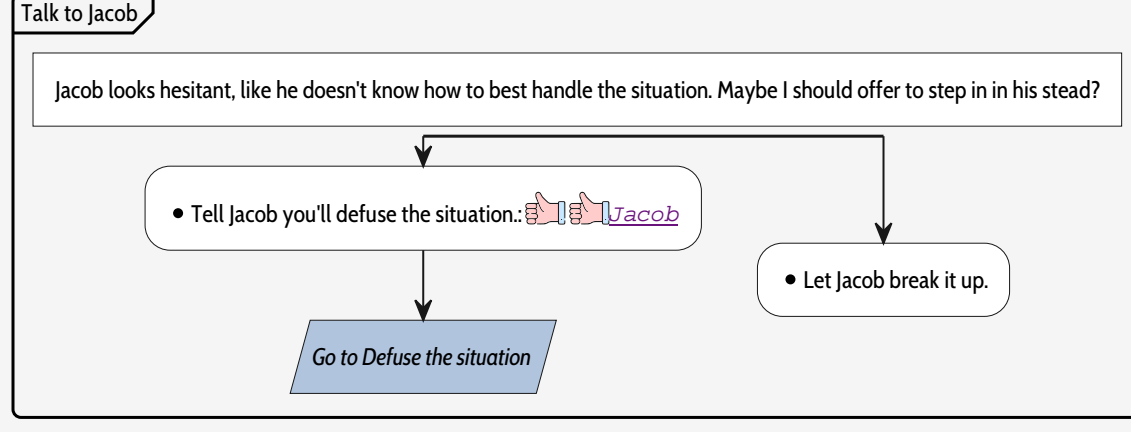
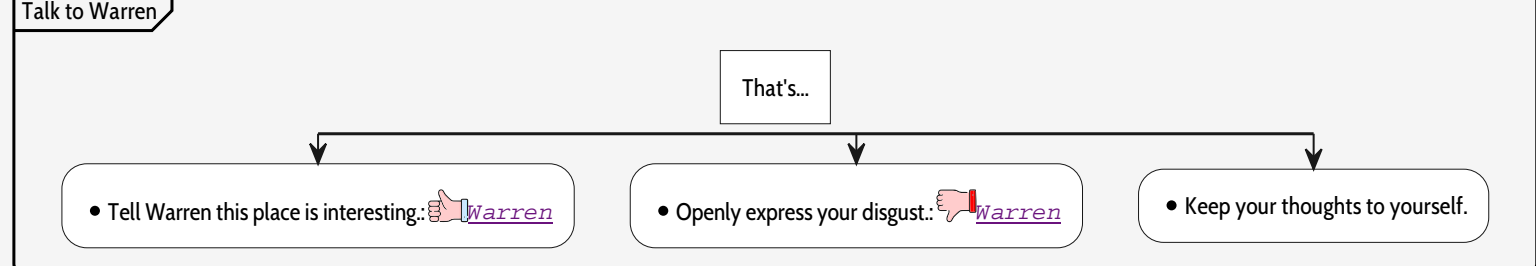
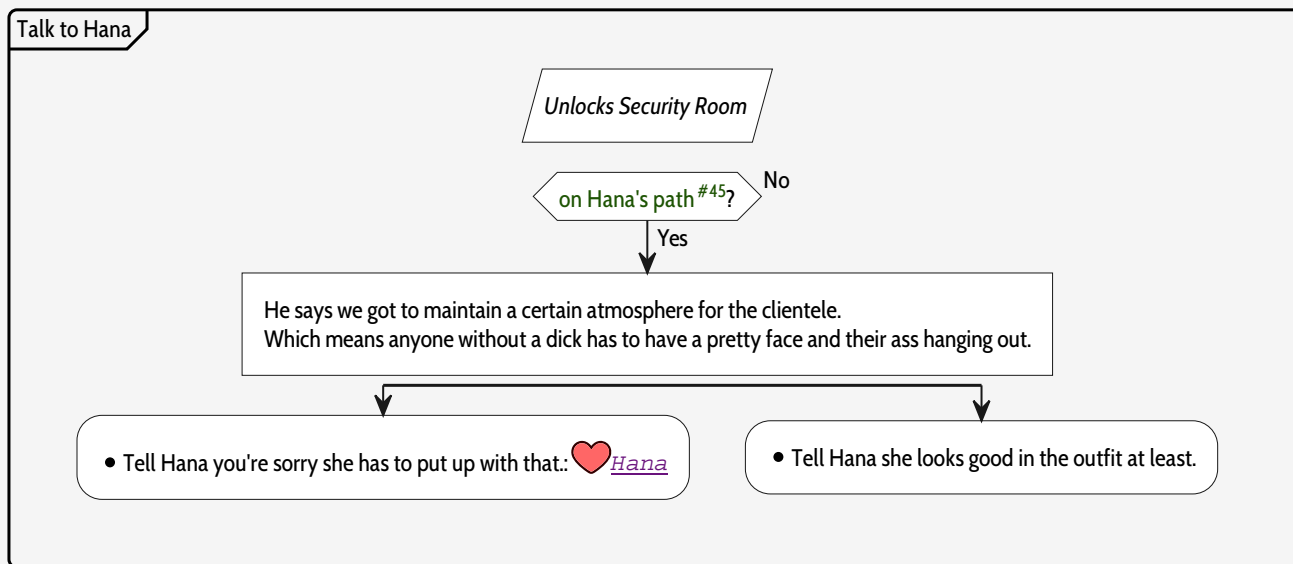
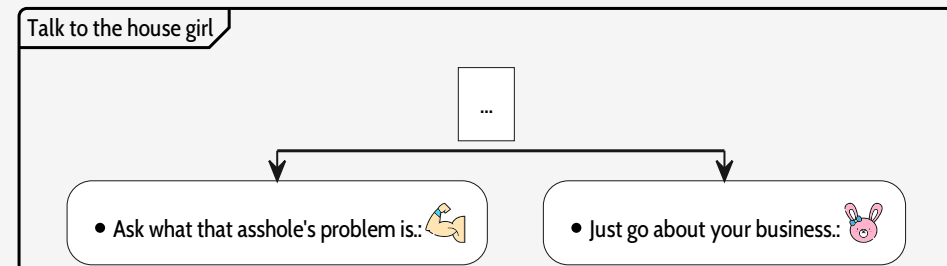
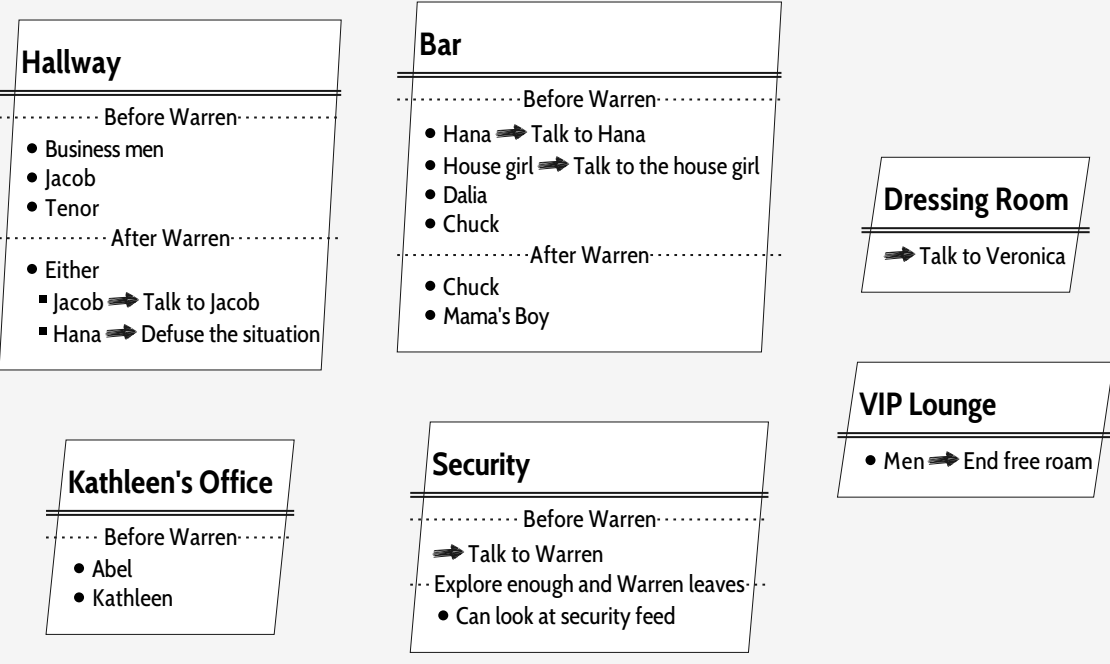
Scene #20

Having fully accepted Rosalind's terms, make her prove it.

• You're a good girl: 👄 Rosalind

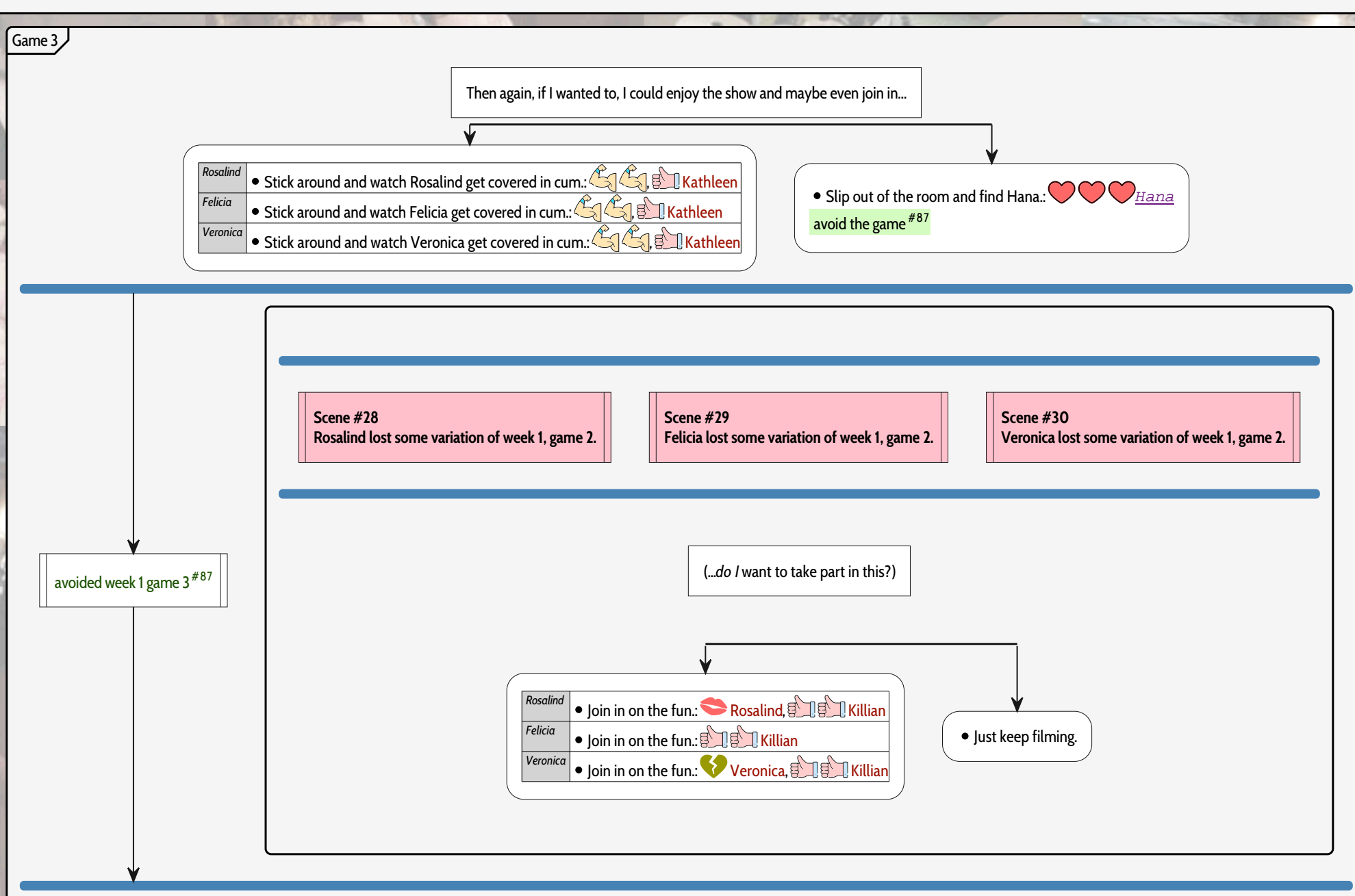
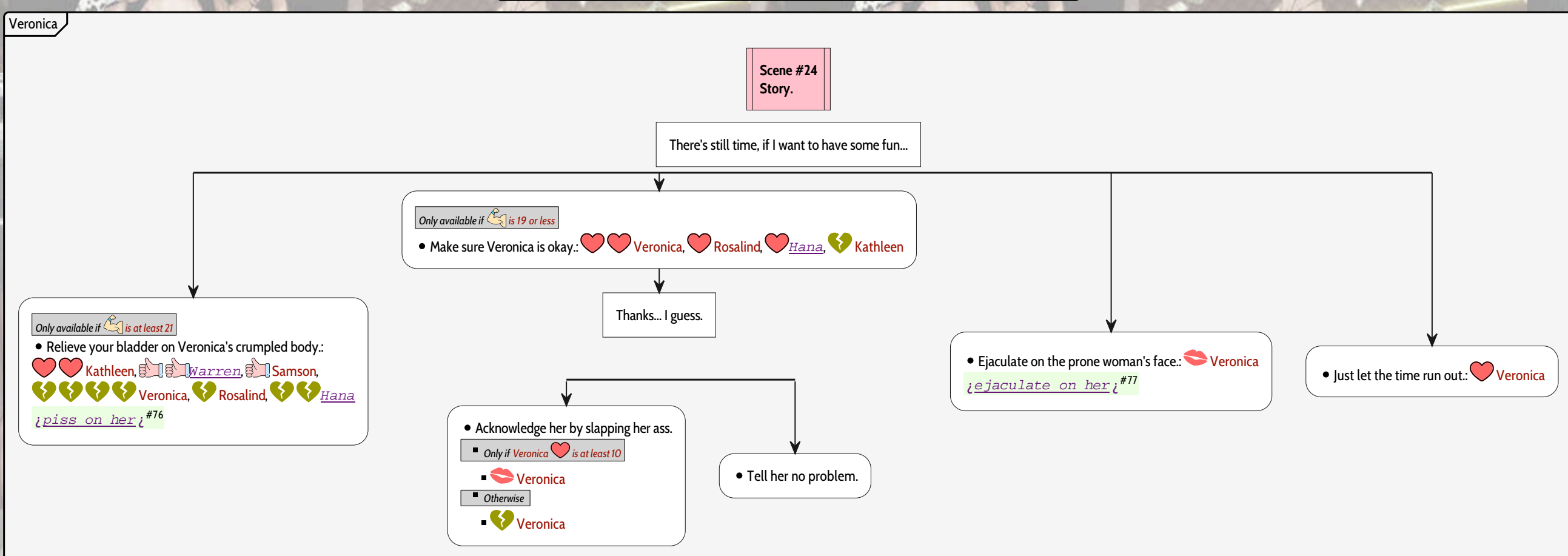
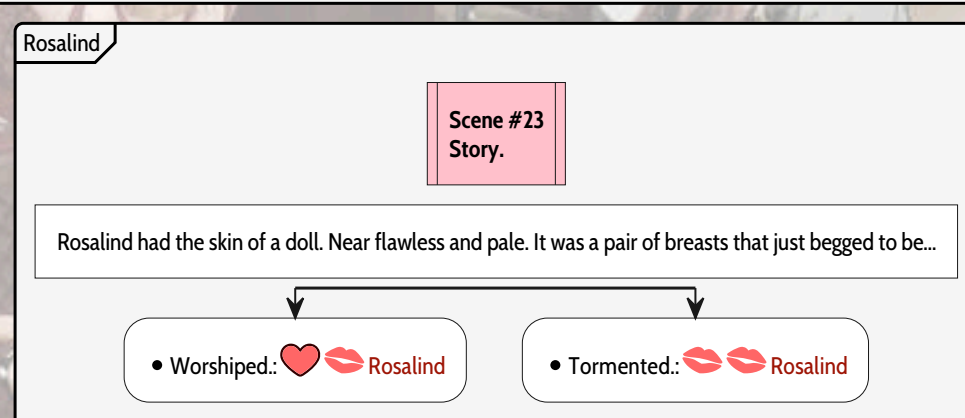
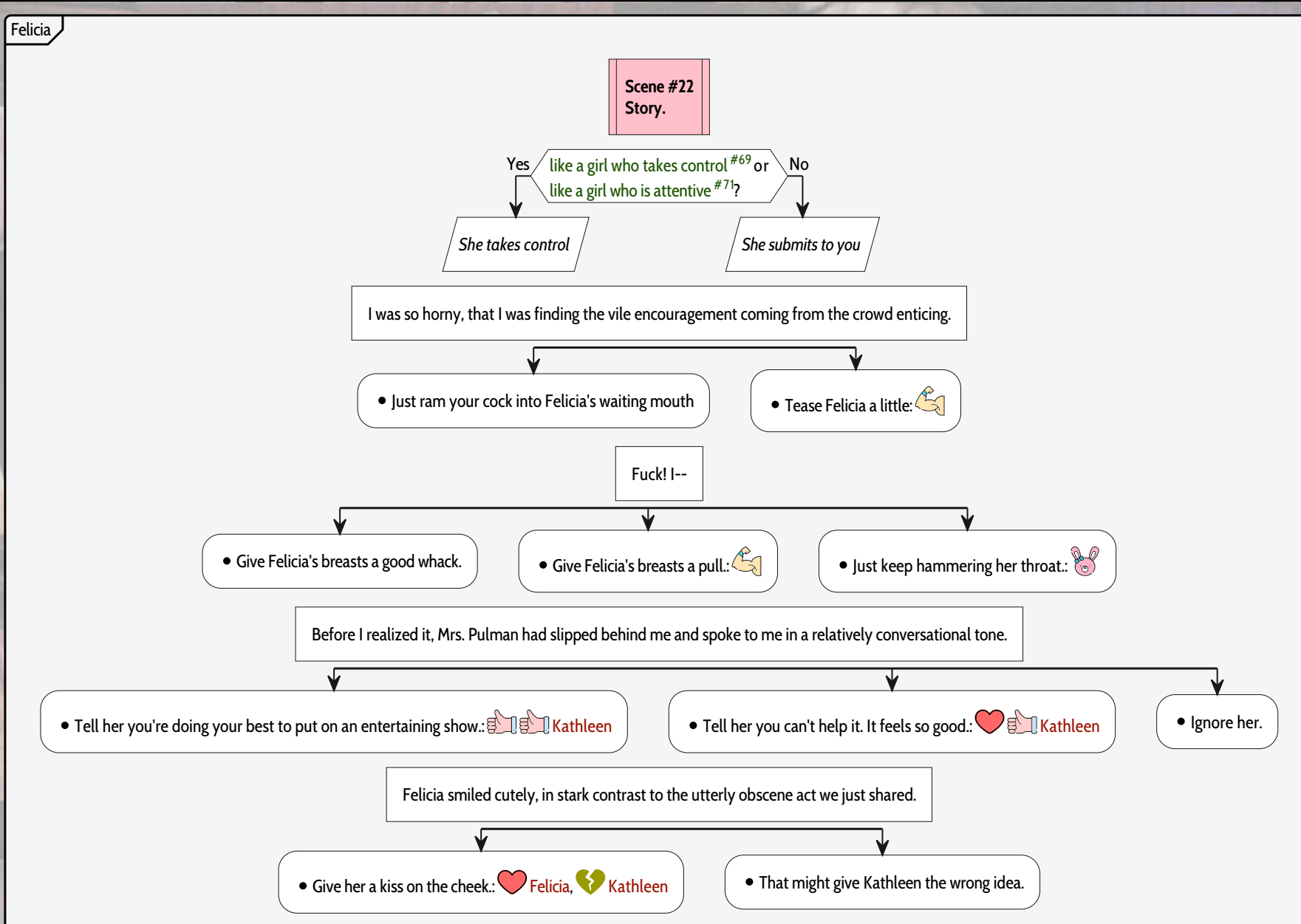
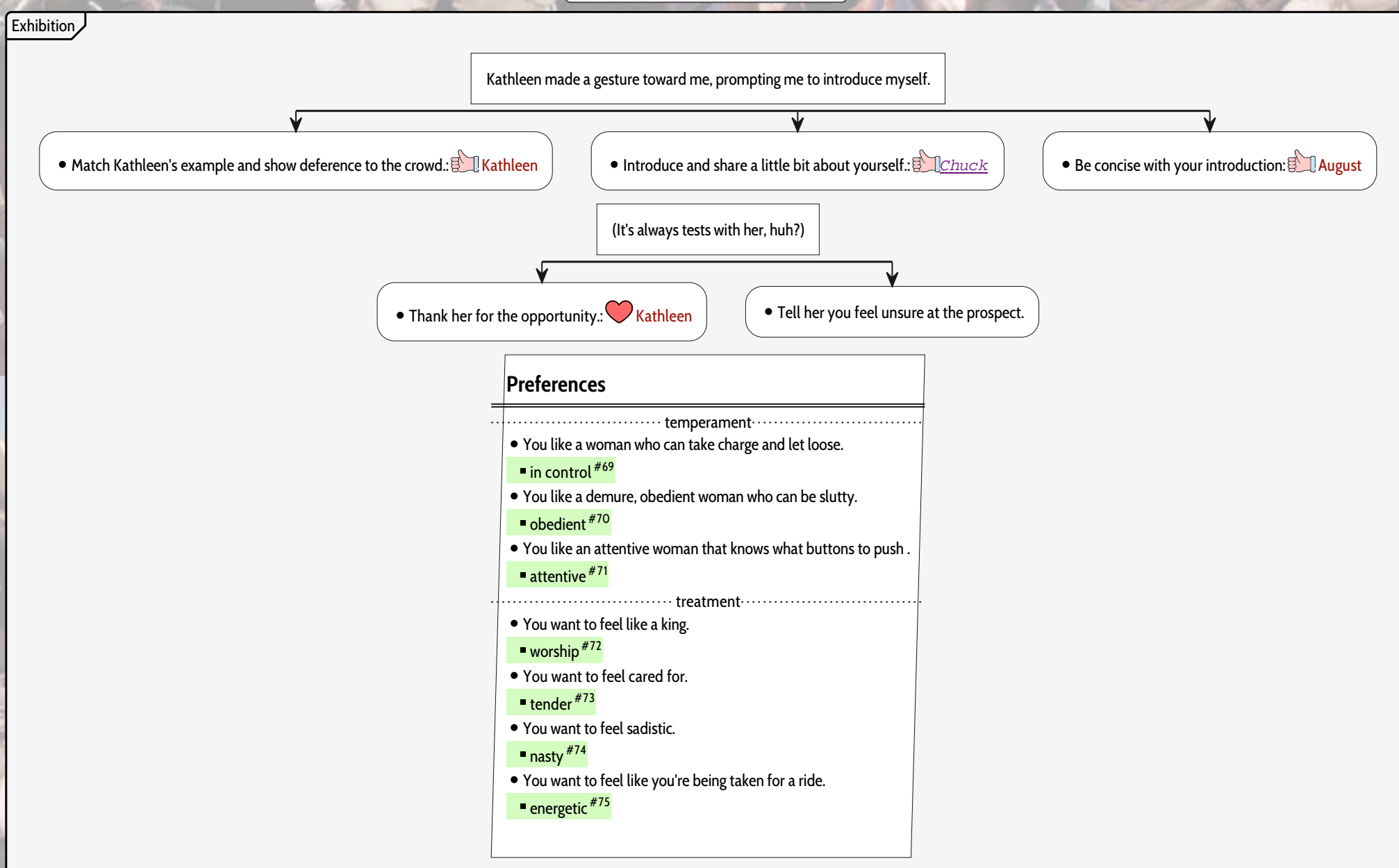
• That was the point, where: 🌡️ Rosalind

Free roam club

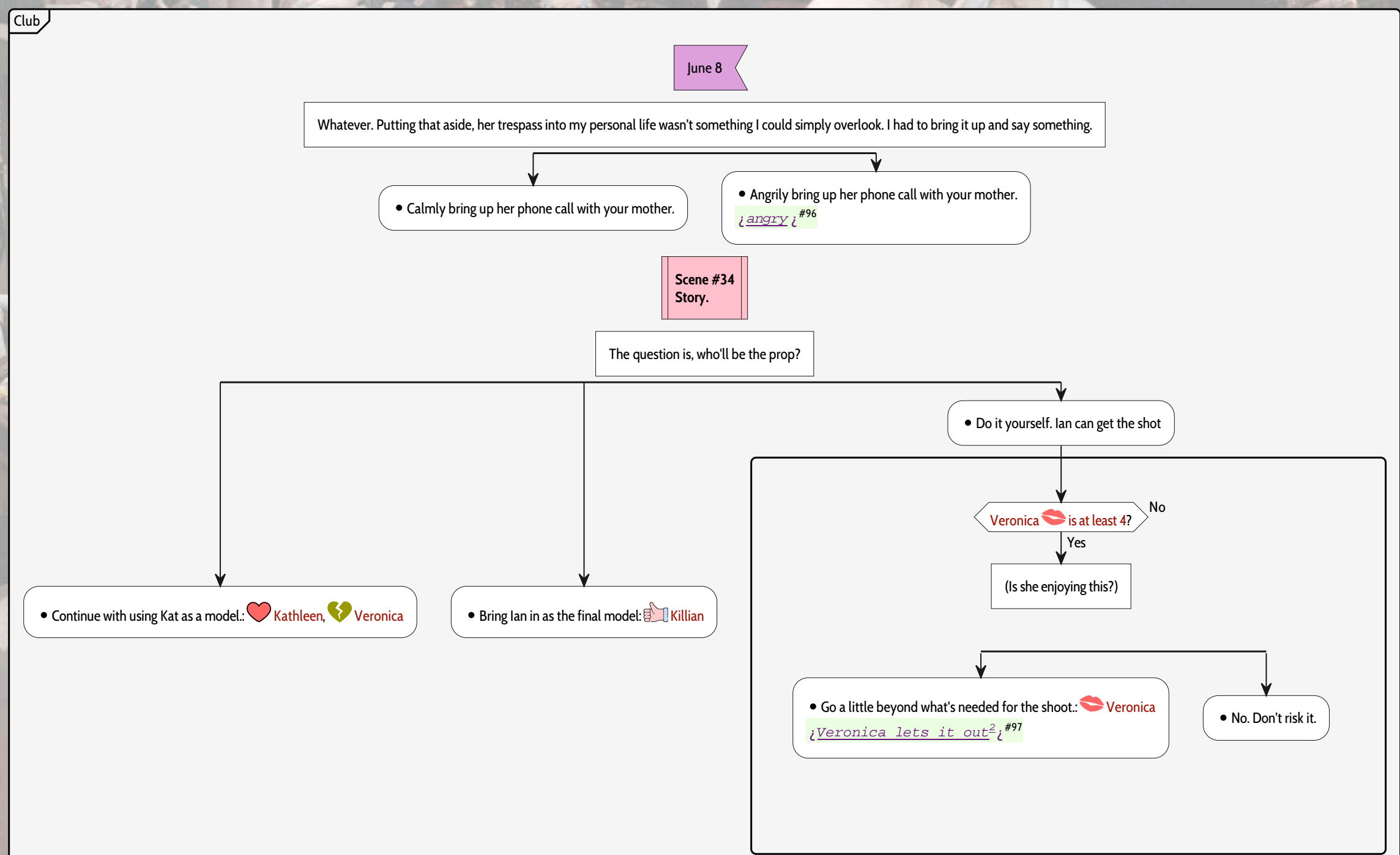
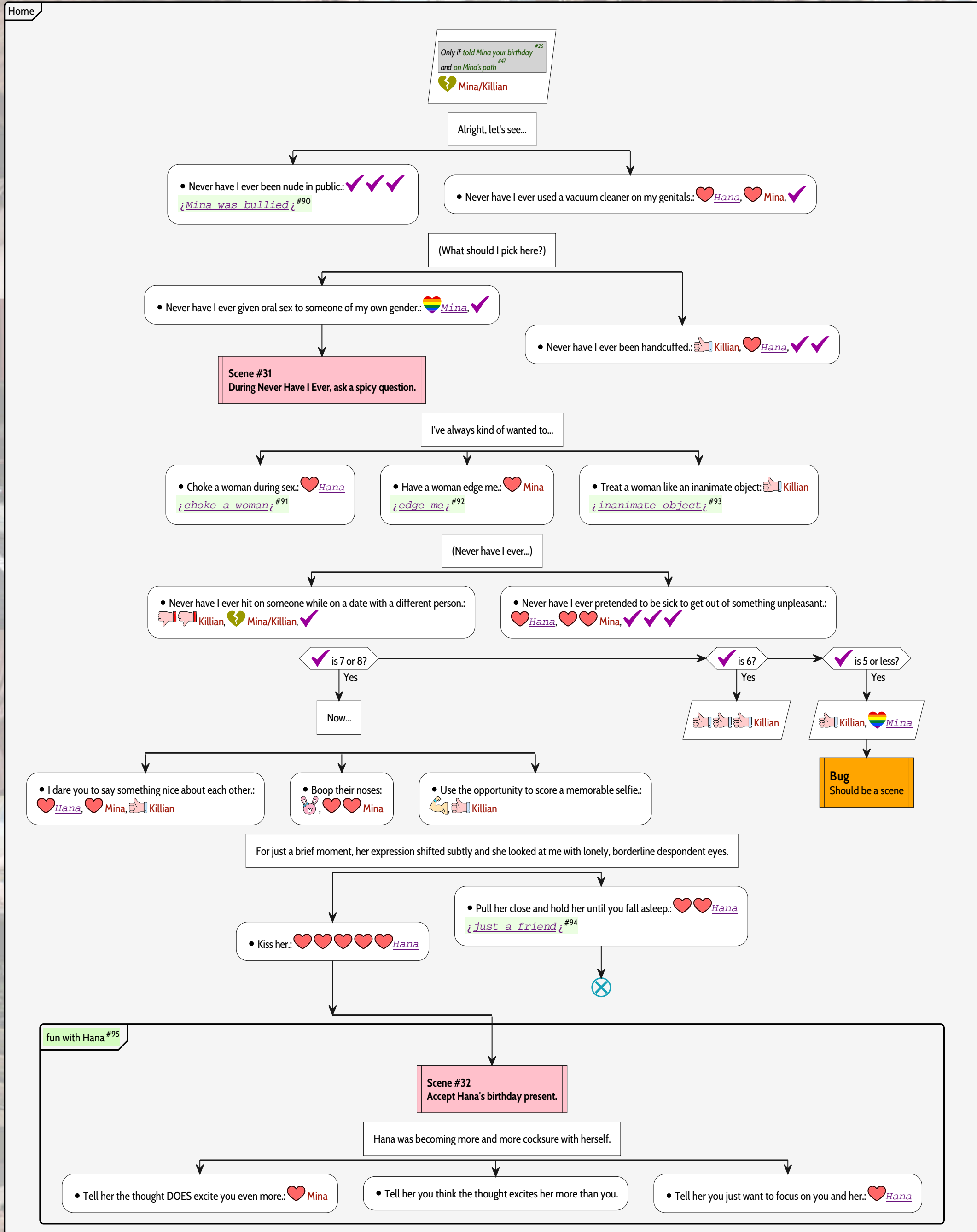
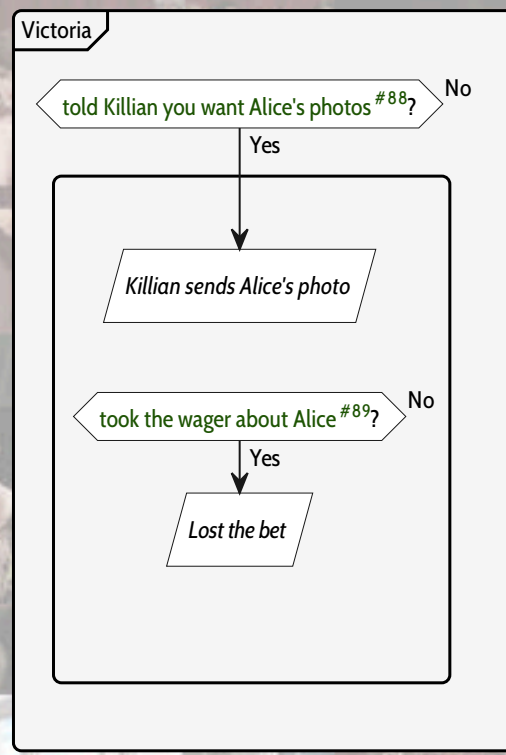
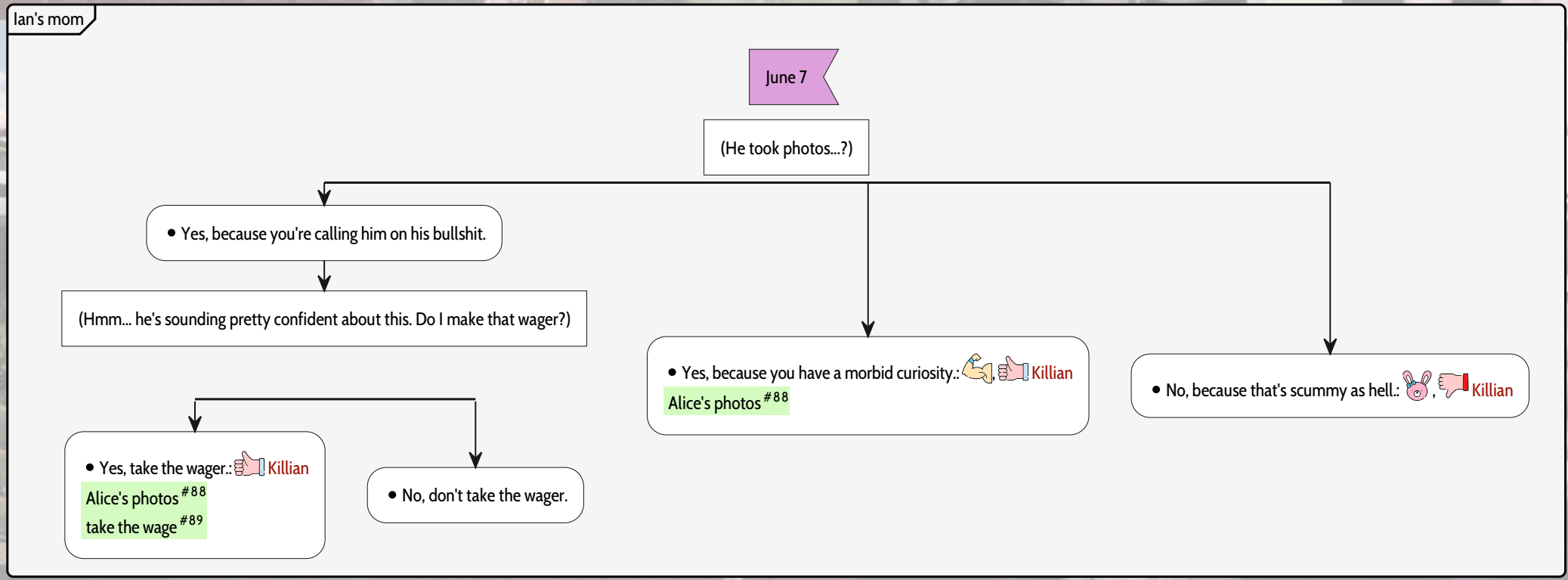
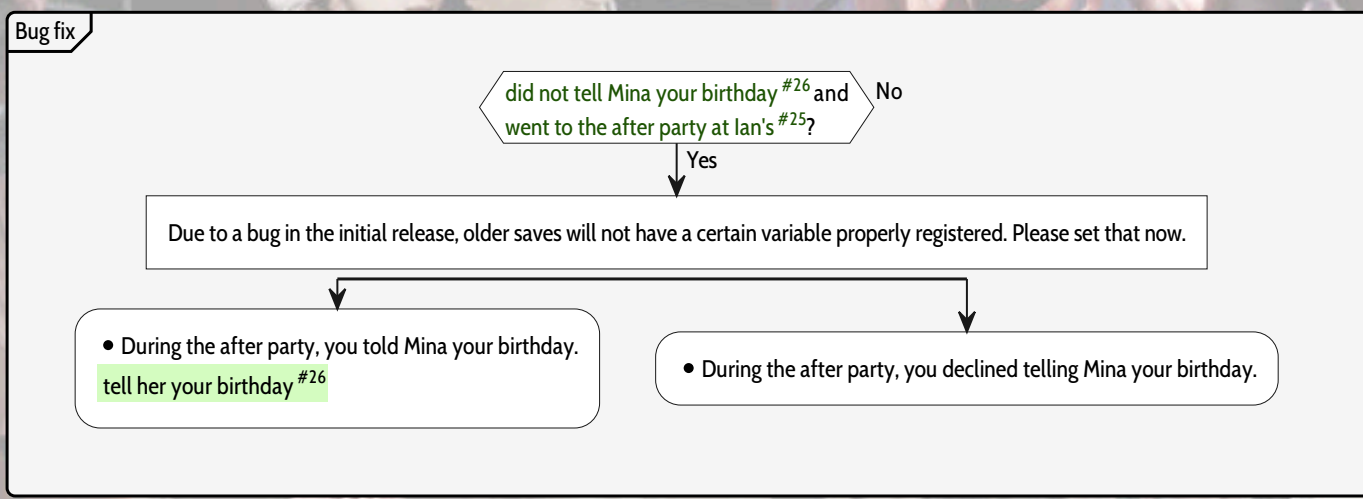




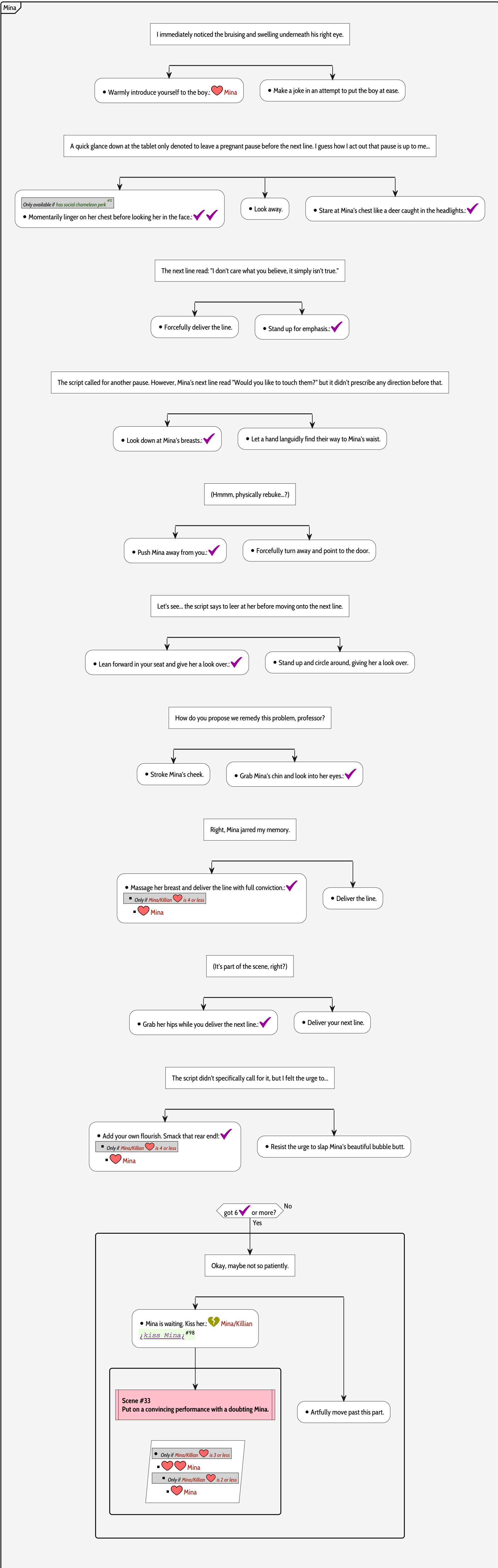
# Pale Carnations Week 1 Exhibition - Part 2



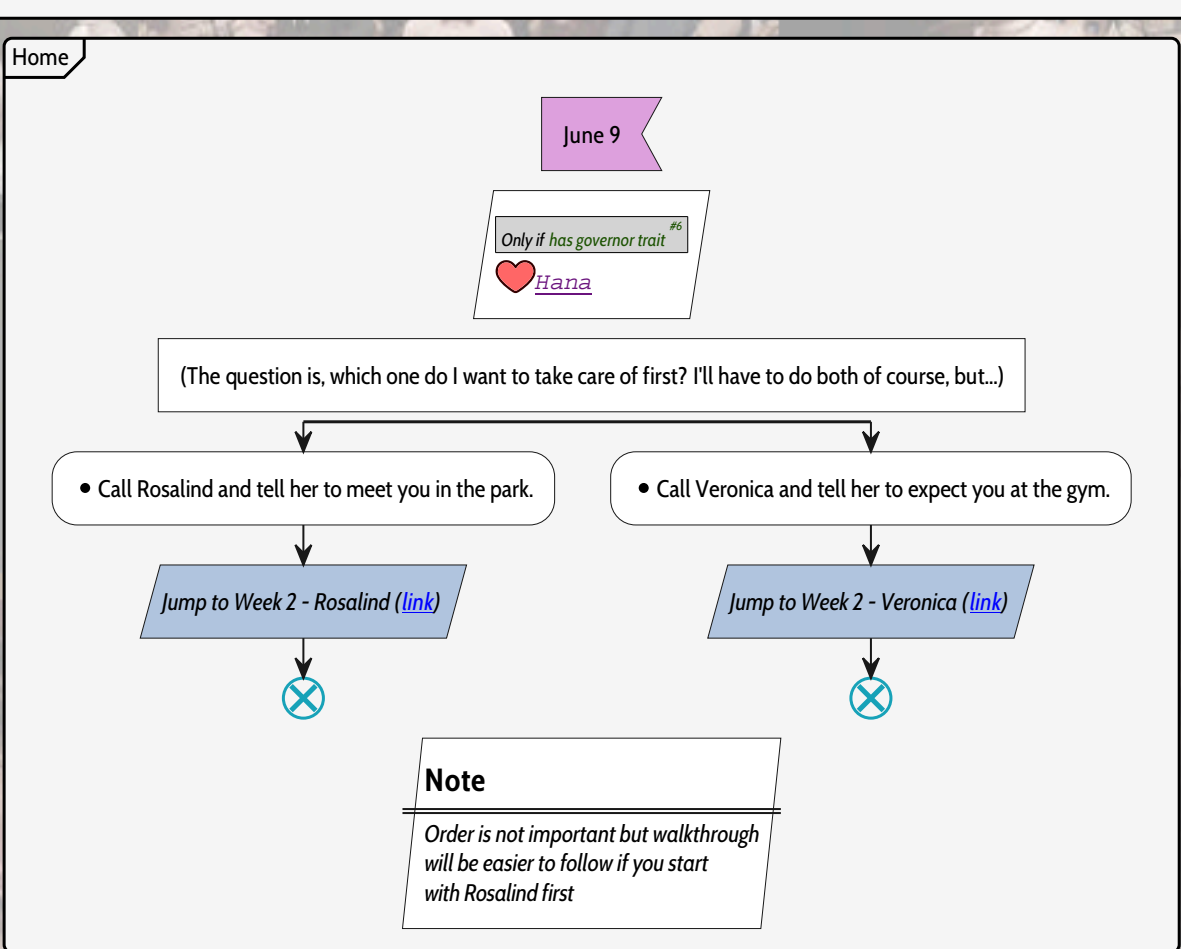
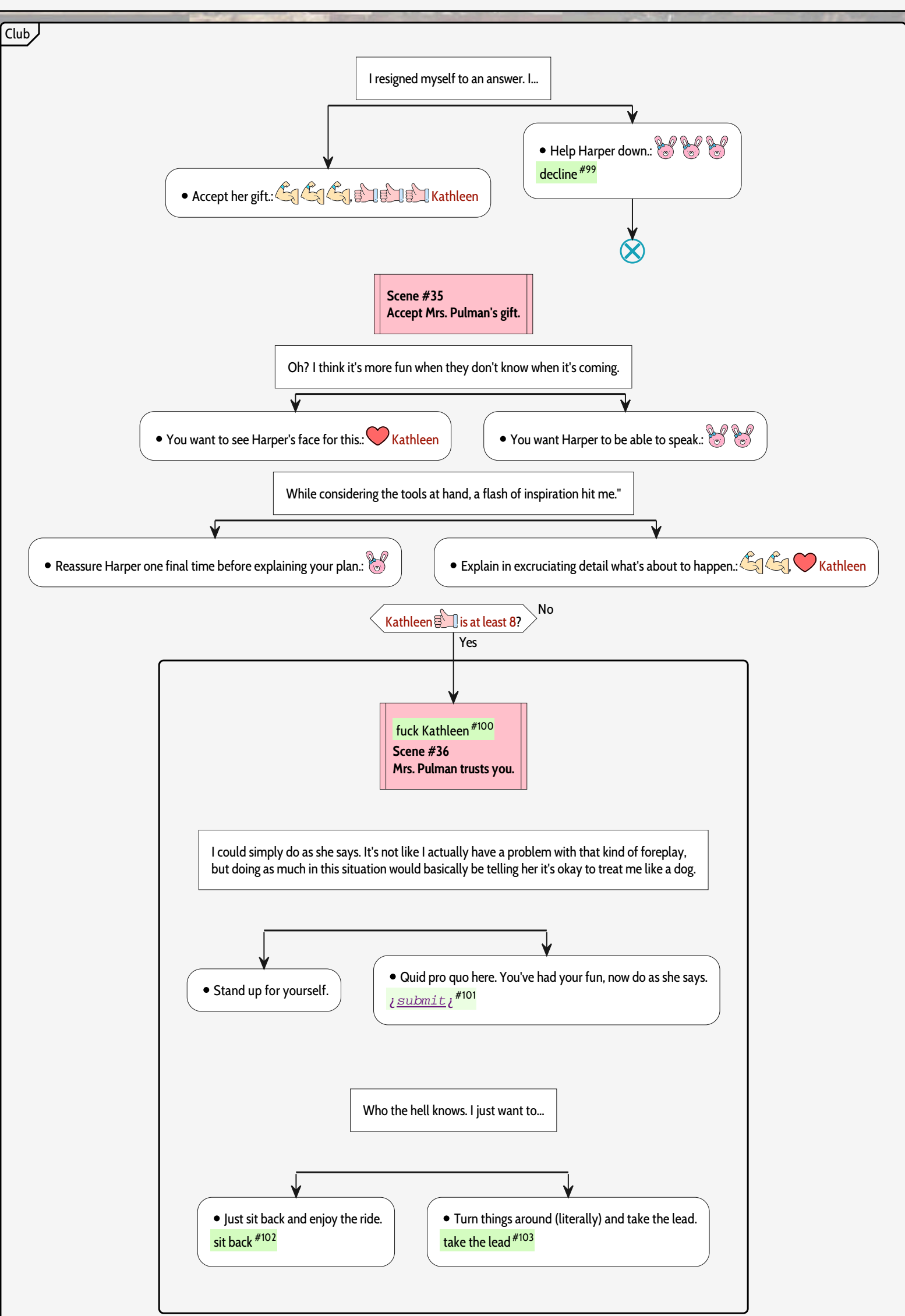
## Pale Carnations Week 2



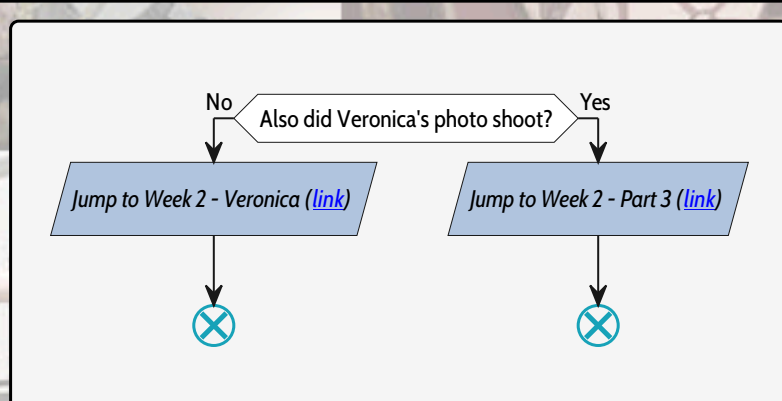
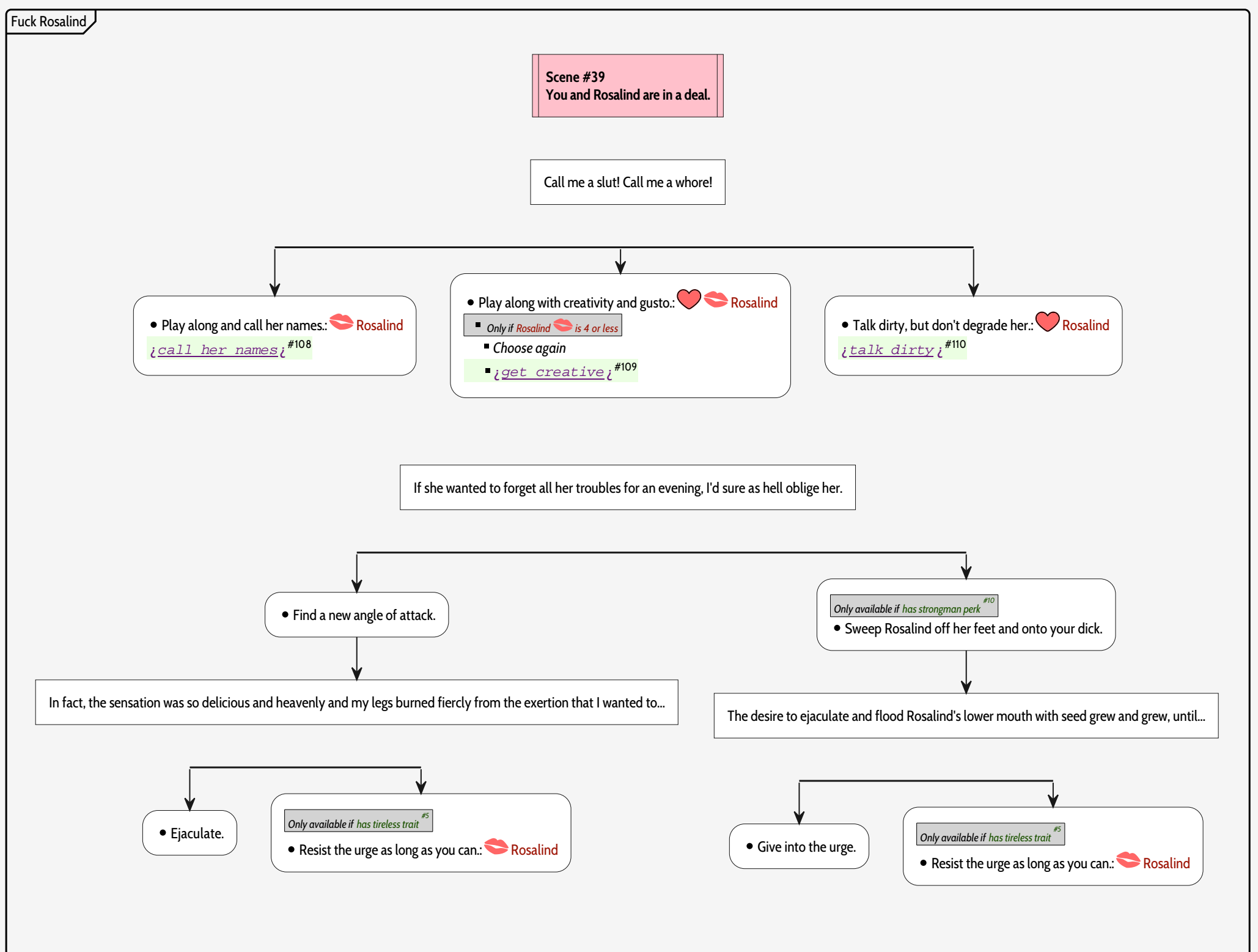
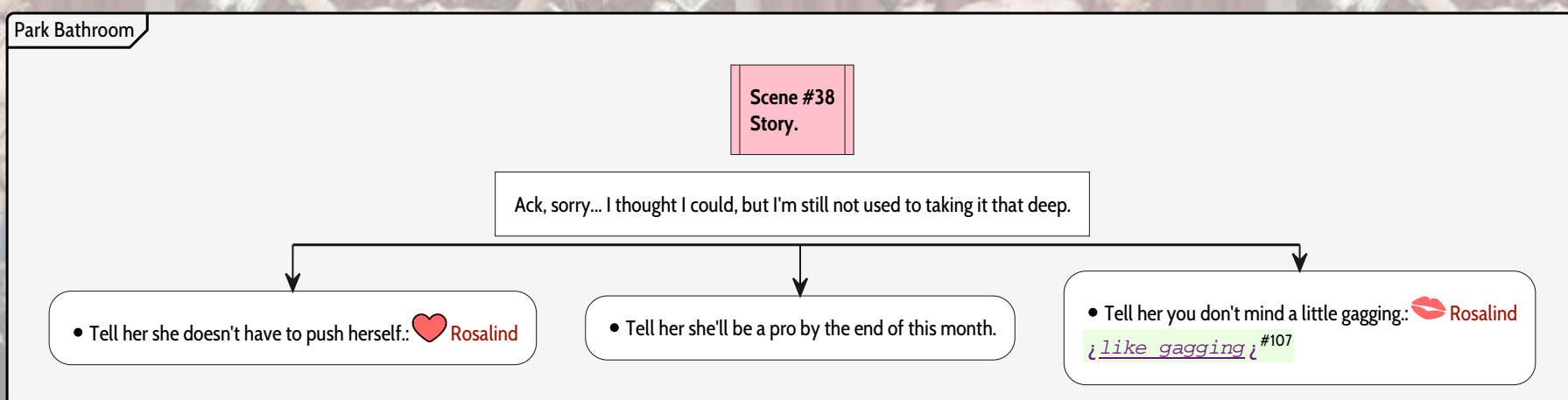
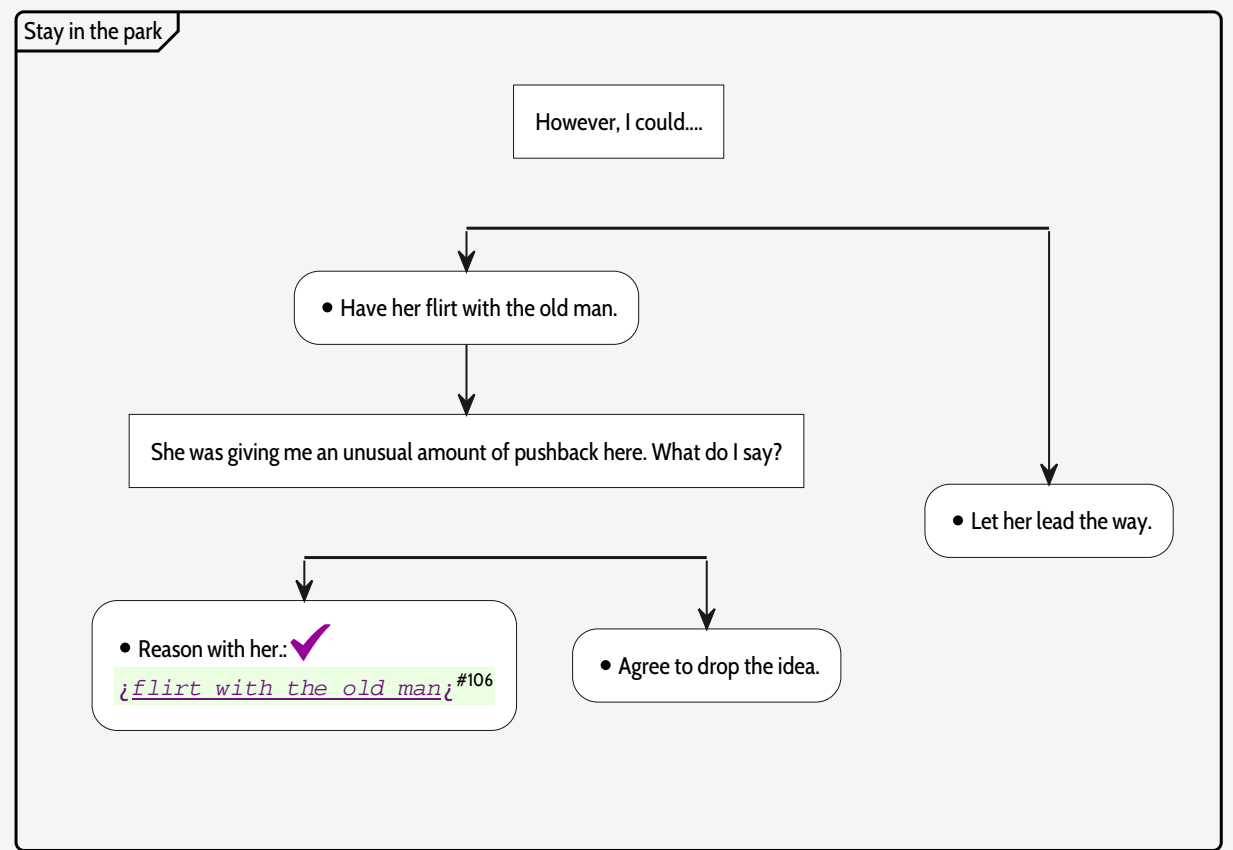
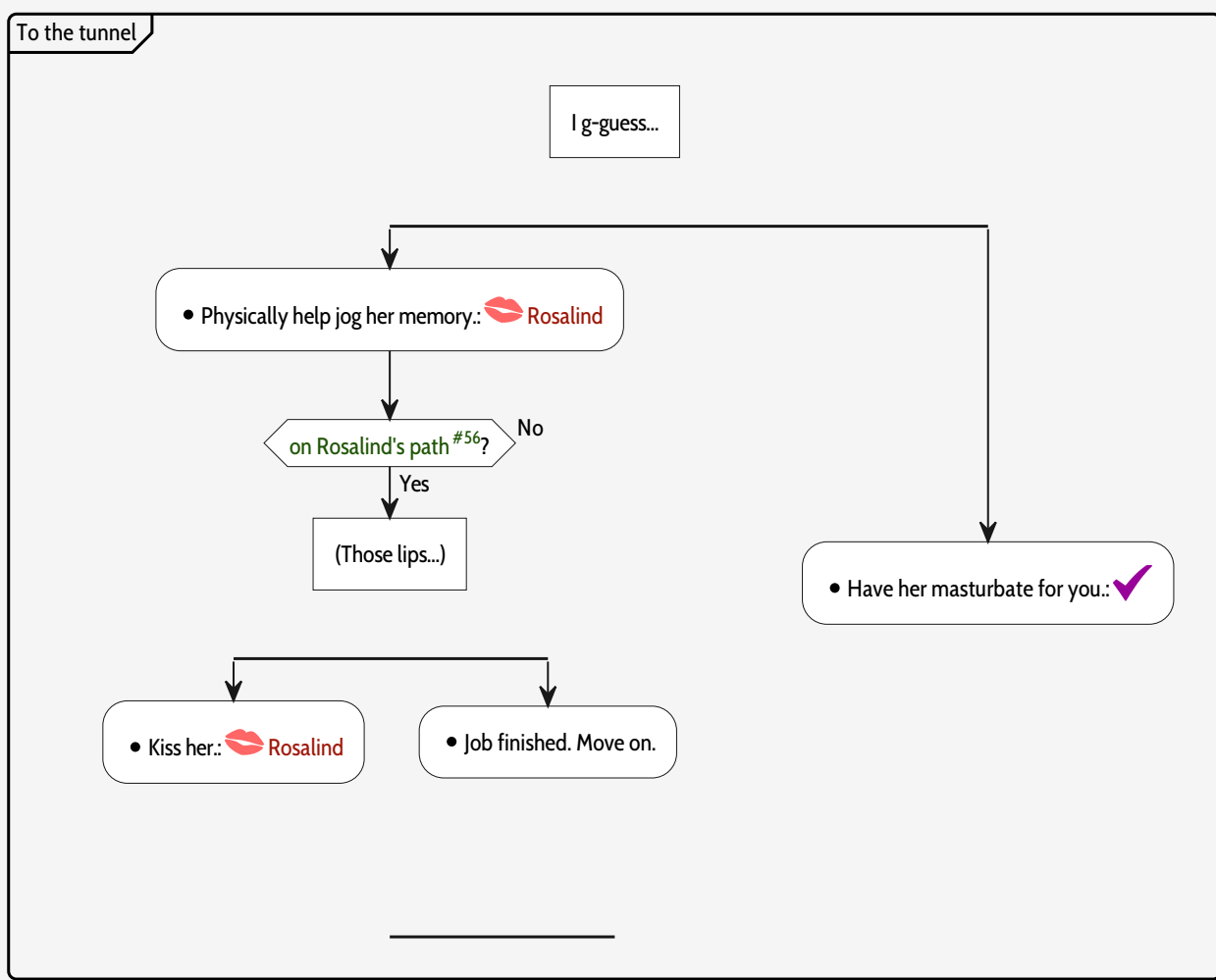
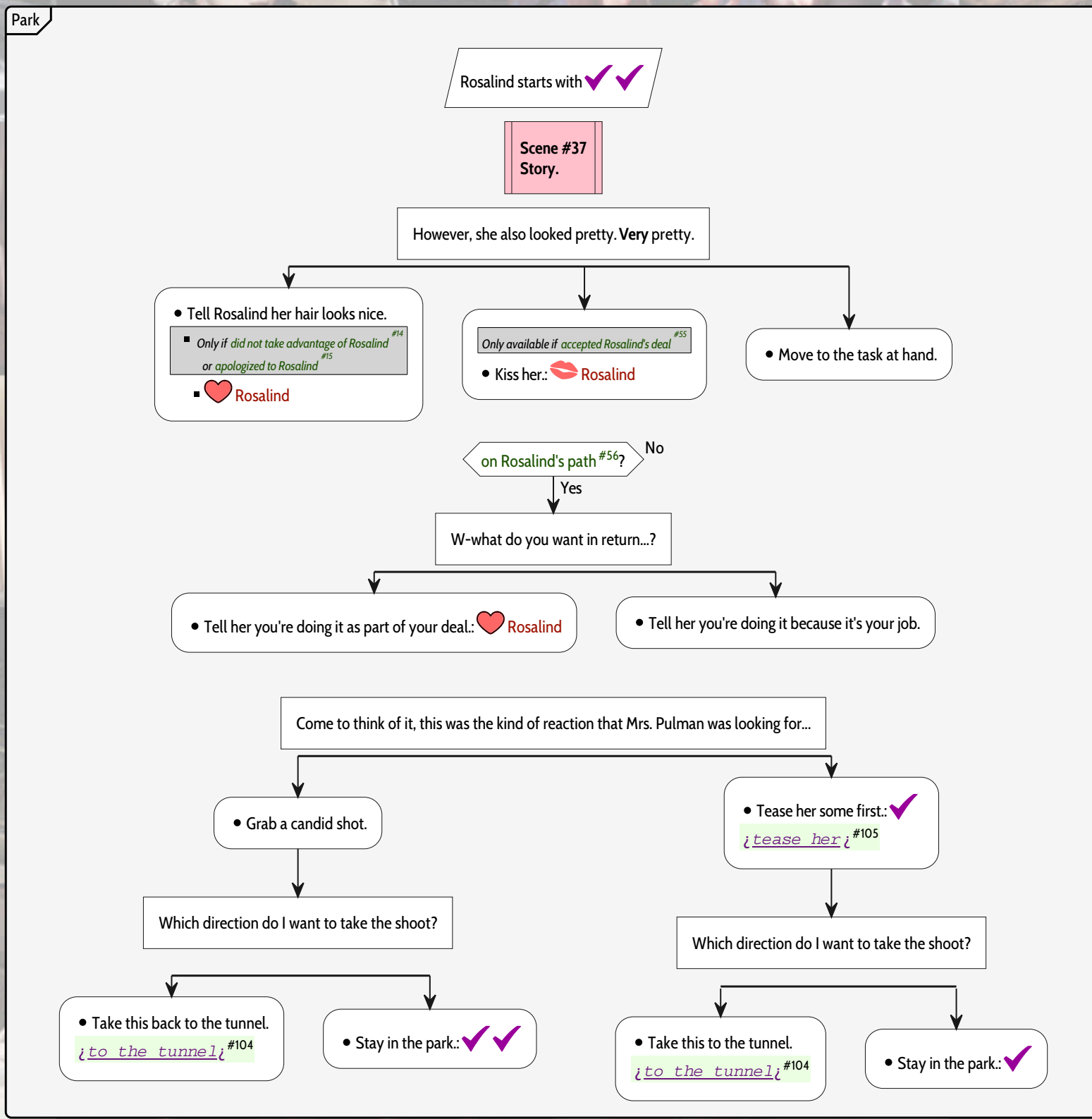
# Pale Carnations Week 2 - Part 2



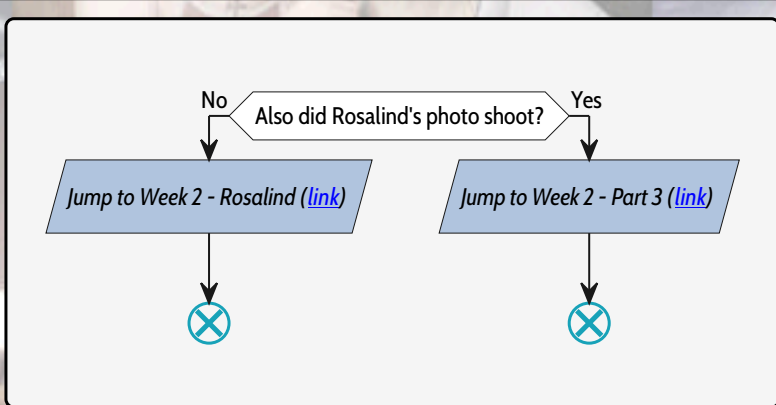
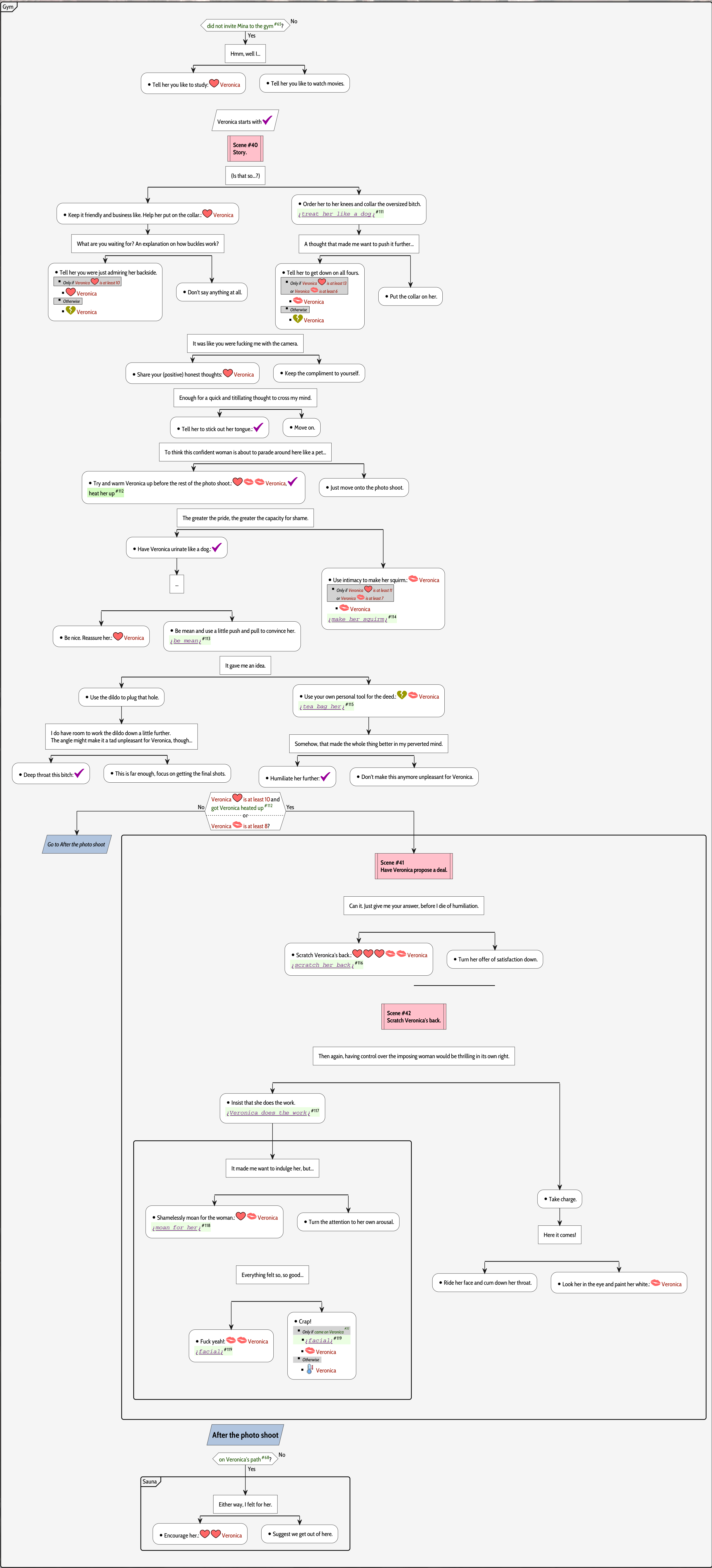
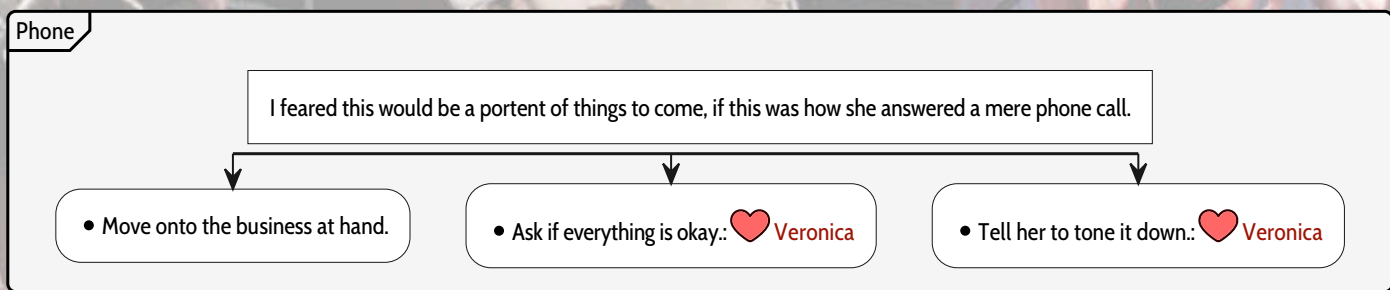
not on Mina's path #47



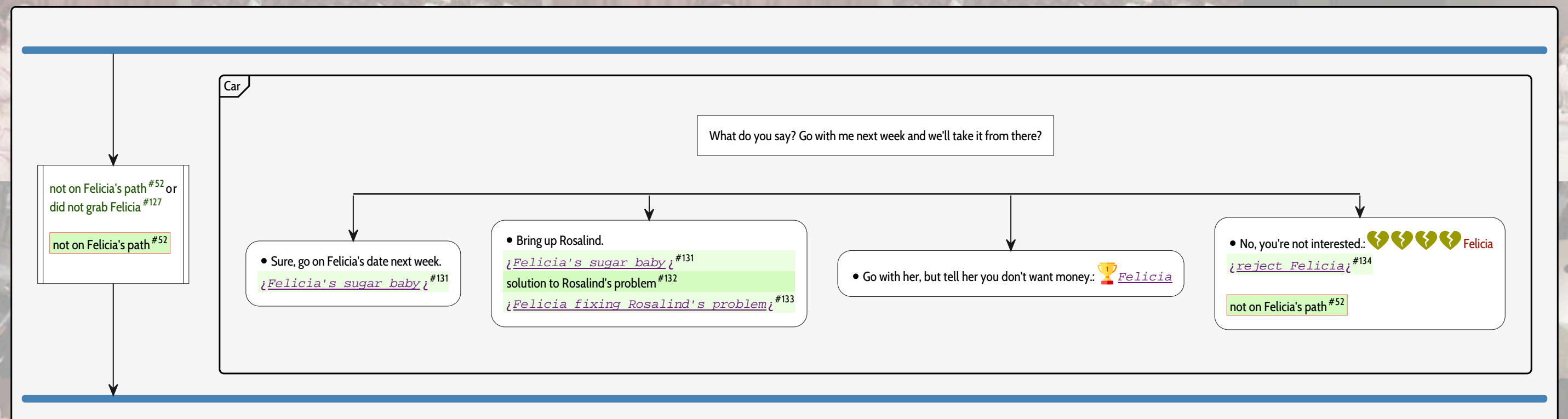
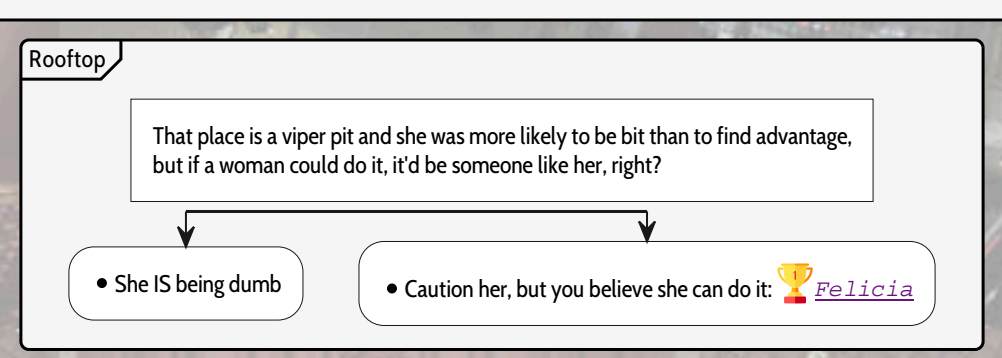
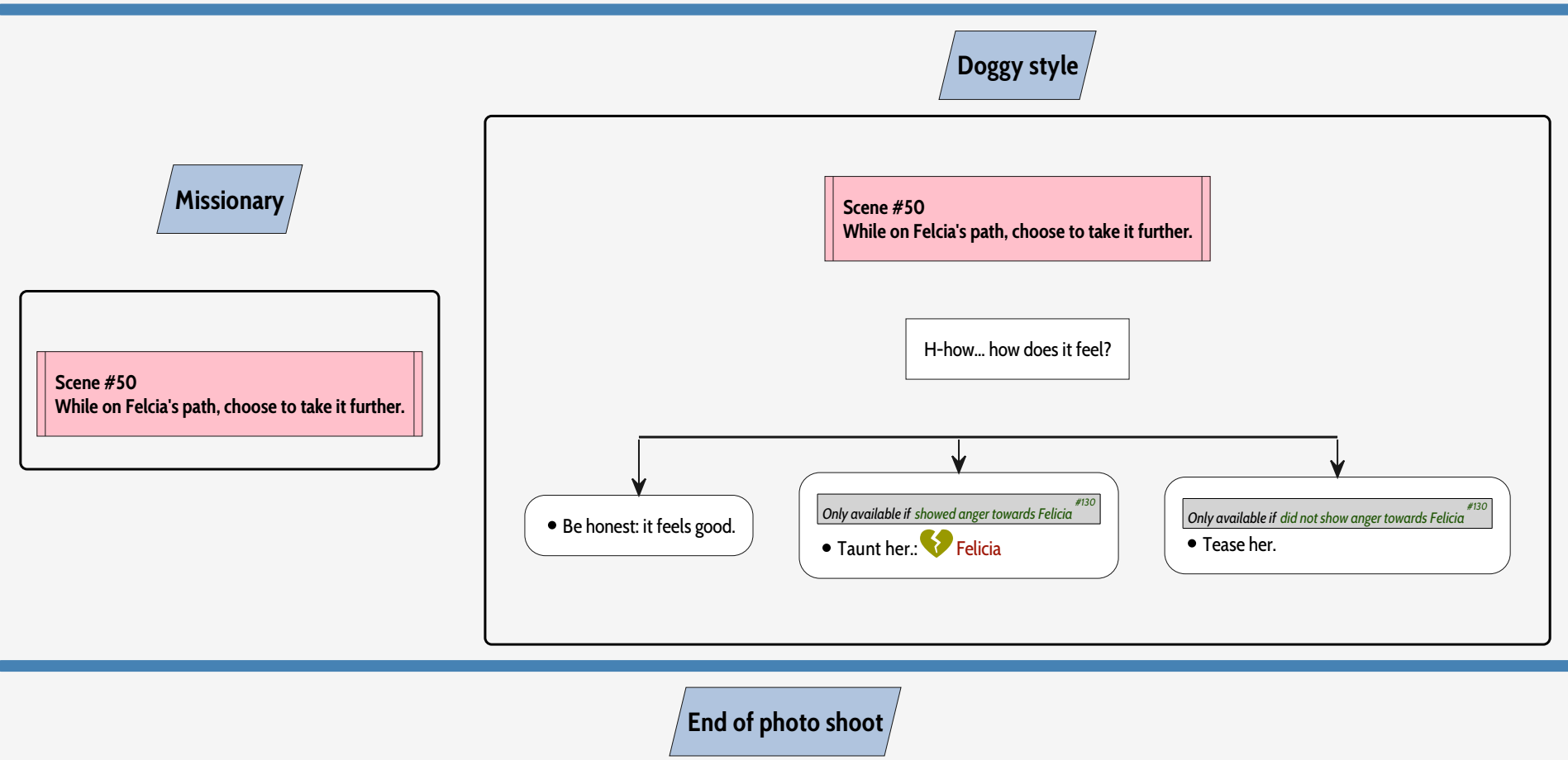
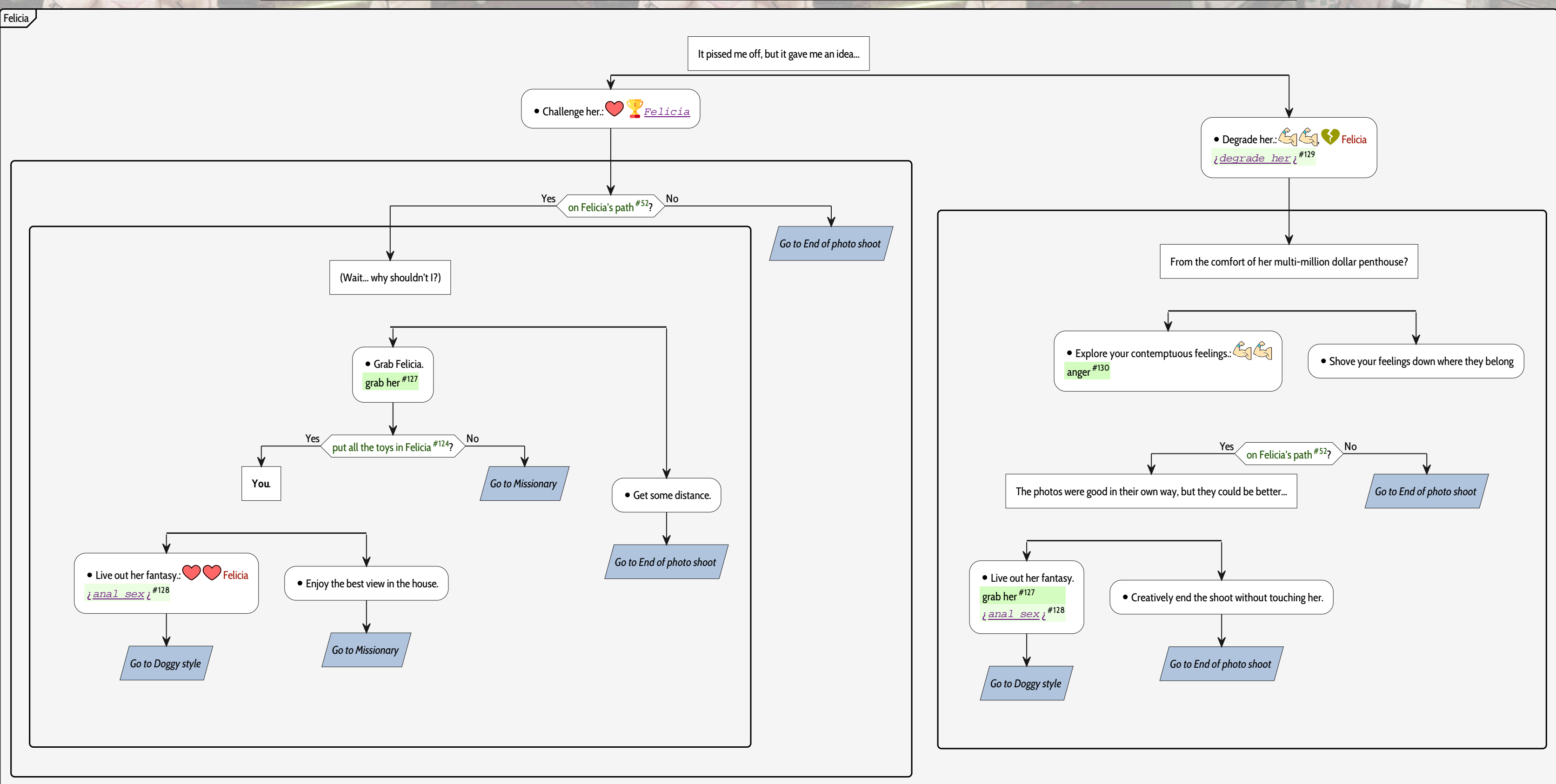
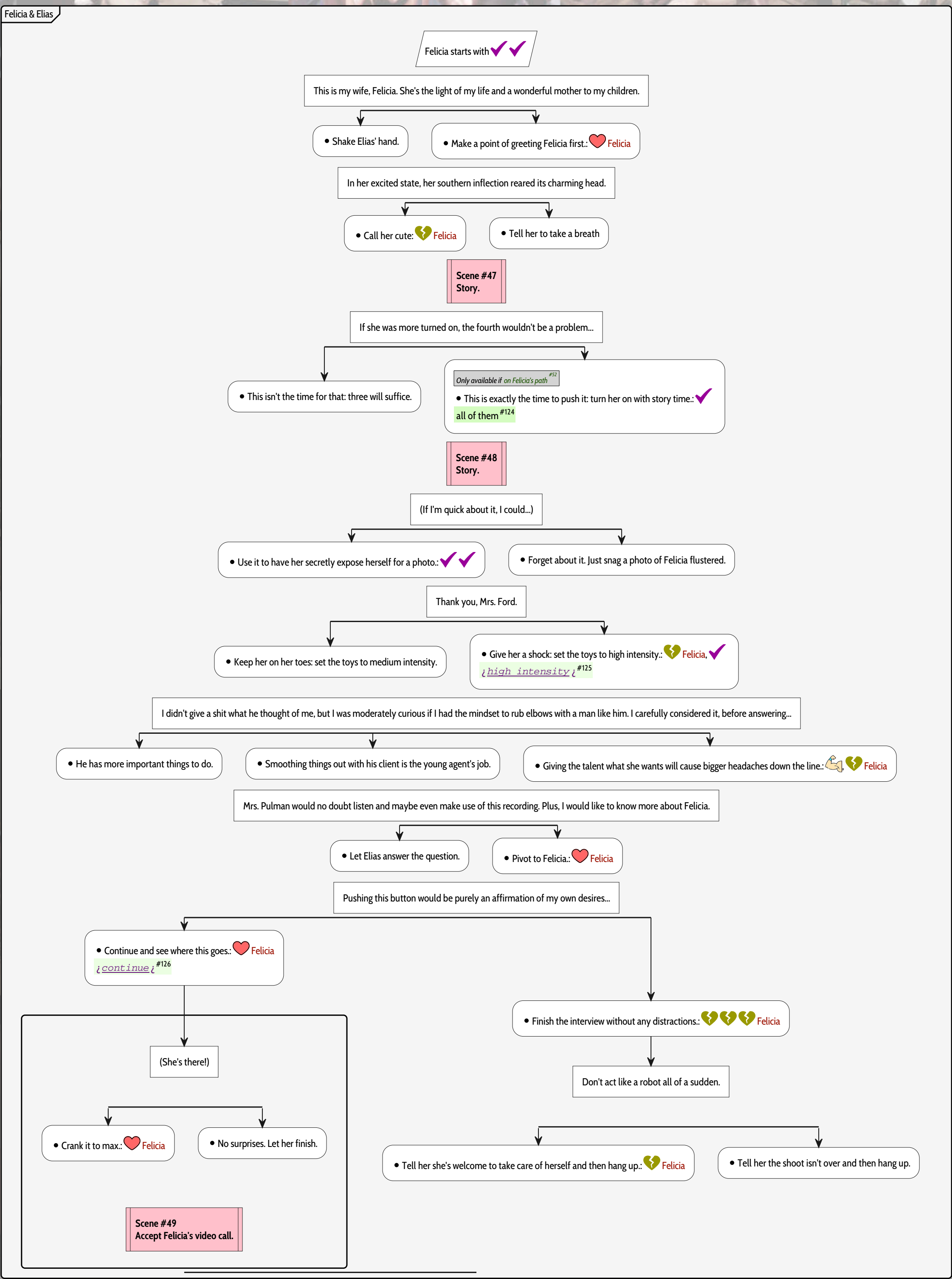
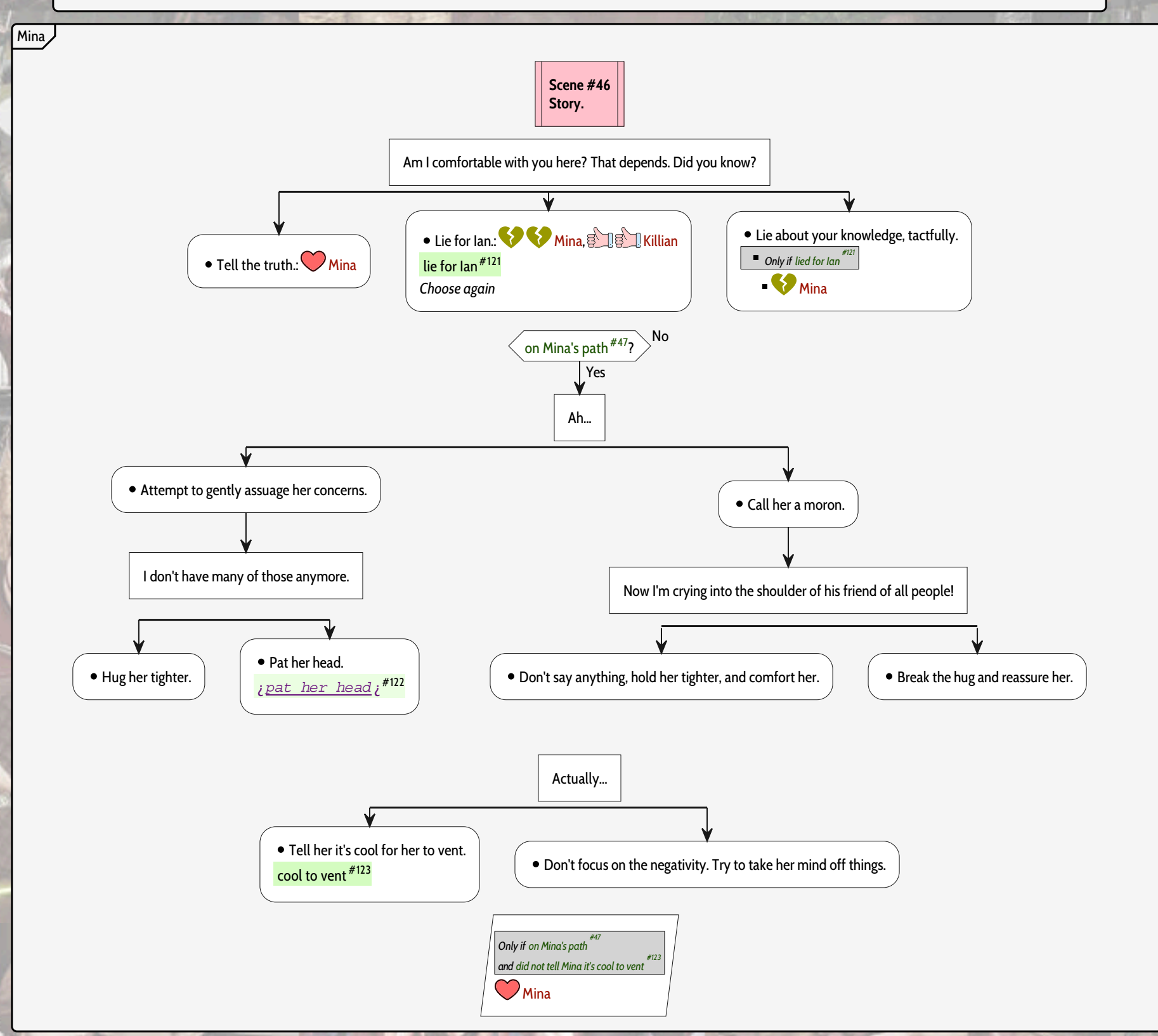
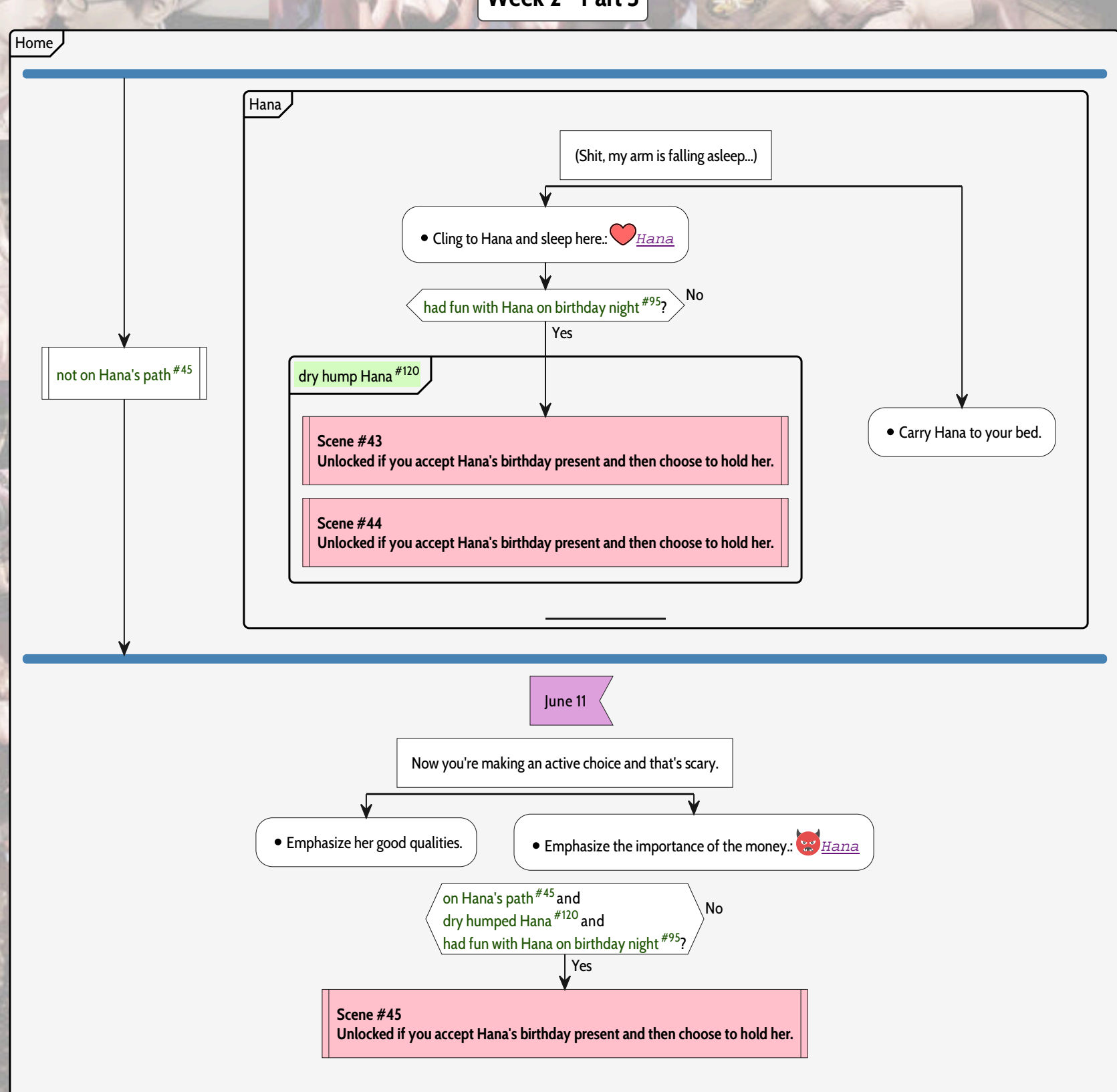
**Pale Carnations  
Week 2 - Rosalind**



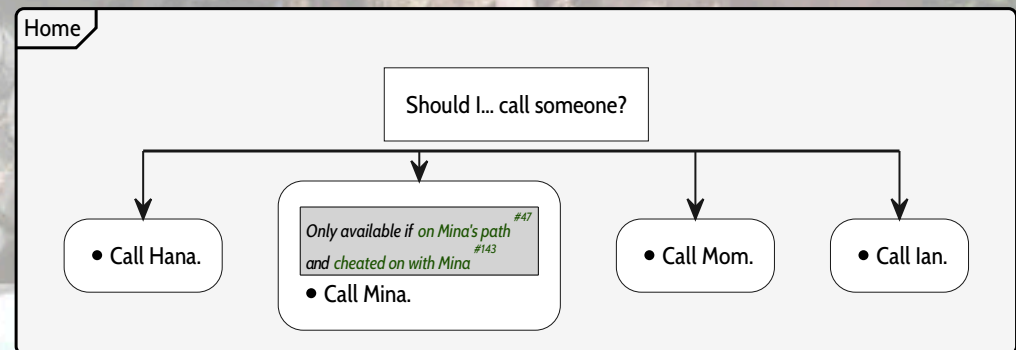
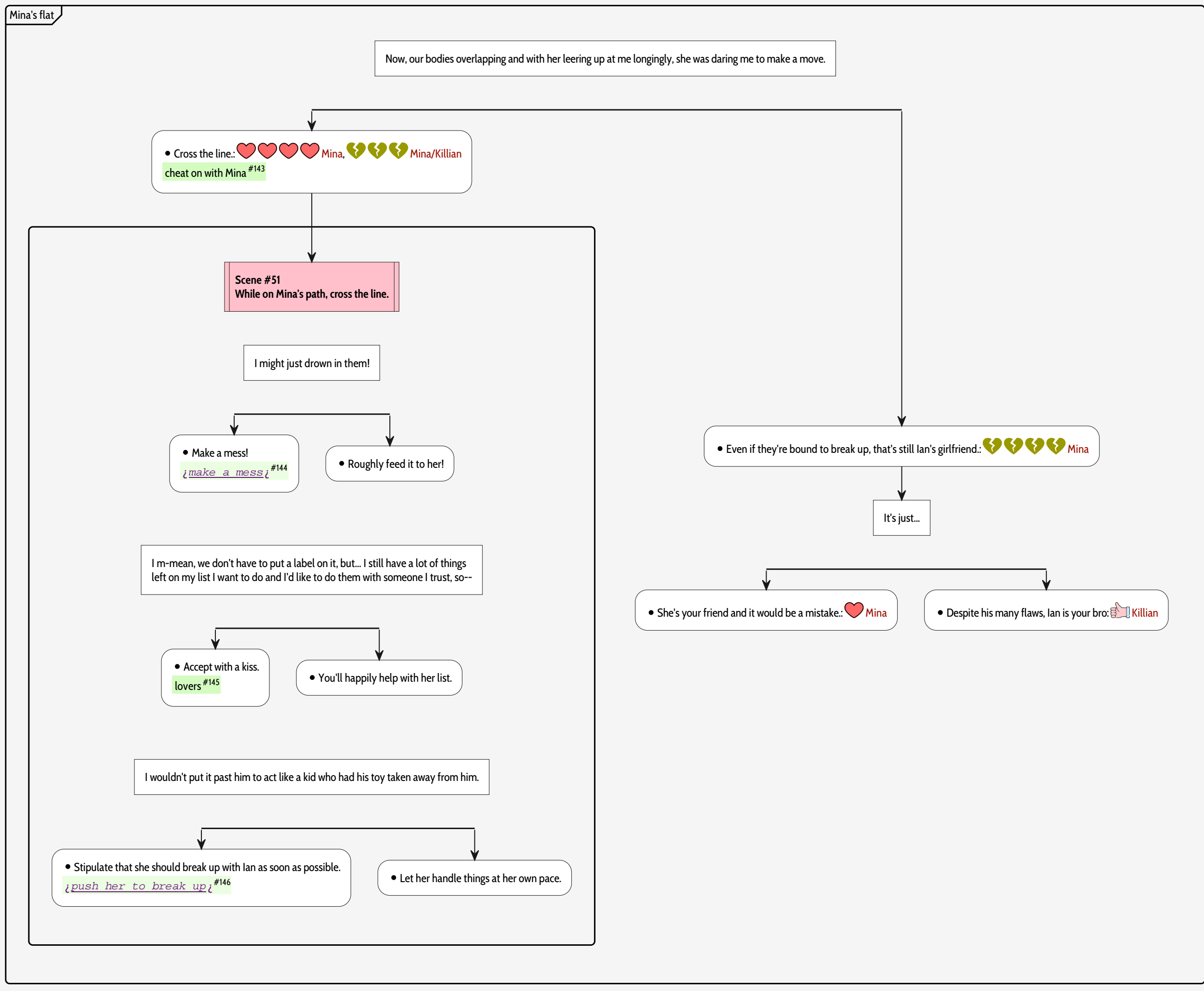
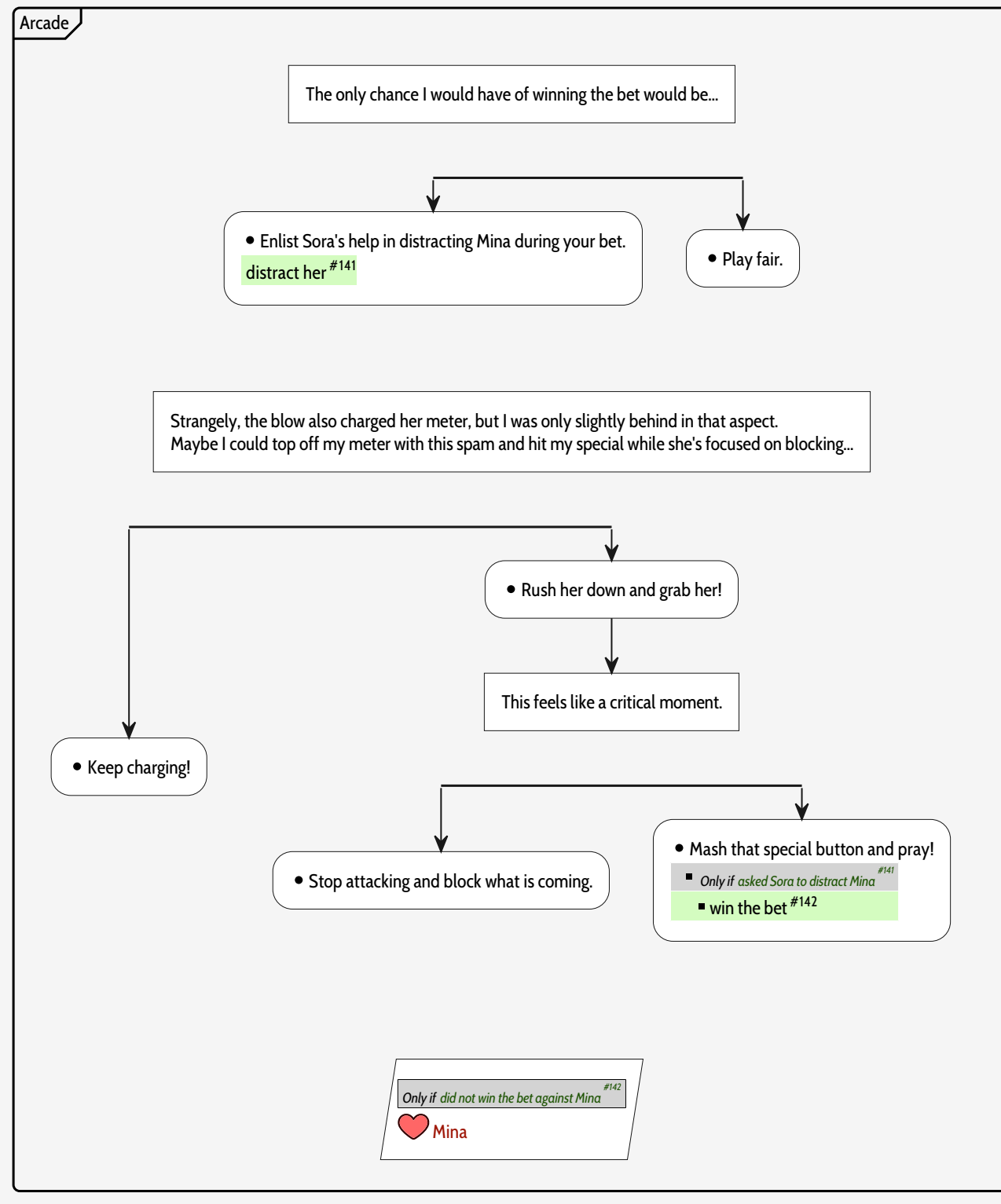
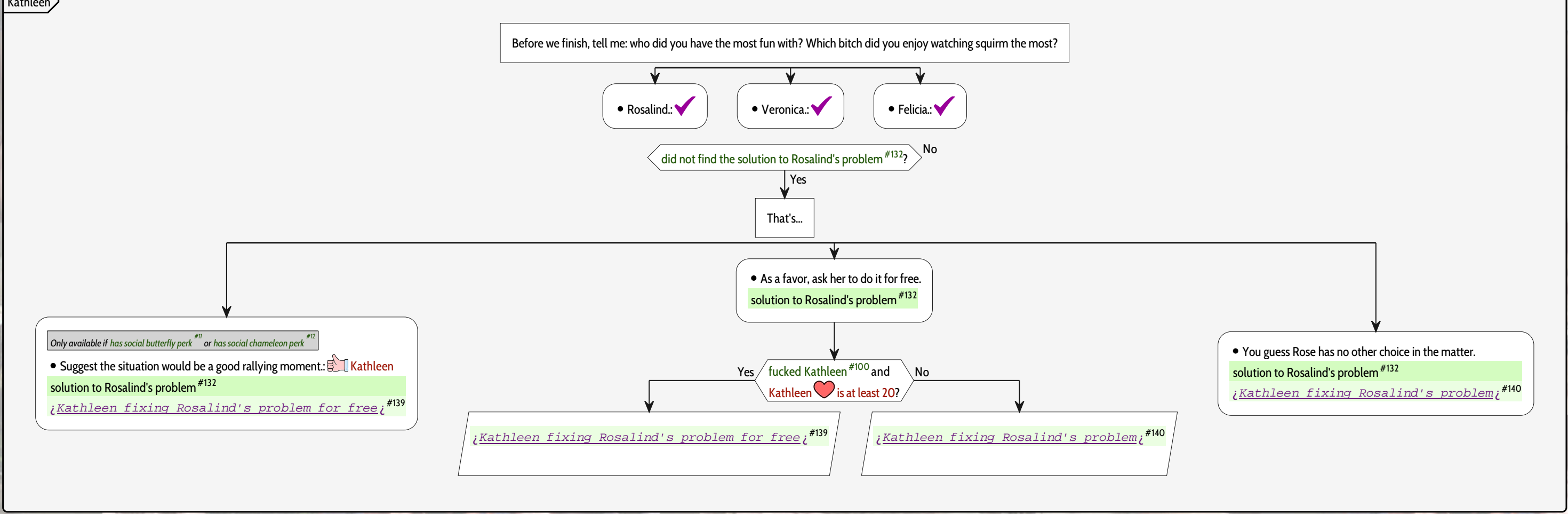
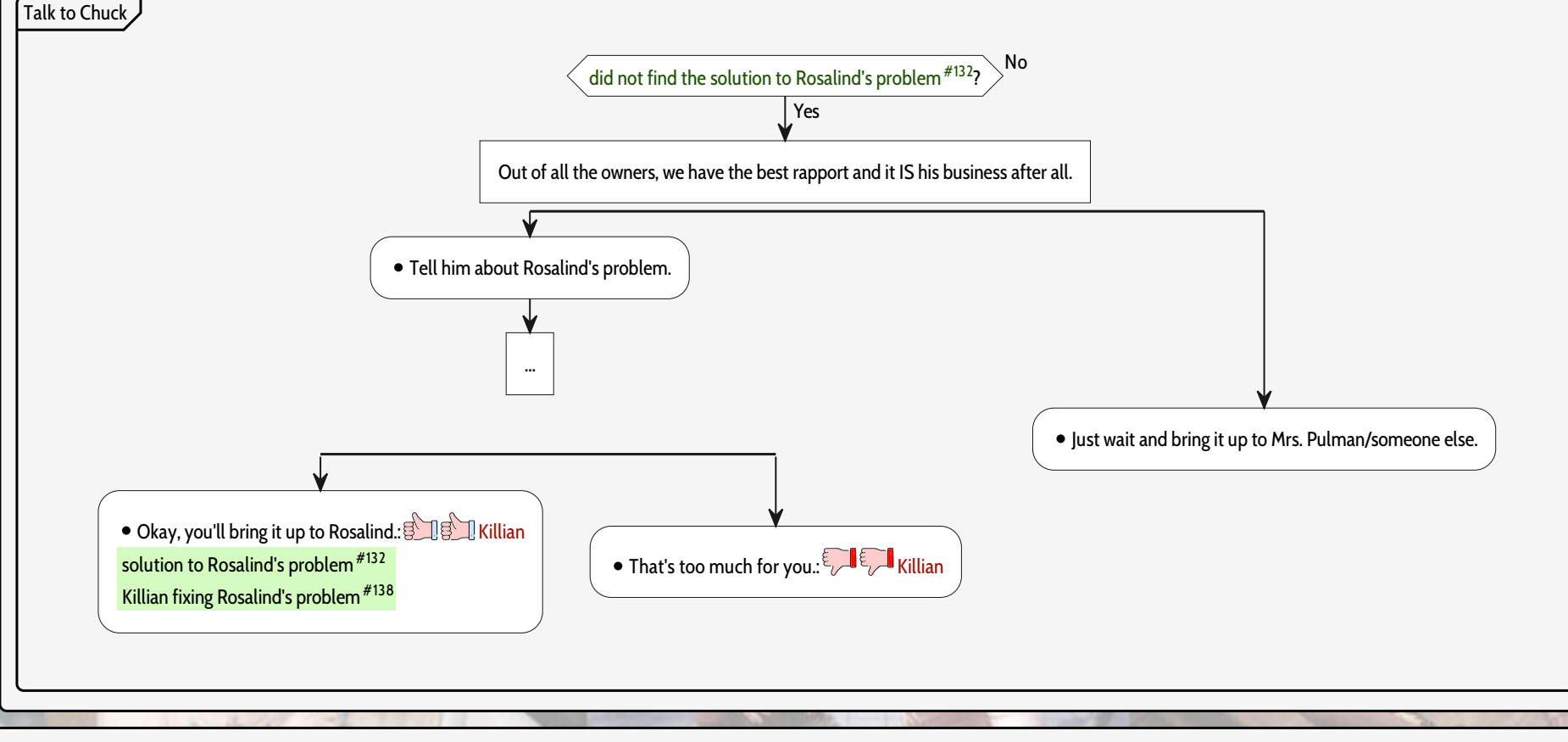
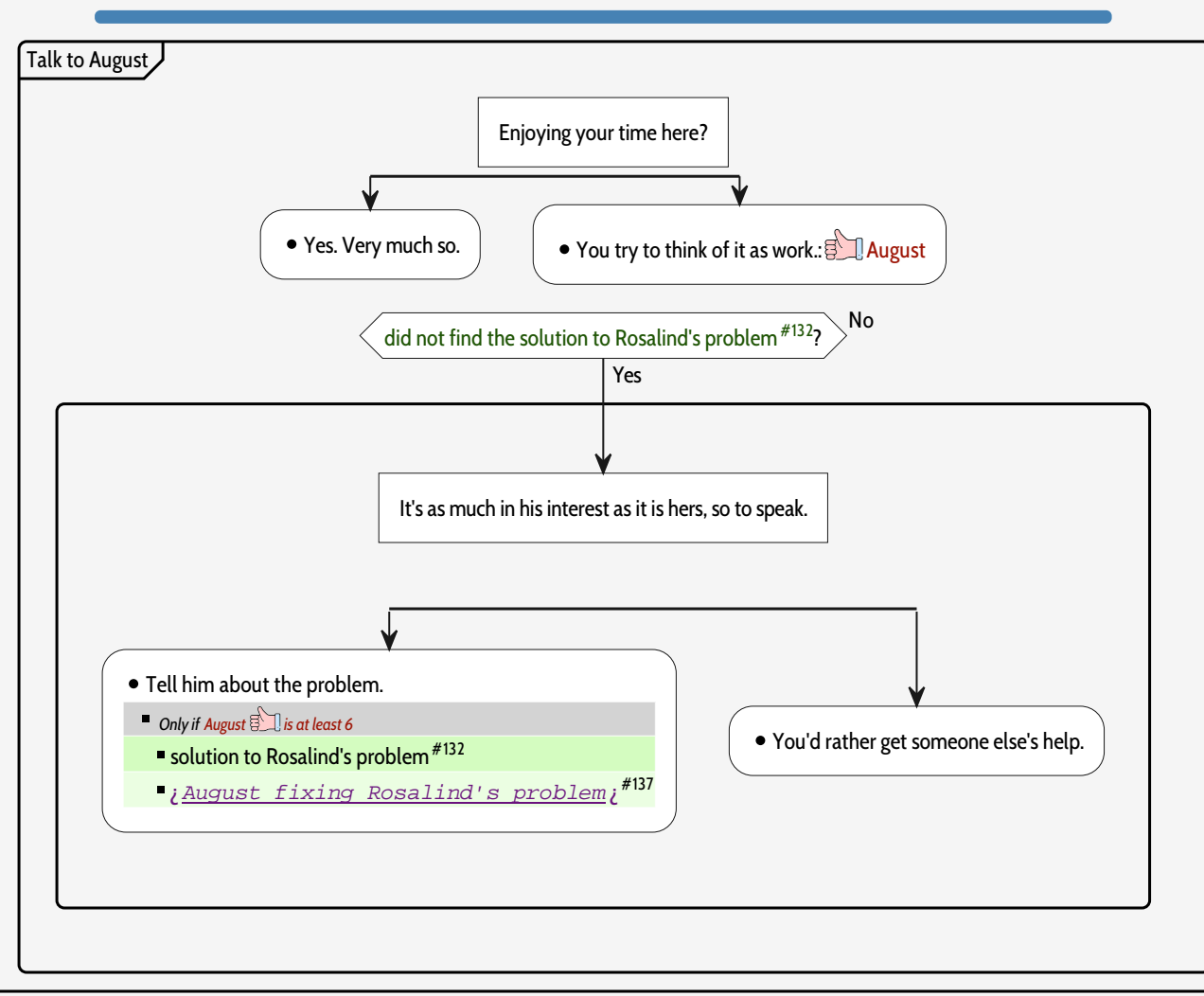
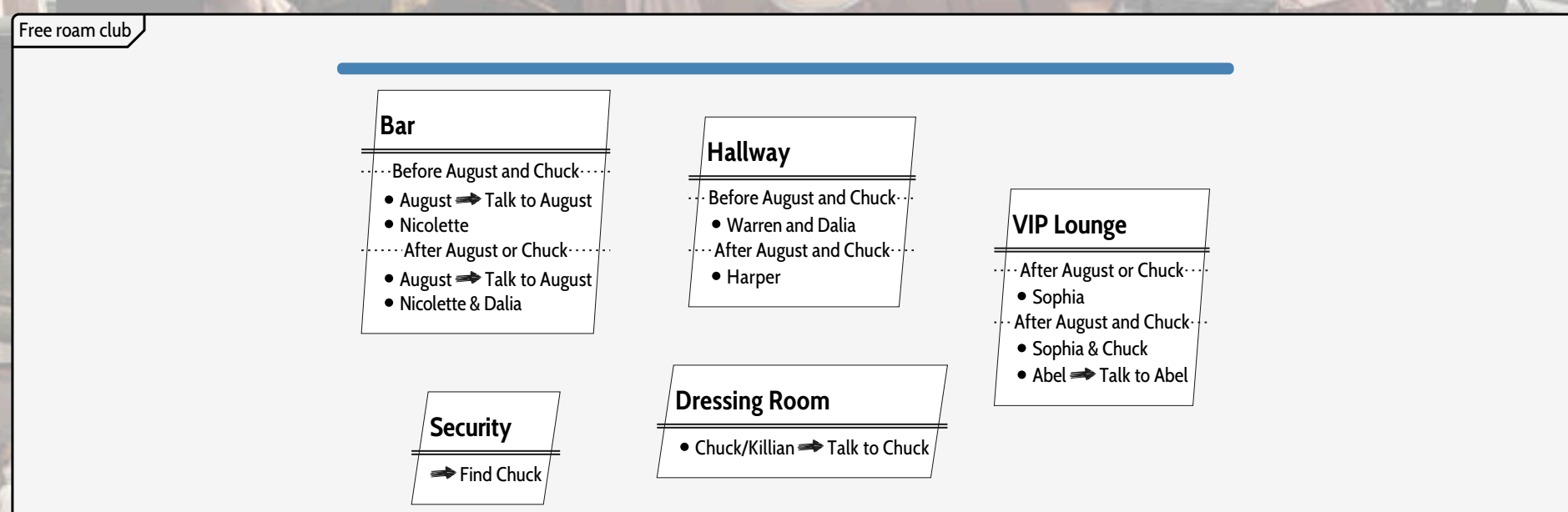
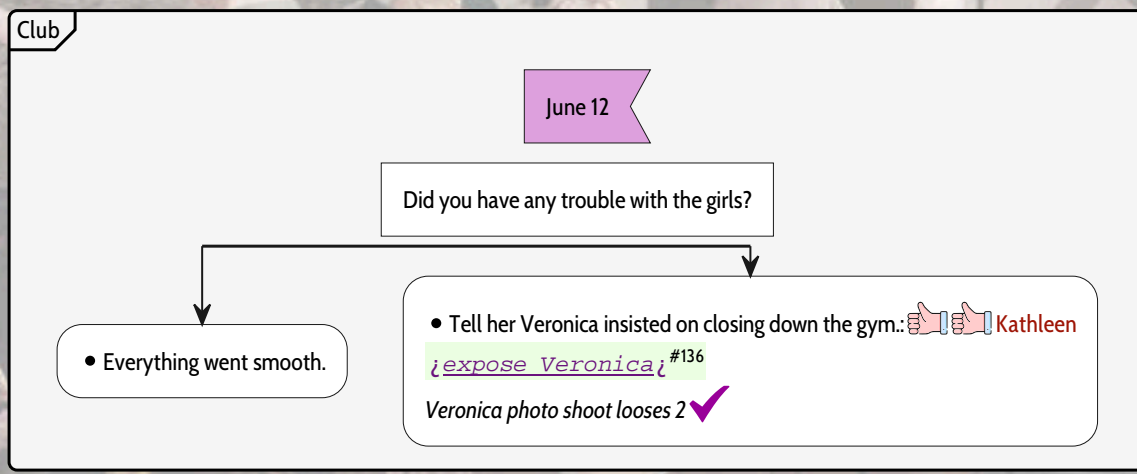
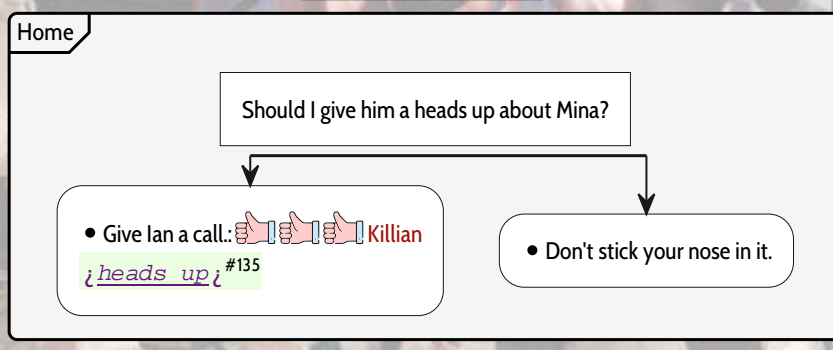
**Pale Carnations  
Week 2 - Veronica**



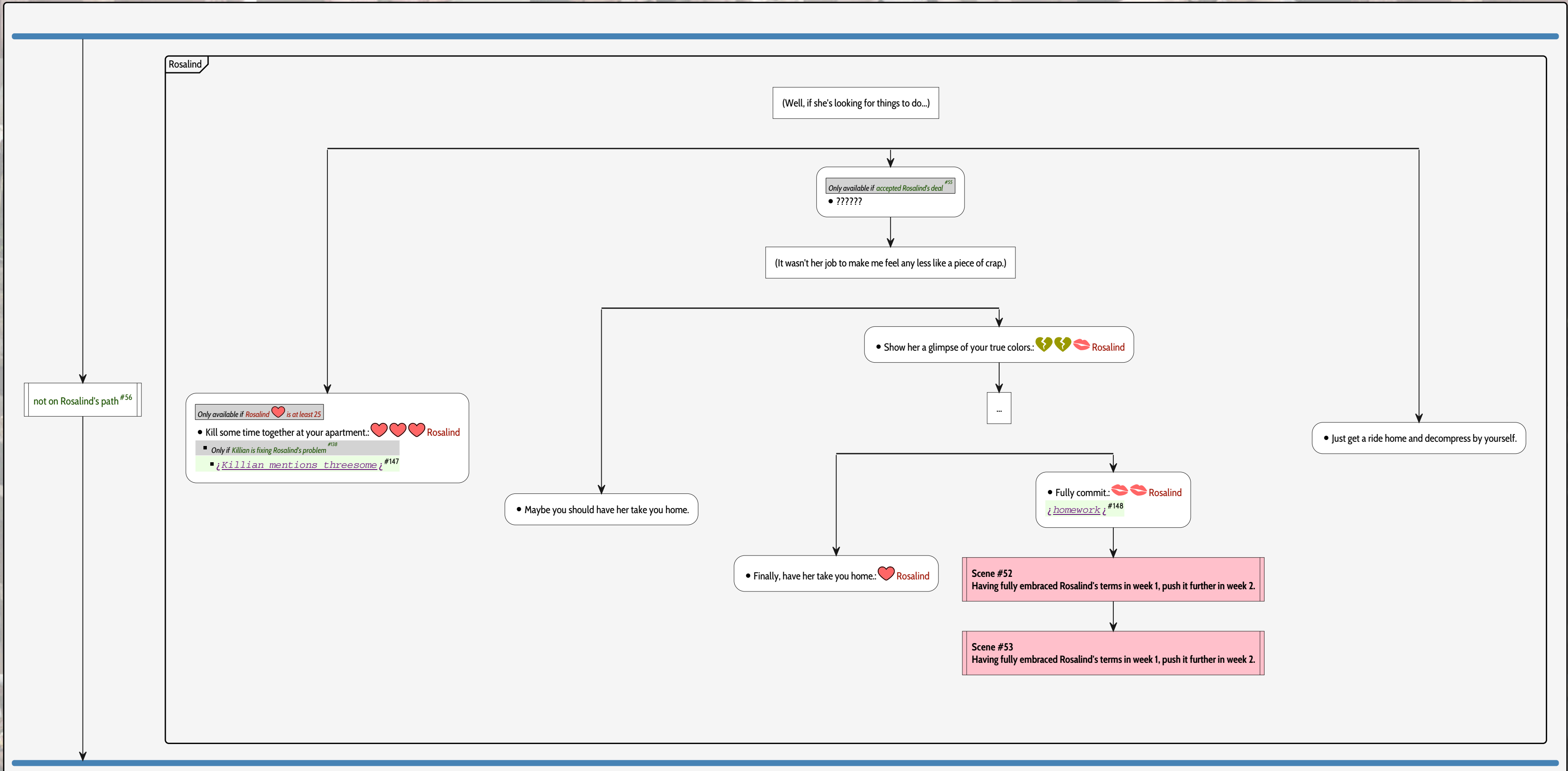
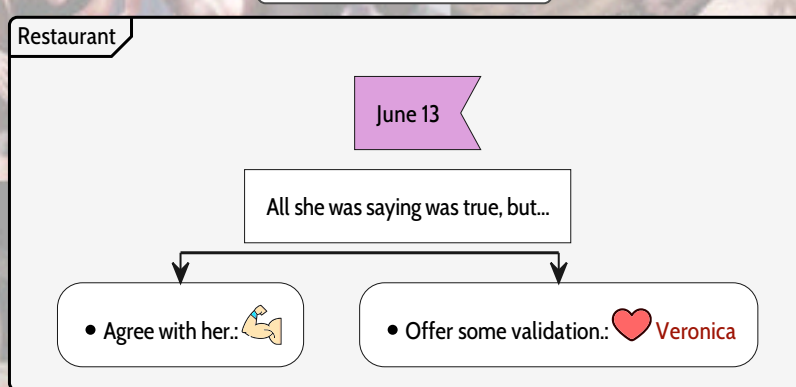
Pale Carnations  
Week 2 - Part 3



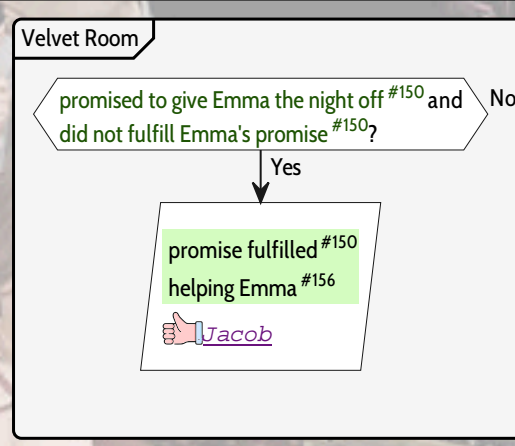
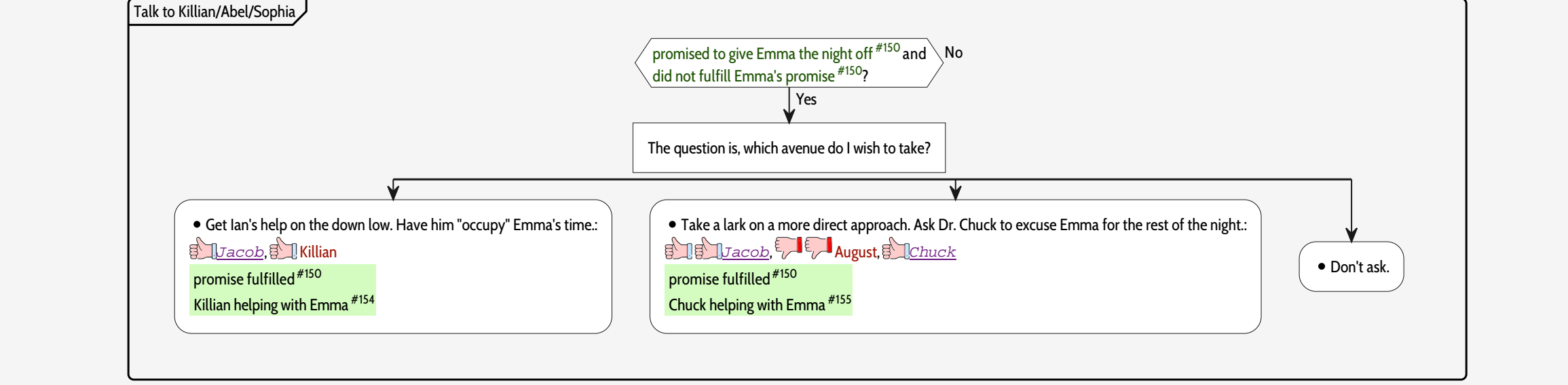
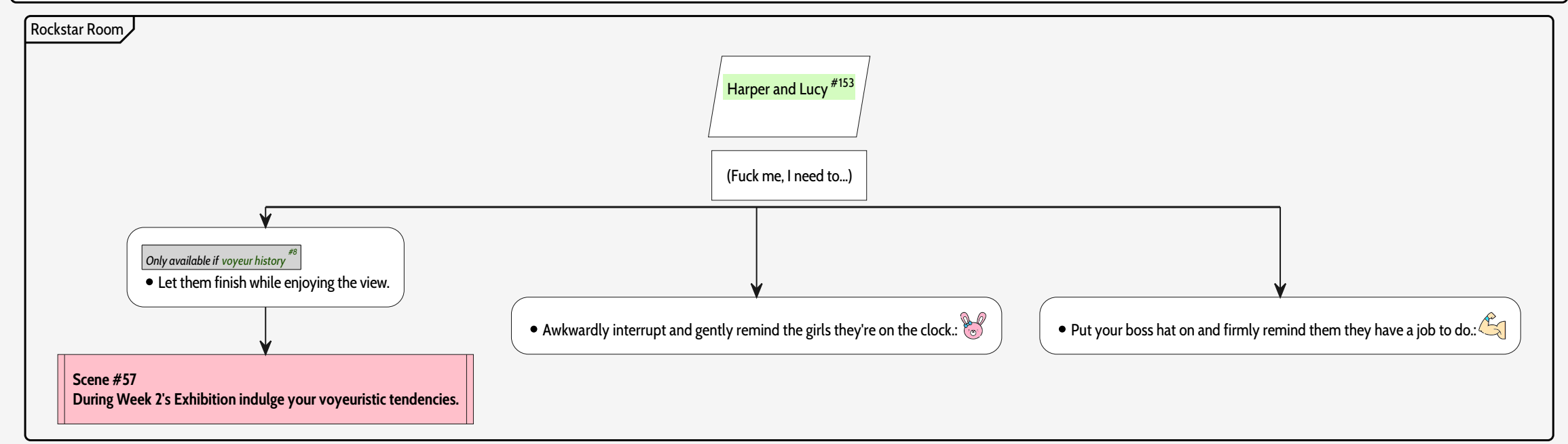
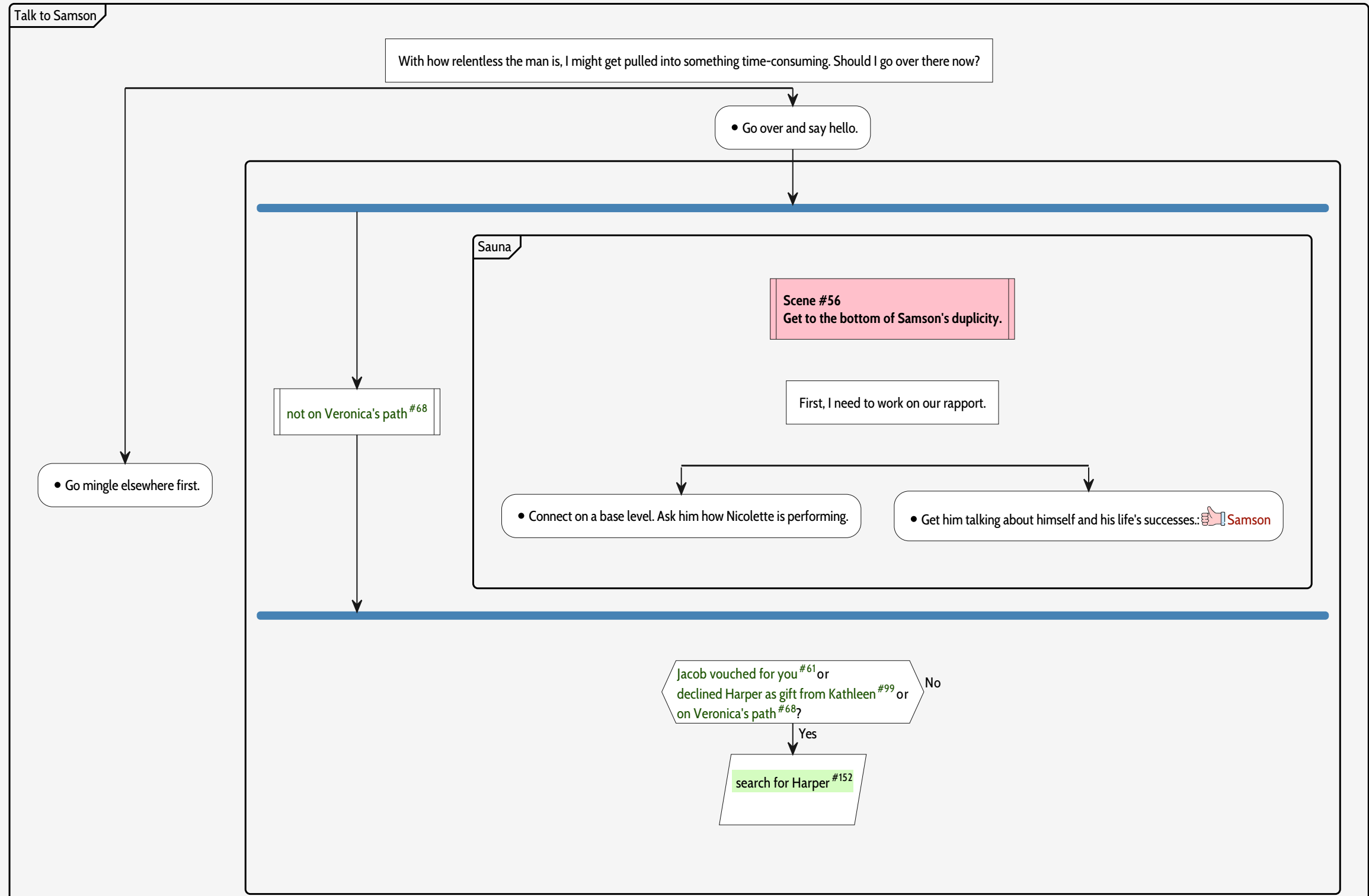
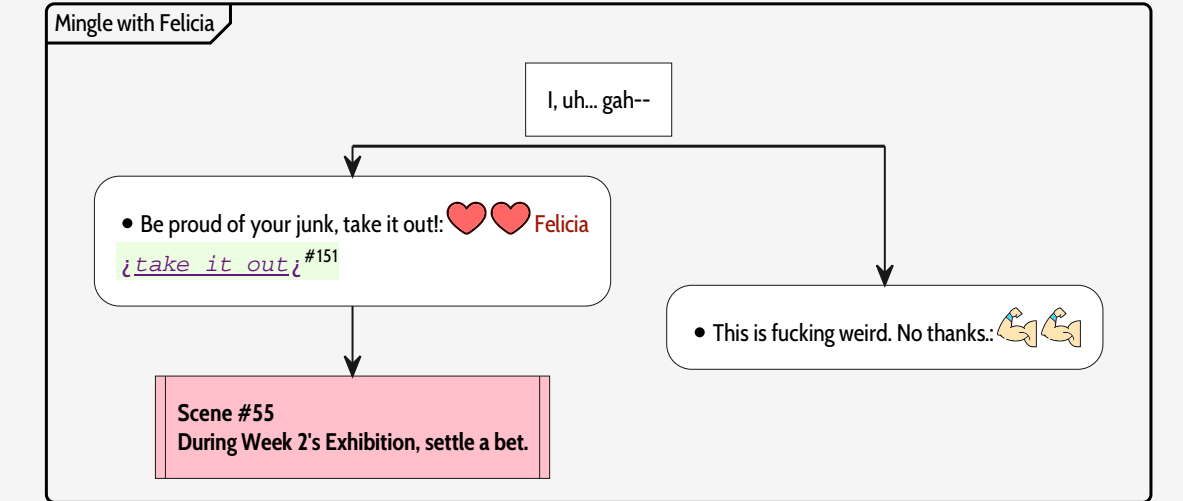
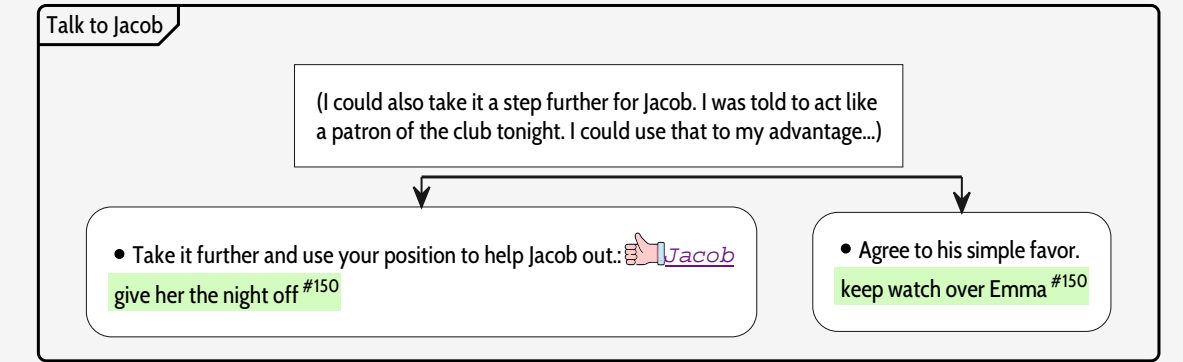
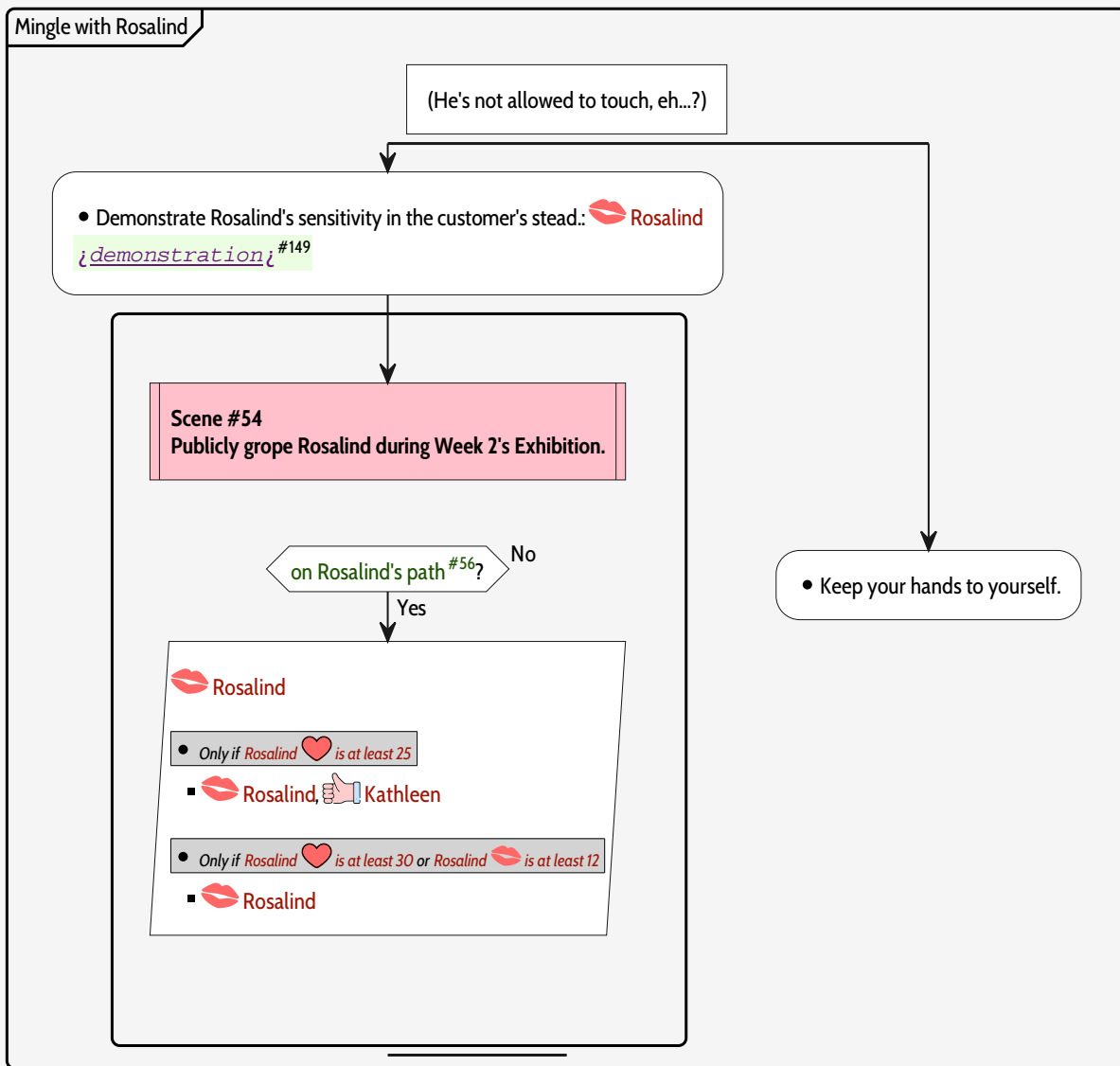
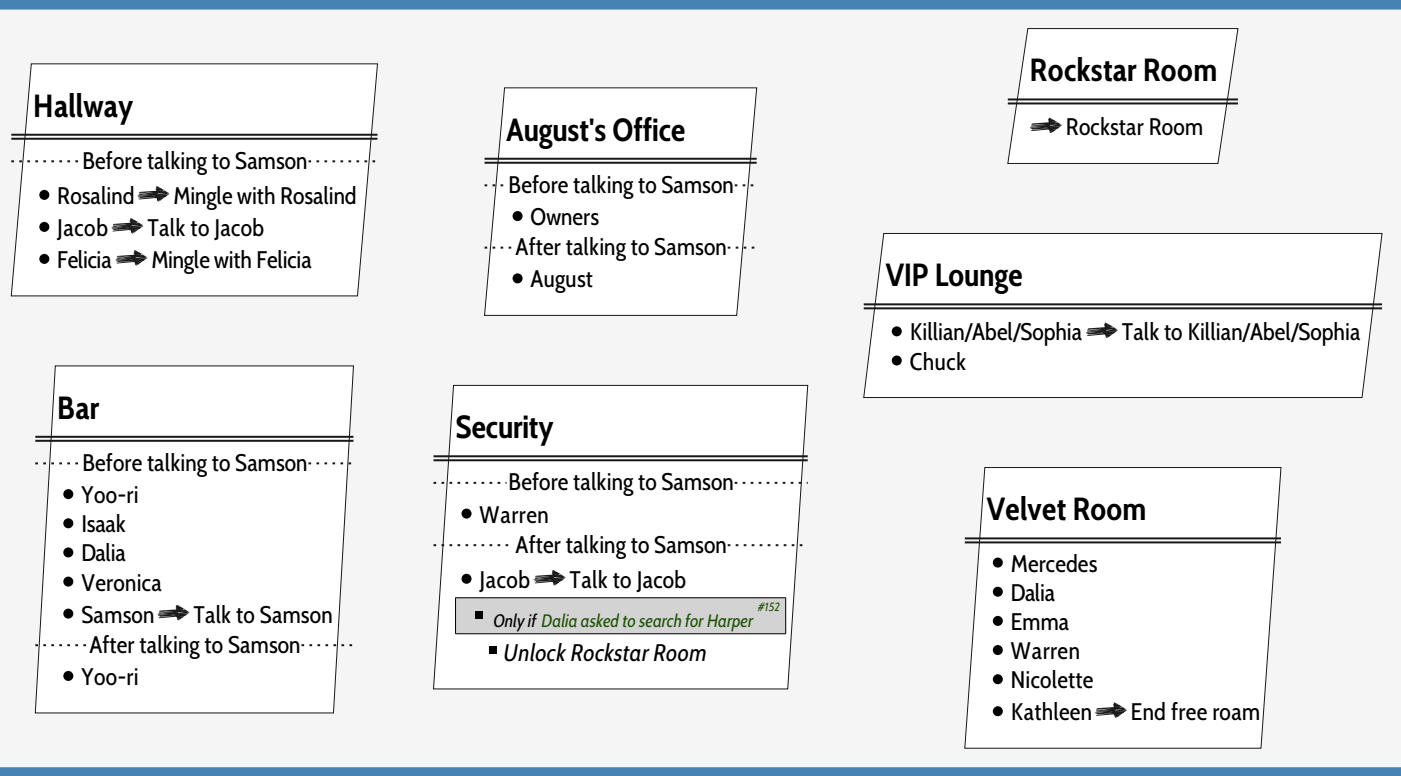
Pale Carnations  
Week 2 - Part 4



Pale Carnations  
Week 2 Exhibition

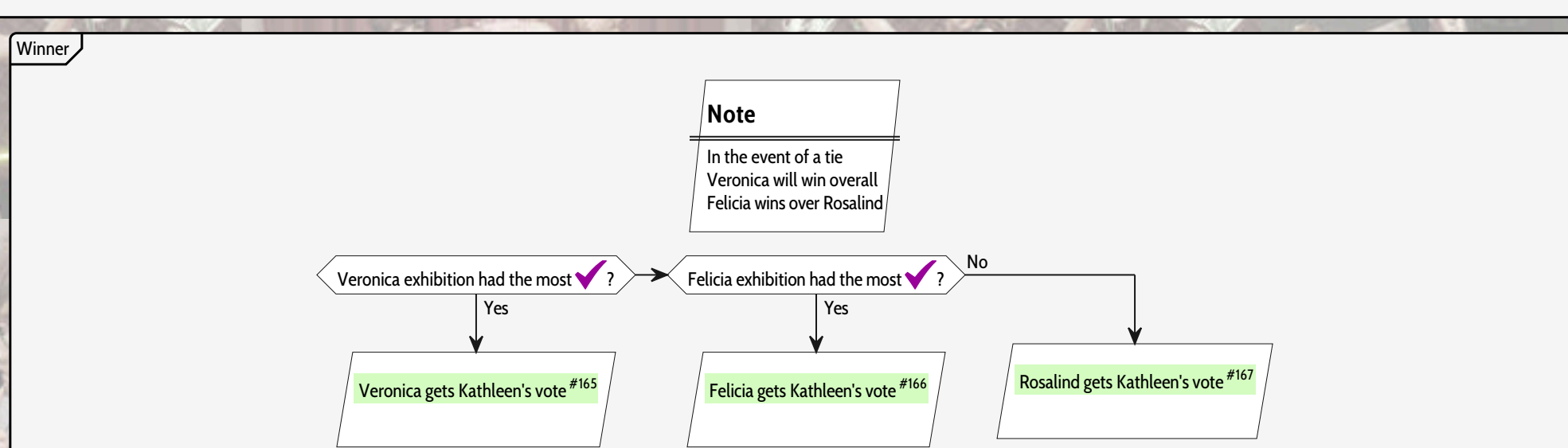
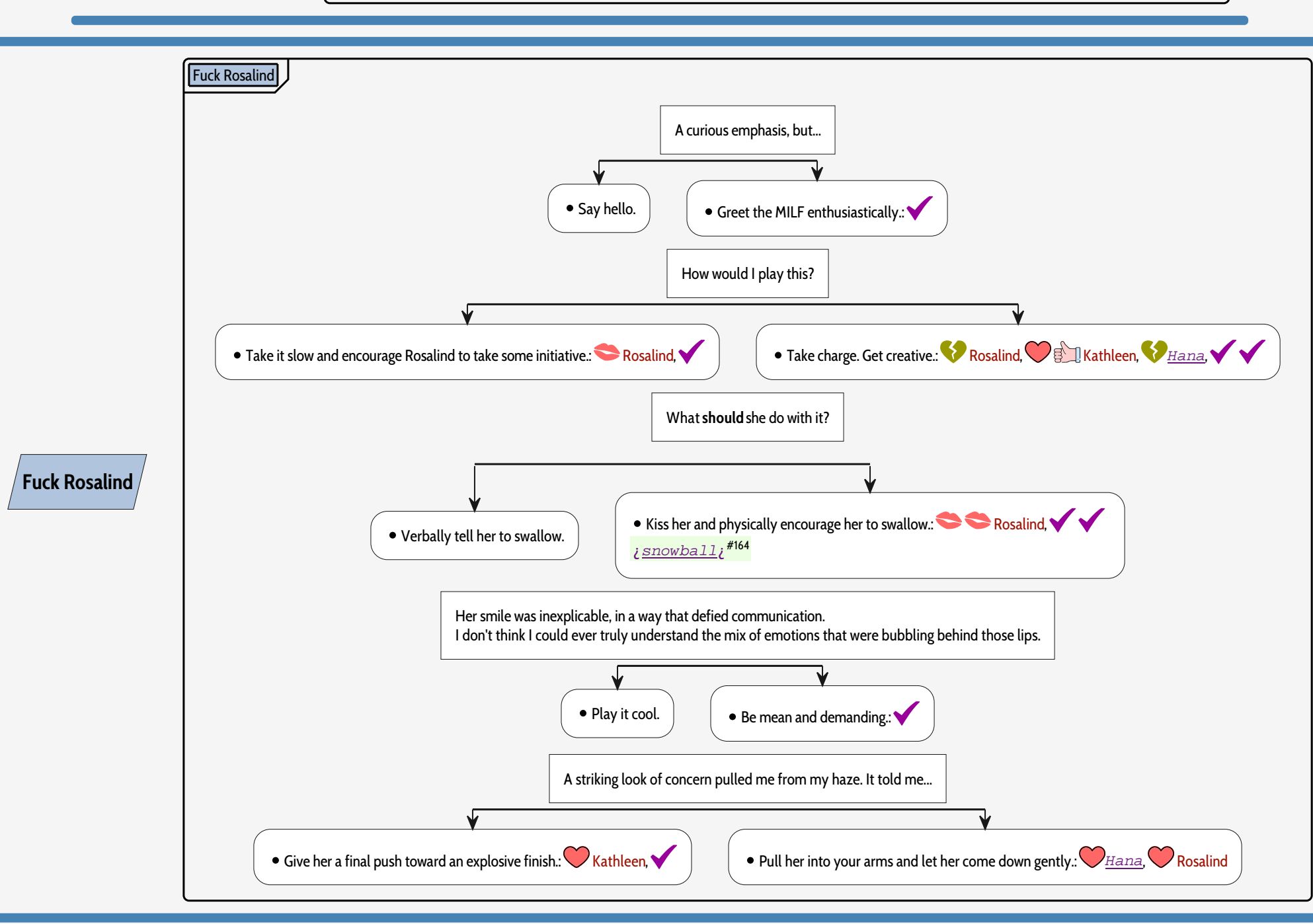
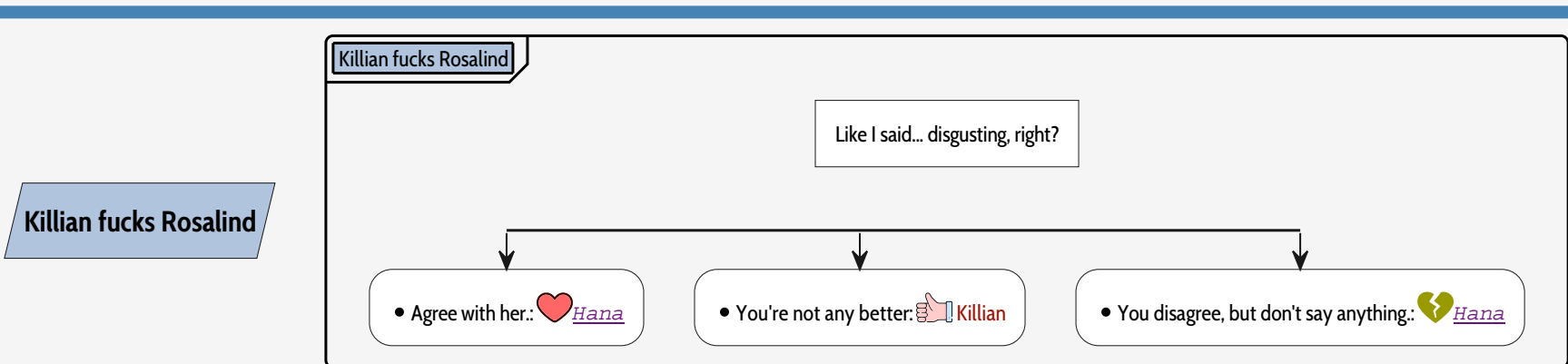
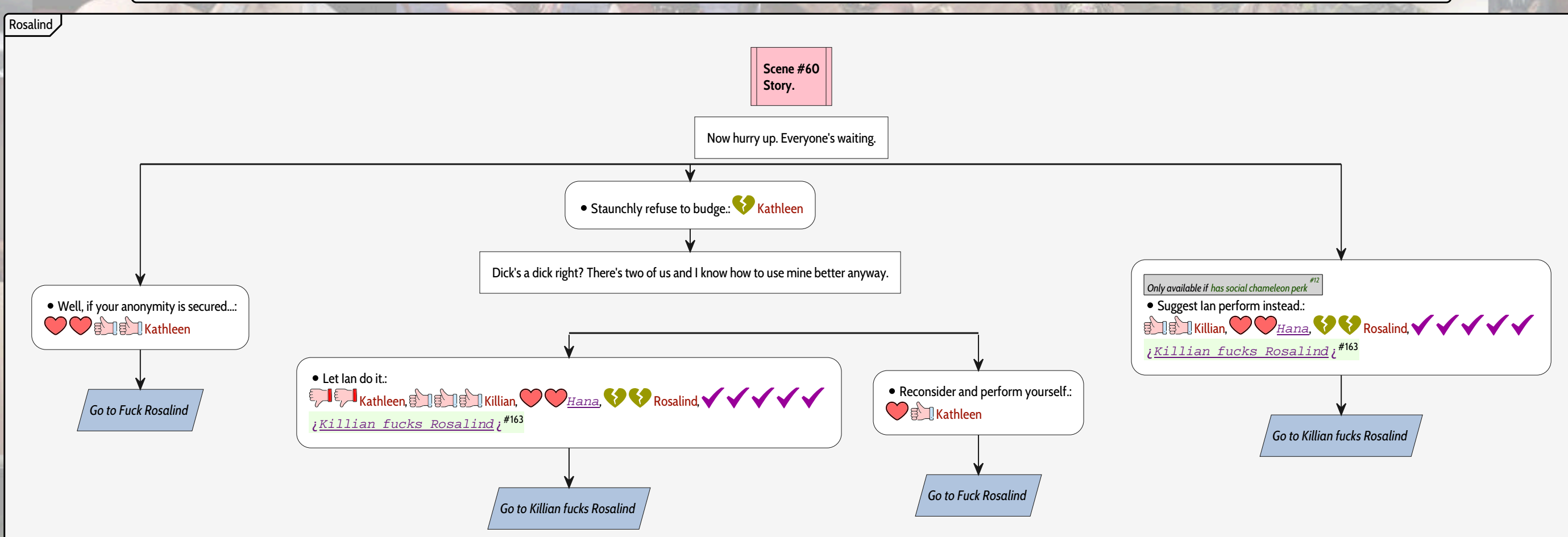
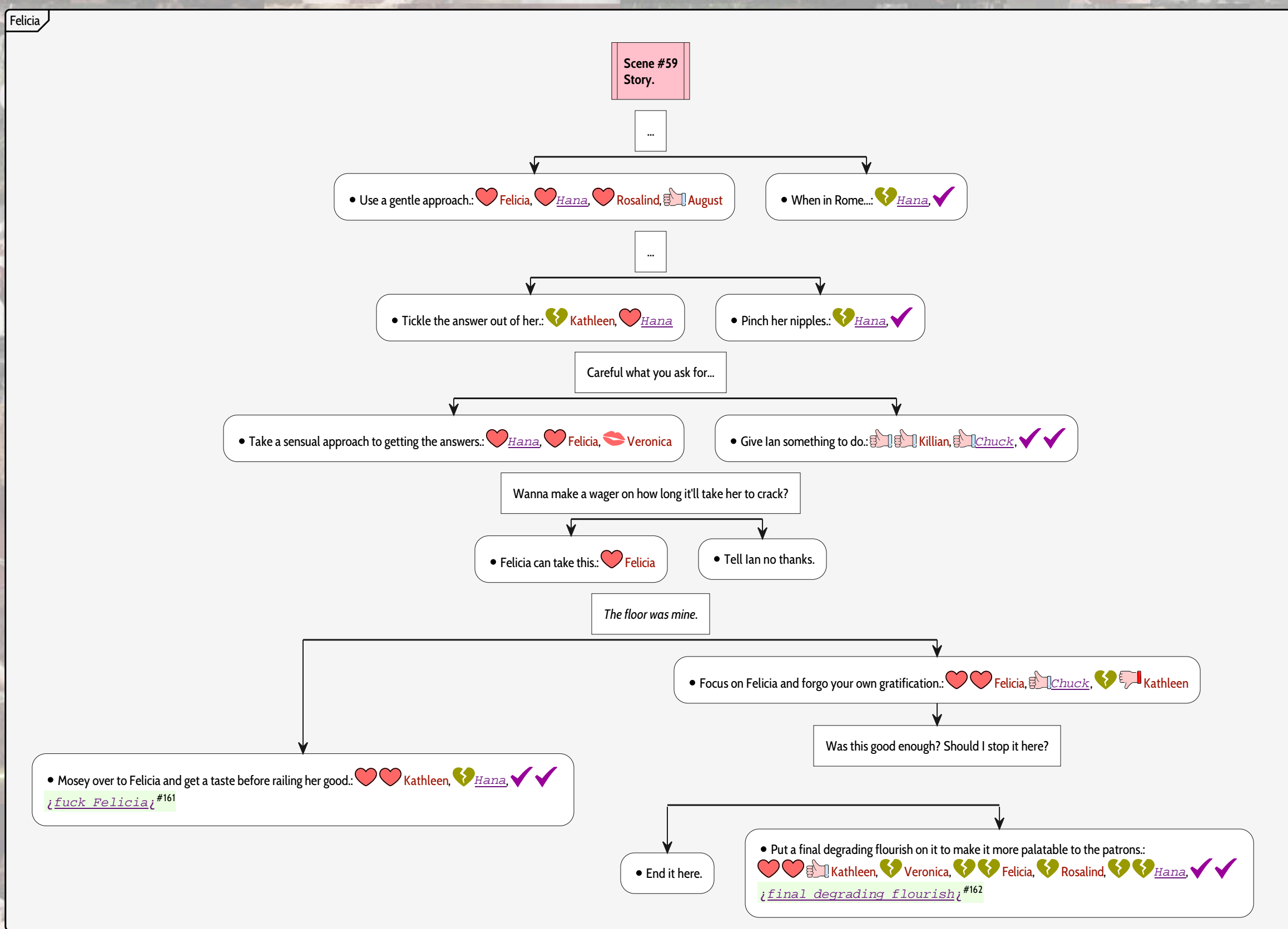
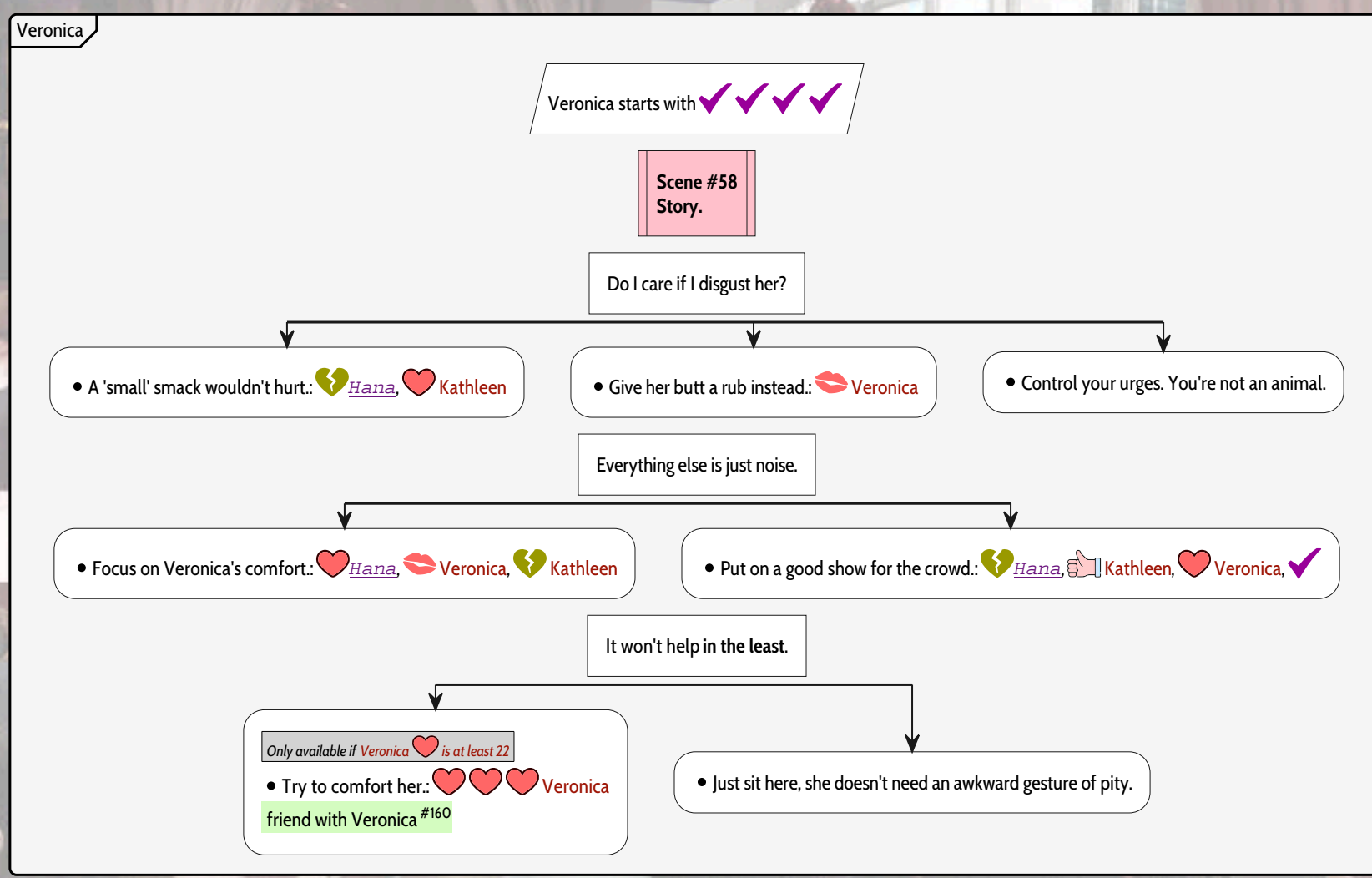
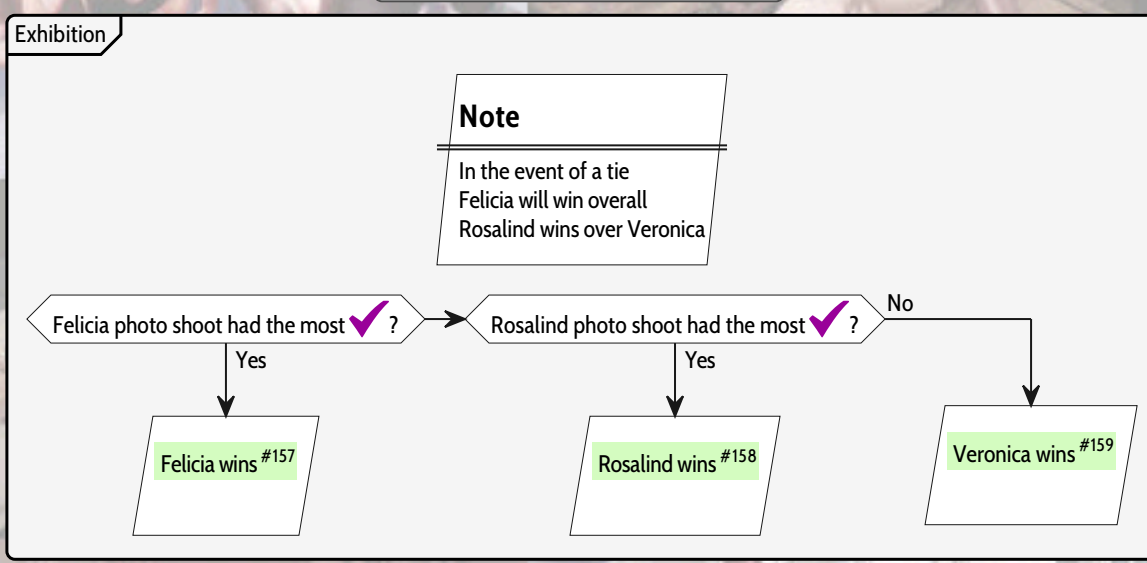


Free roam club



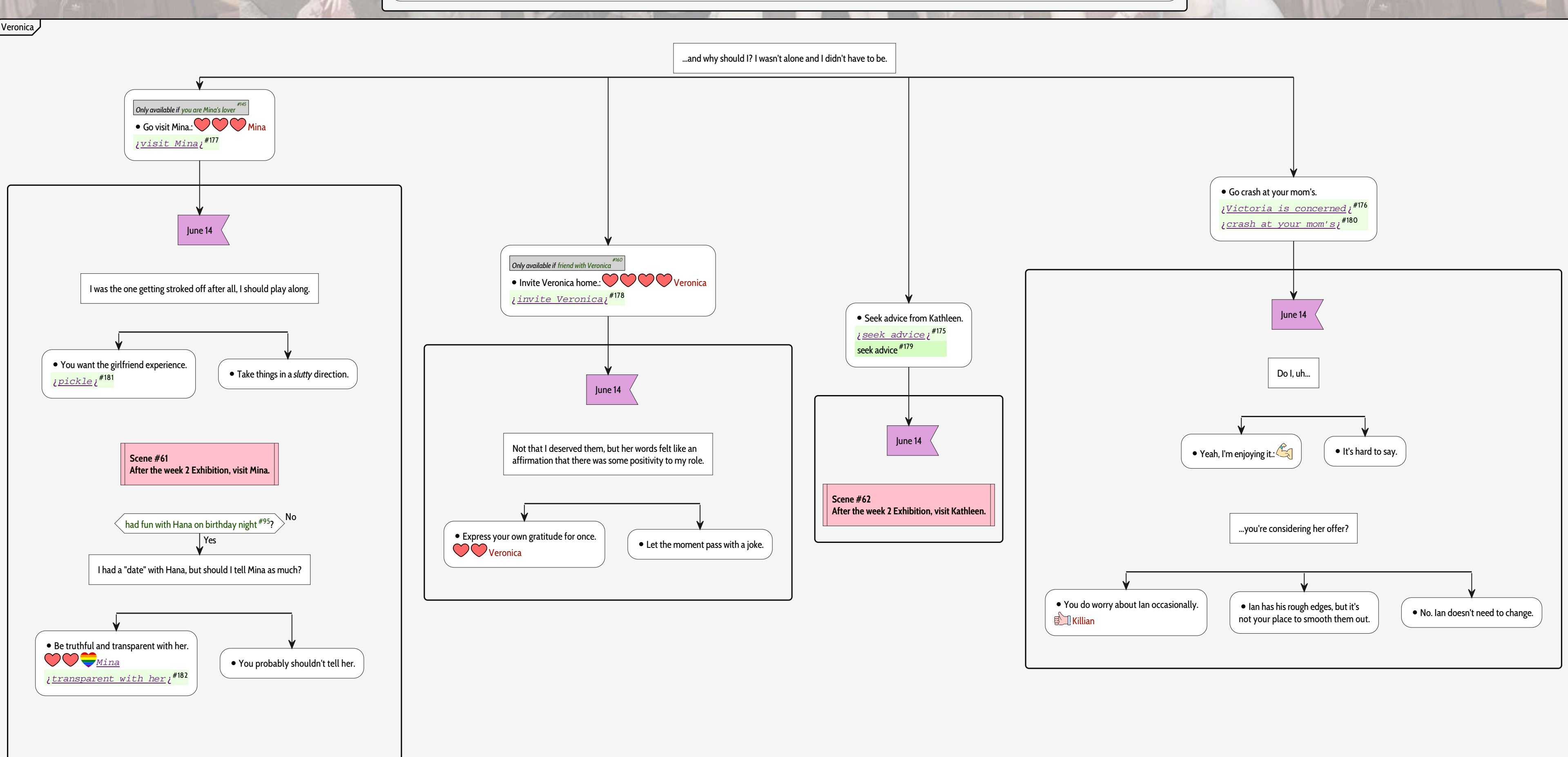


Pale Carnations  
Week 2 Exhibition - Part 2



**Week 2 Exhibition Results**

	Veronica won the photoshoot #159	Felicia won the photoshoot #157	Rosalind won the photoshoot #158
Veronica got Kathleen's vote #165	Veronica wins #170	tie #168	Rosalind wins #169
Felicia got Kathleen's vote #166	Felicia lost #173	Felicia wins #171	Felicia lost #173
Rosalind got Kathleen's vote #167	Rosalind wins #169	Veronica lost #172	Rosalind wins #169
	Felicia lost #173	Rosalind wins #169	Rosalind wins #169
		Veronica lost #172	Felicia & Veronica lost #174



# Pale Carnations Week 3

Home

(...but that's just my opinion. He'll live and learn without me being pushy about it. Still...)

Only available if Killian 👍 is at least 25

- Encourage Ian to self-reflect more.
- encourage self-reflect* #183

- Ian is his own person.

seeked advice from Kathleen after week 2 exhibition #179?

Yes

Warren has a delivery from Kathleen

No

(I'd want to know if someone tried to pull strings from behind my back...)

- Ask what those other couple of things he considered studying were first.: 👍 Killian
- probe about college* #185

Heh, yep. Only where it doesn't count.

- Be forward and honest with your friend.

👍👍👍👍👍 Killian  
*reveal the deal* #184

- Don't mention the deal at all.

- Now, be forward with your friend and tell him about his mother's machinations.

👍👍👍👍👍 Killian  
*reveal the deal* #184

- Don't mention it. Now's not the time.

did not have fun with Hana on birthday night #95?

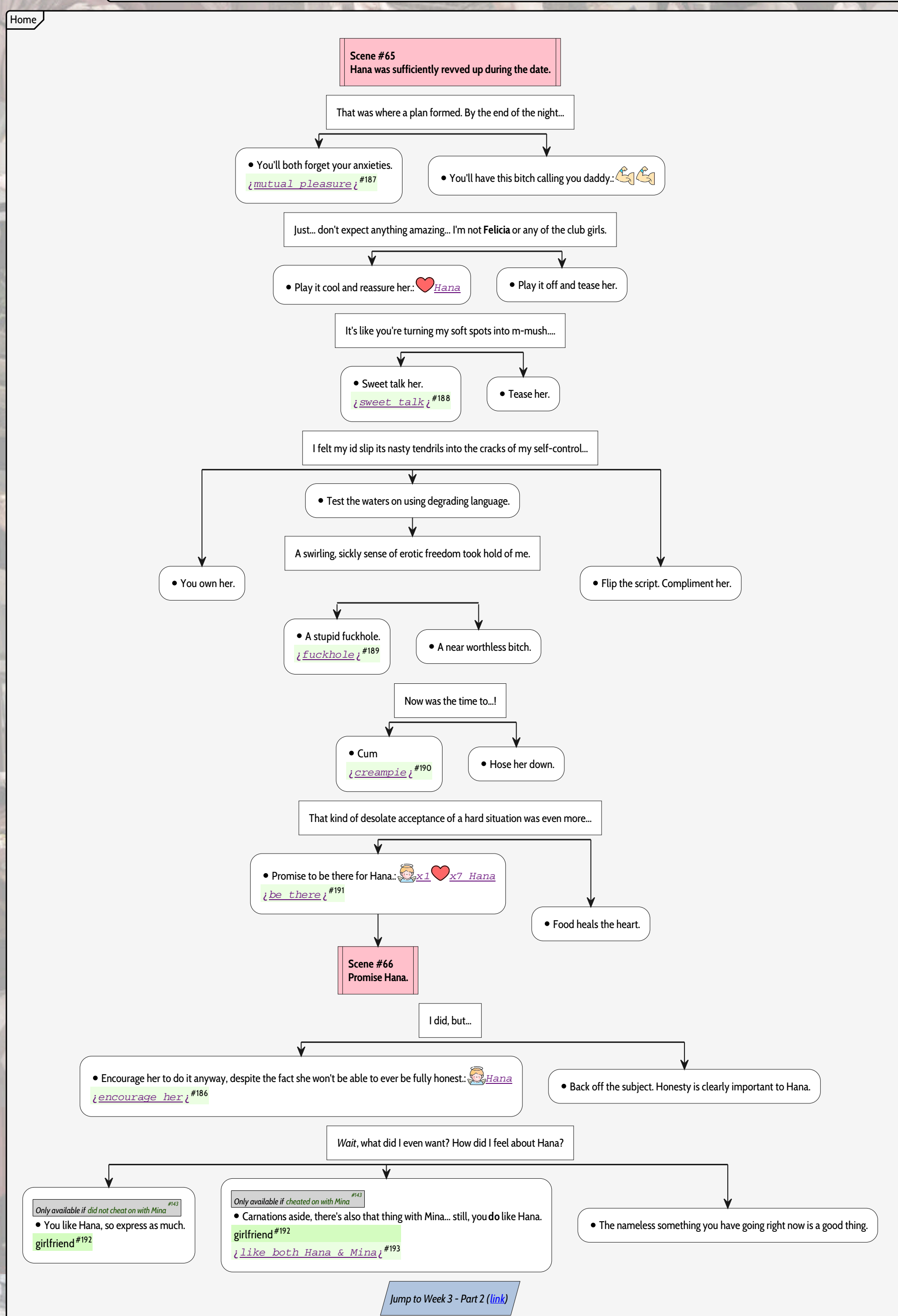
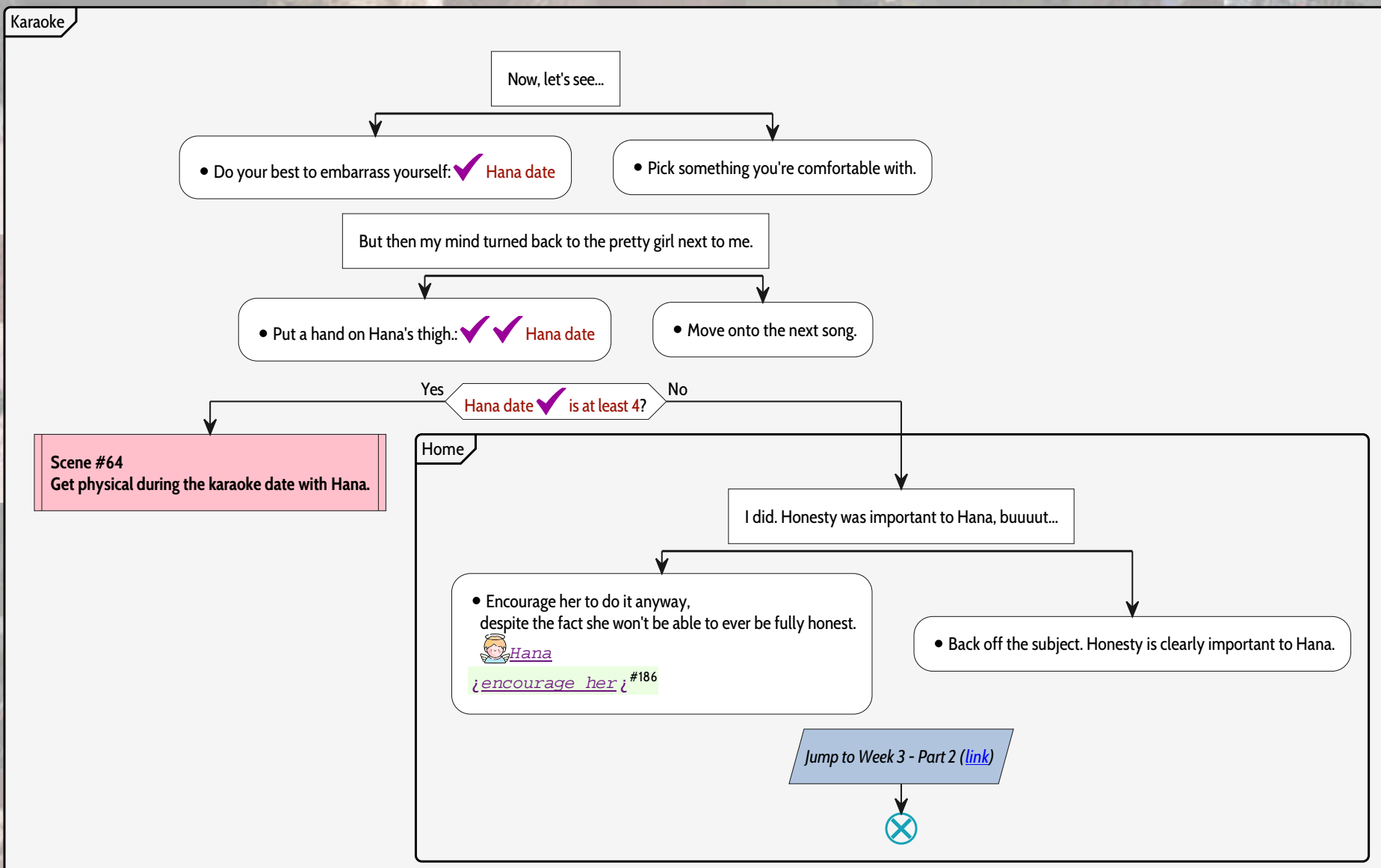
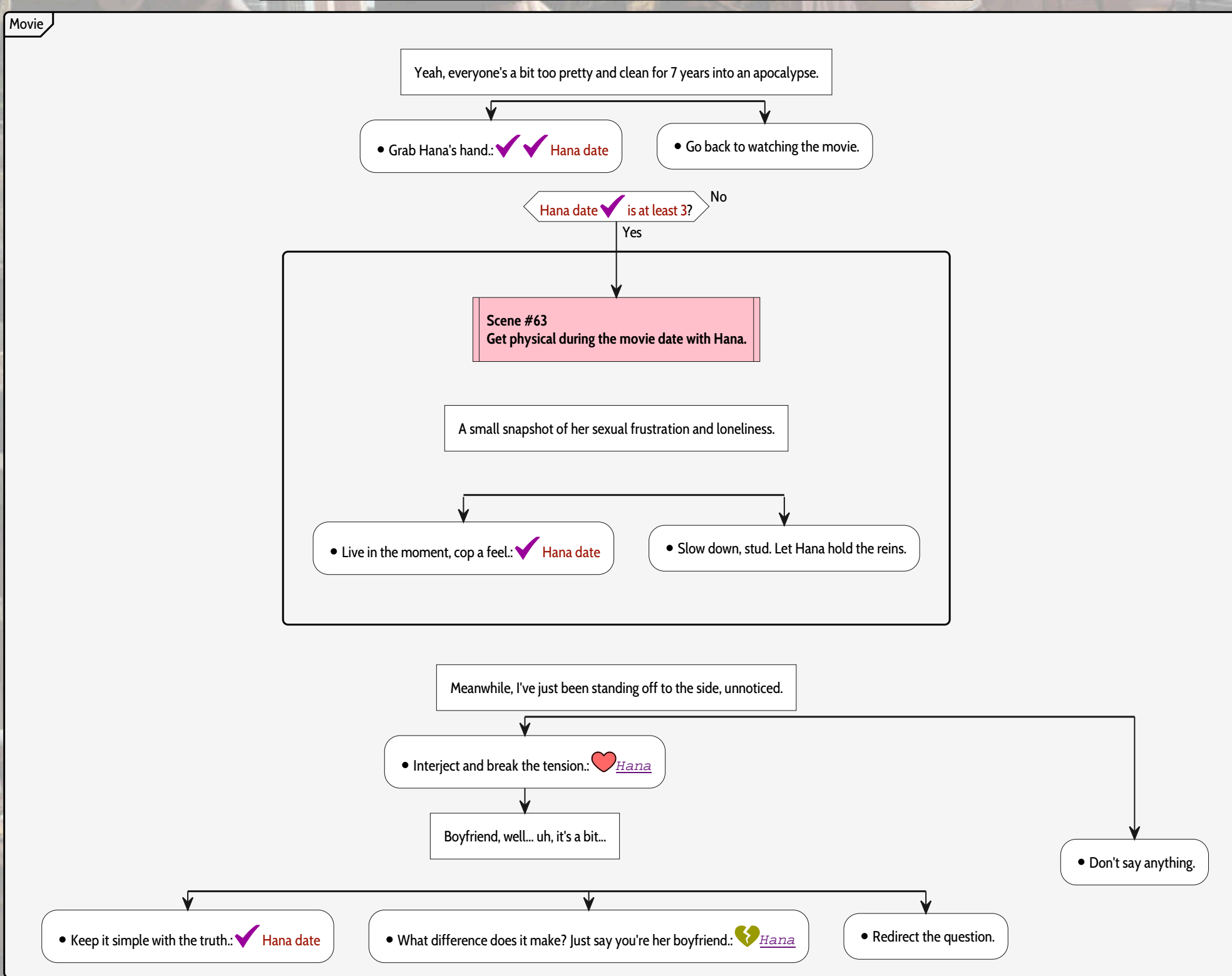
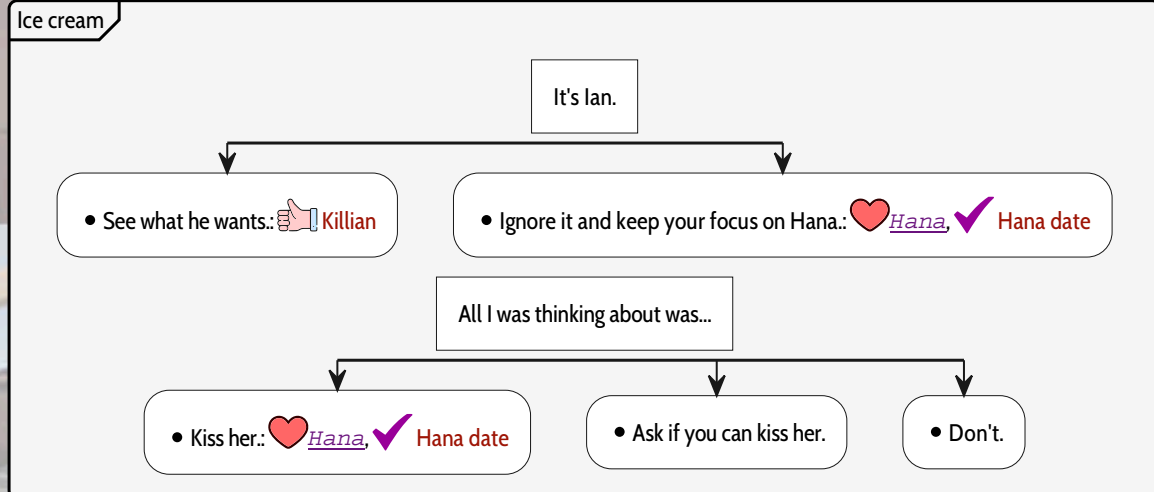
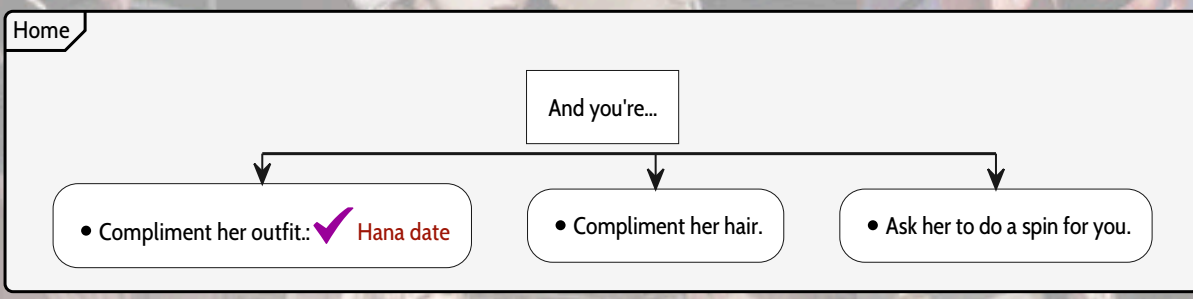
Yes

Jump to Week 3 - Part 2 ([link](#))

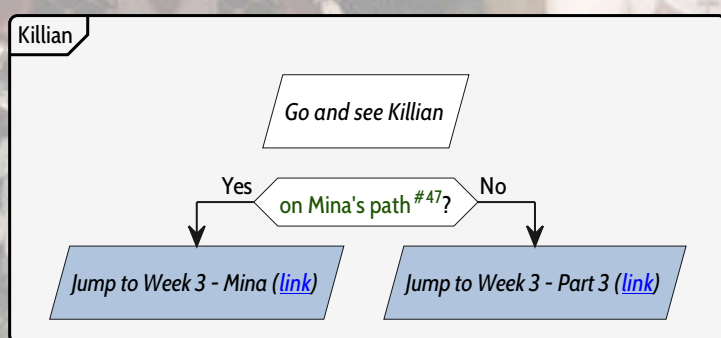
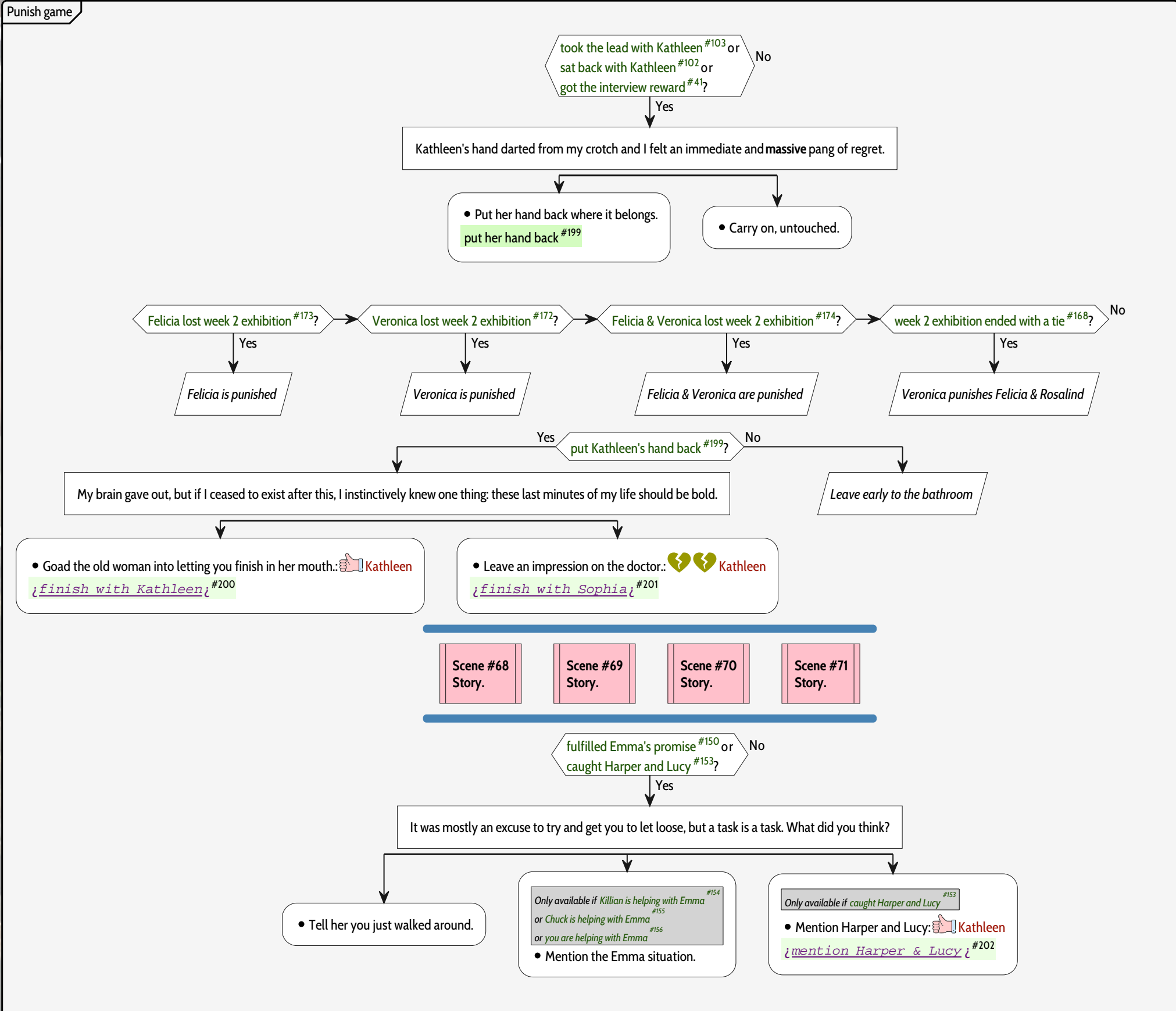
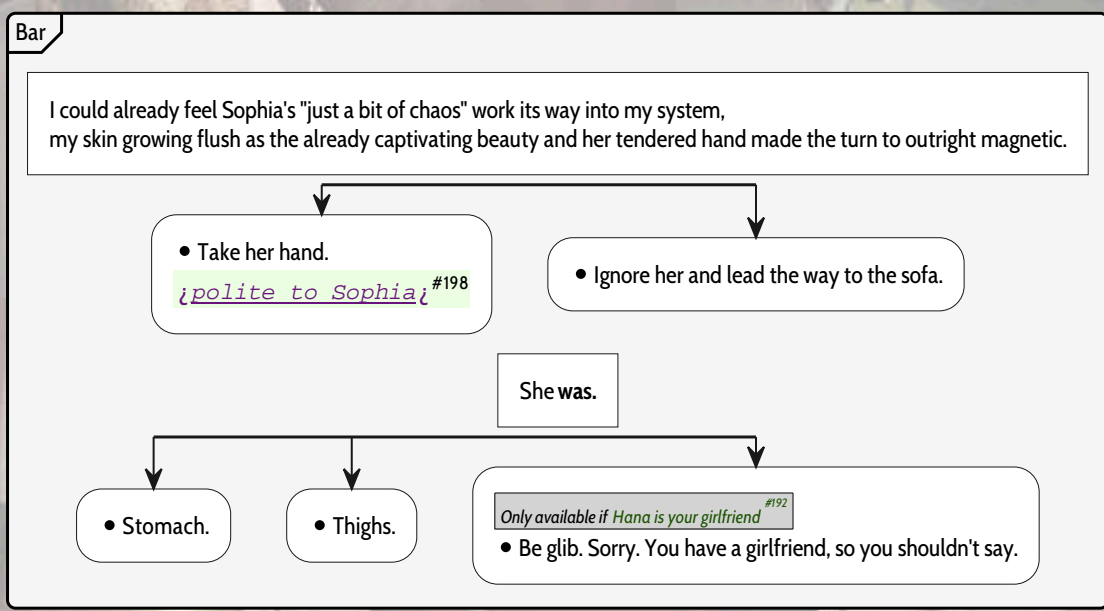
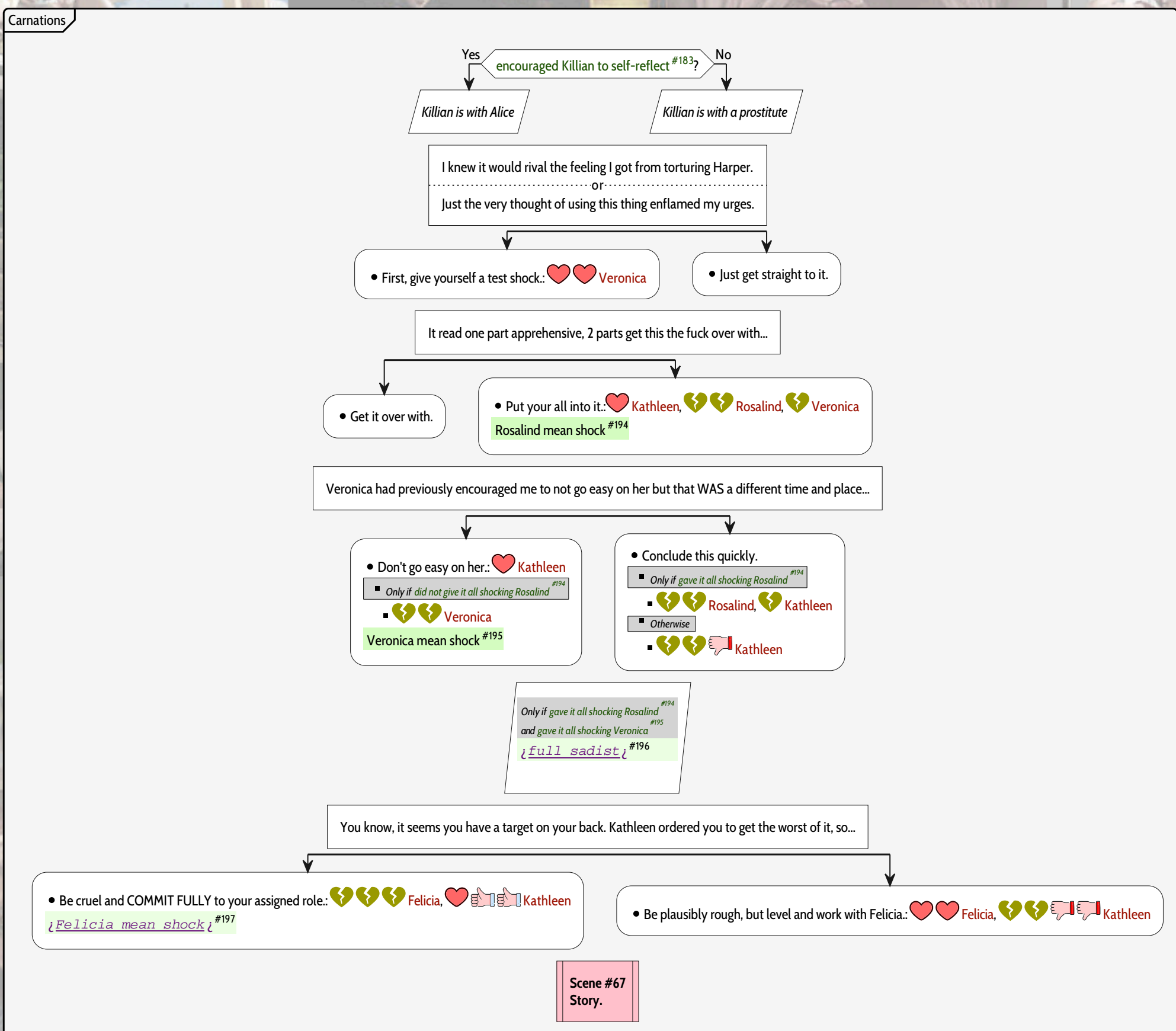
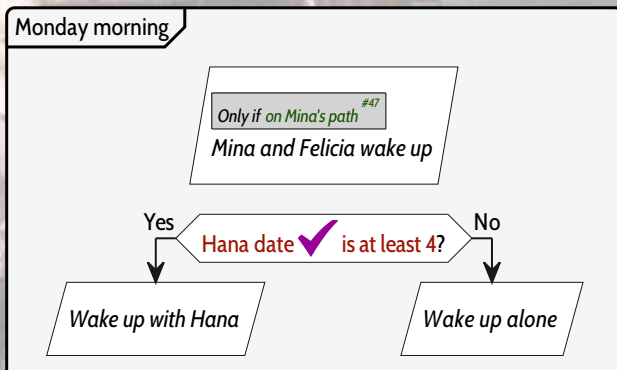
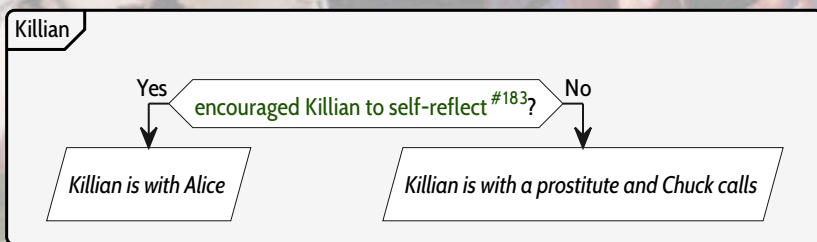
No



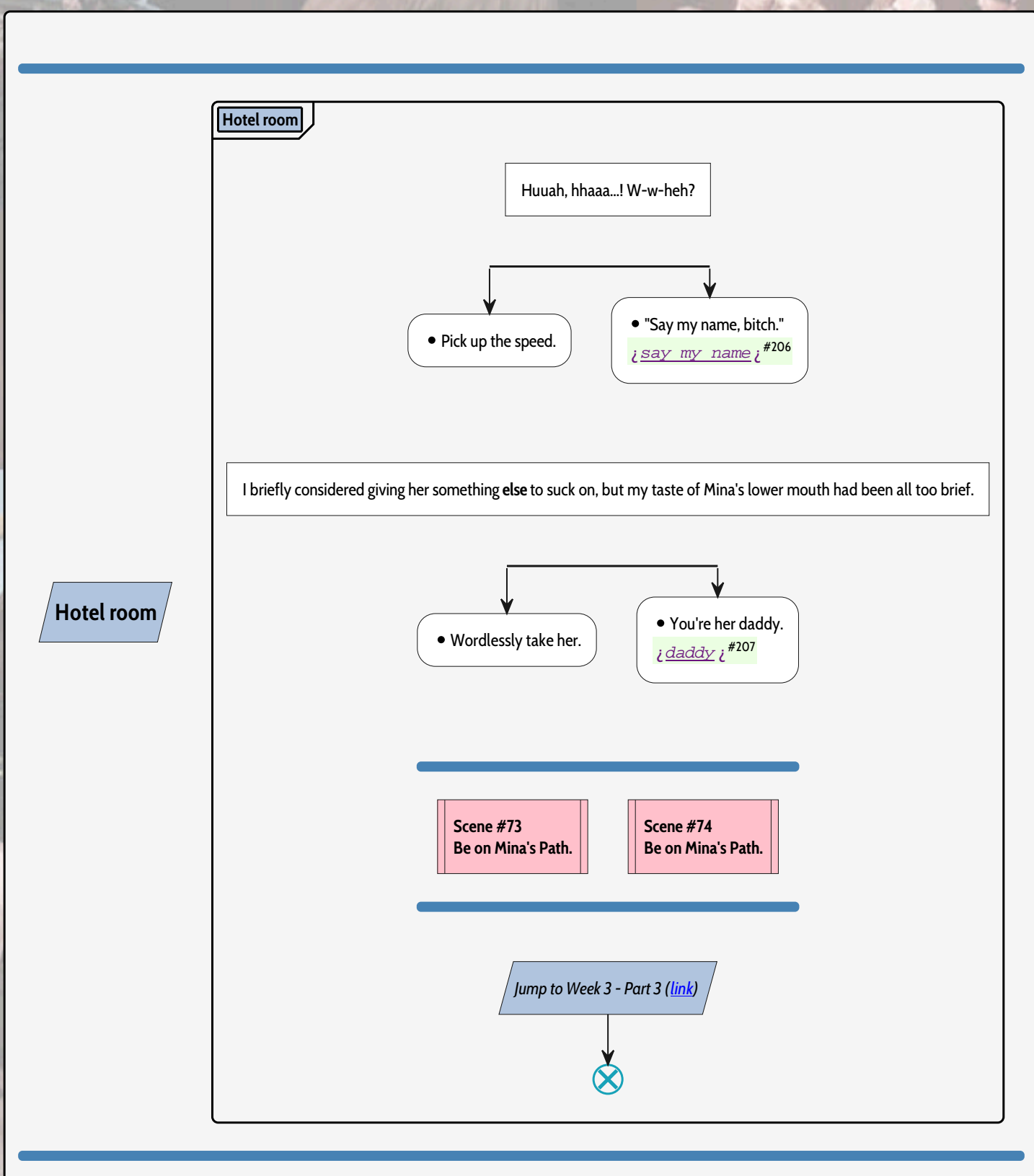
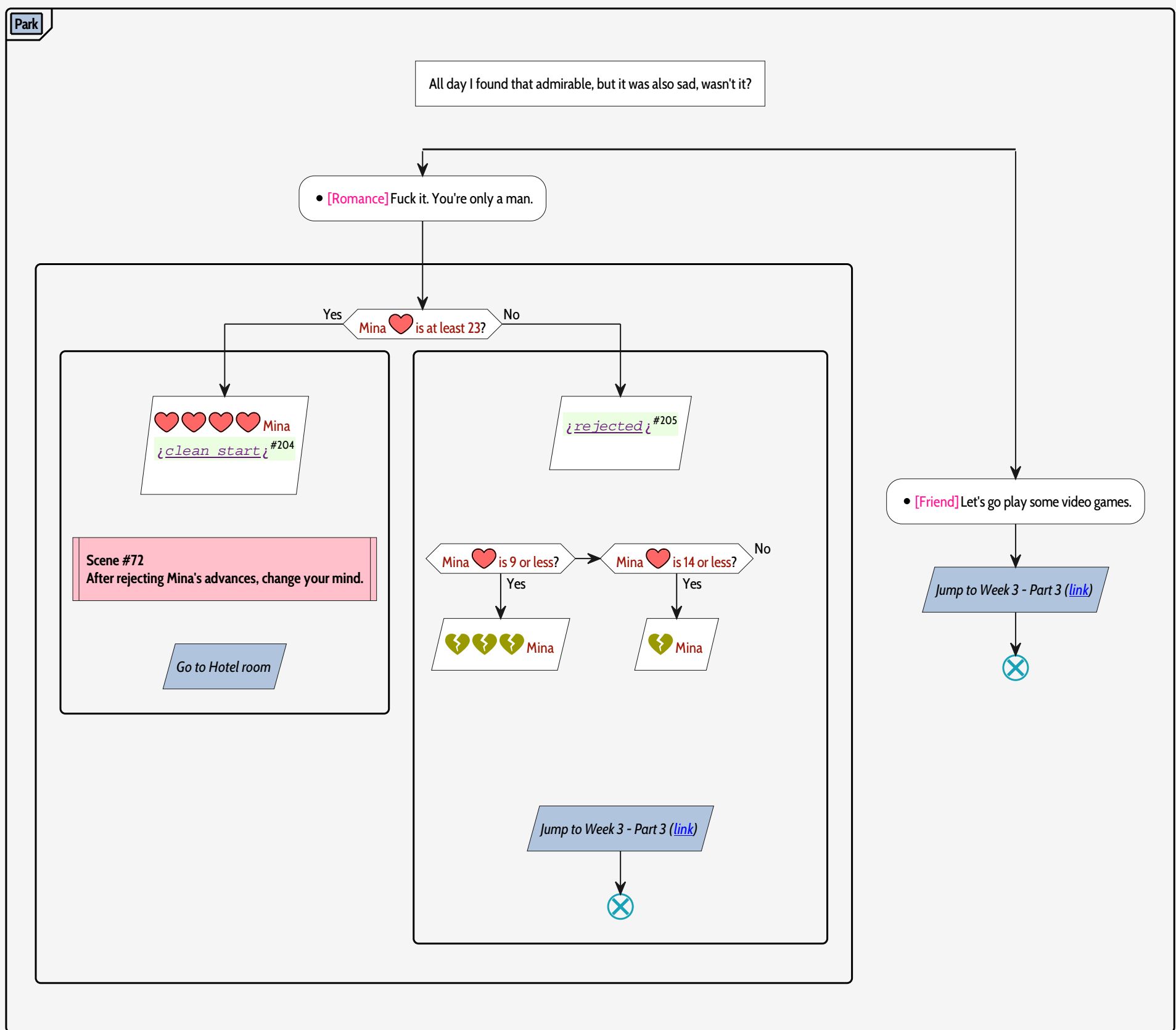
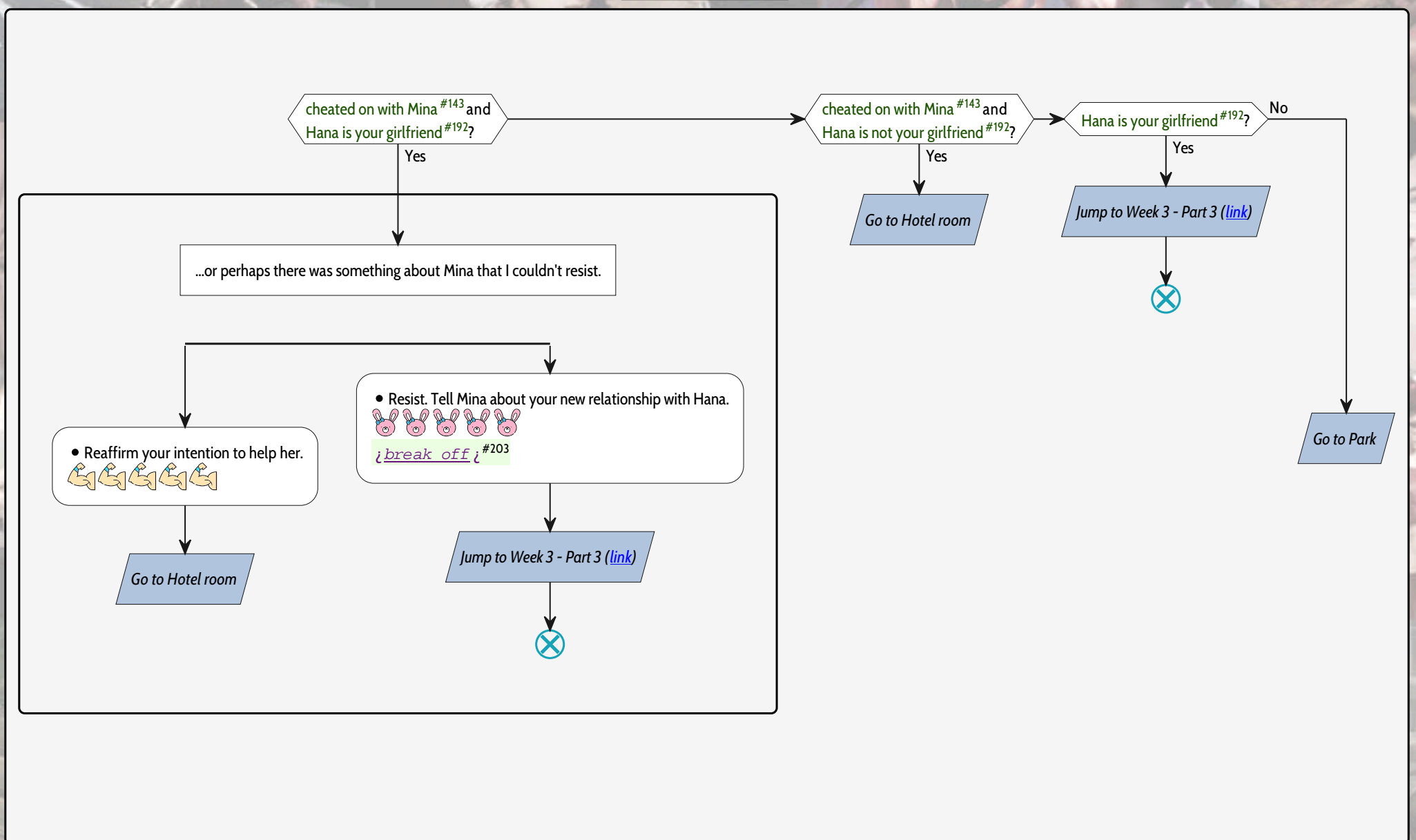
# Pale Carnations Week 3 - Hana



## Pale Carnations Week 3 - Part 2



Pale Carnations  
Week 3 - Mina



## Pale Carnations Week 3 - Part 3

Home

Don't look so concerned. I highly doubt that device was meant for you - or were you under the illusion you had privacy here?

- Take control of the conversation.

*¡take control of the conversation!* #208

- Urge Van Doren to get to the point.

Pale Carnations C4Up2Public Walkthrough rev 1.21

Cheat without a MOD

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

Don't worry, with the developer console you can easily modify in-game variables. You only need some basic understanding of scripting.

The easiest way to enable it is to use the Universal Ren'Py Mod from OsZ. Download it from the webpage: https://0x2.de/mods/Universal-Ren-Py-Mod-1000. Then unzip it and drop the .pa file in the game folder.

(Re)Start the game and load a savegame, type ALT+O (Hold the ALT key and type the letter O) to open the console and use the ESC key to exit

Character variables

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

Table with columns: variable, definition, set variable / new value, unset variable, check current value. Rows include toughness, August\_Friendship, Chuck\_Friendship, Felicia\_Affection, etc.

Game Decisions Variables

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

Large table with 5 columns: label, set variable, unset variable, check current value. Contains a comprehensive list of game decision variables such as /greed motivates you, /power motivates you, /just motivates you, /inquisitive, etc.

Unlock scenes

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

Table with 5 columns: number, title, unlock, lock, check current value. Lists 74 unlock scenes such as Take advantage of Rosalind during the prologue, Ignore Mina at the club, Afterparty: Harper and Lucy, etc.