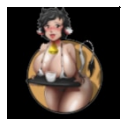


# Love & Sex: Second Base

Love & Sex: Second Base > Guides > Haakii's Guides



## Love & Sex: Second Base | Walkthrough (Male MC)

By Haakii



The following articles describe the basics needed to play the game, including all the attributes and how interacting with the other characters in the game works.

### Changelog

I try to keep this guide up to date, but please understand that it may take some time after the game update to get everything up to date.

Date: 05.03.2023

### [New Harem Event: Criminal](#) [New Harem Event: Gamer](#)

Date: 04.07.2023

### [Morgan New Quest](#)

#### Sections: Story events

- Morgan's introduction
- Morgan is a girl?!
- Apologize to Morgan
- Pub date
- Restaurant date
- Cinema date 1
- Yet another date
- Waterpark date
- Mall date
- Cinema date 2
- Aquarium meetup
- Old times
- Dream come true

### [Kleio Visual Update + New Quest](#)

#### Sections: Story events

- Hang with Kleio at the mall
- Kleio gets a tattoo
- Kleio raises hell
- The car needs repairs (Something will happen soon)
- Kleio studio sex

CREATED BY



Haakii  
Offline

Category: Characters, Gameplay Basics, Maps or Levels, Story or Lore, Walkthroughs

Languages: English

Posted 2 Sep, 2022 @ 11:18pm

Updated 3 May @ 3:26pm

GUIDE INDEX

Overview

Changelog

Game Mechanics

Romances Mechanics (Part 1) - (Love,S...

Romances Mechanics (Part 2) - Kink-, L...

Romances Mechanics (Part 3) -Desire f...

Romances Mechanics (Part 4) - Piercin...

Note (Part 1)

Note (Part 2)

Note (Part 3)

Note (Part 4)

Sasha - Story events

Sasha - Flirting with Sasha

Sasha - Appearance change events

Sasha - Sasha and Scottie events

- Kleio fixed the car
- Kleio calls about the car
- Kleio brings Mike his fixed car
- The protest
- Take Kleio on a date
- Hang out with Kleio
- Take Kleio on a date 2
- Hang out with Kleio at the park
- Hang out with Kleio 2
- Kleio needs help
- Kleio proposes to Mike
- Meet Kleio's ex

**Sections: Customization events**

- Double trouble
- Back to the classics
- Twintail

Date: 04.05.2023

**Harmony Visual Update + New Quest**

**Sections: Story events**

- Church girls are hot
- Harmony invites Mike to church
- Bible study 1
- Bible study 2
- Bible study 3
- Bible study 4
- Roller-skating
- Date at the mall
- Invite Harmony on another date 2
- Go to my date with Harmony at home
- Go on a date with harmony at the nightclub
- Go on a date with harmony at the nightclub 2
- Invite Harmony on another date 3
- Go to my date with Harmony at the strip club

**Sections: Vanilla Events**

- Board night with Harmony
- Meeting Harmony's parents
- Harmony meets Angela
- Love Confession
- Religious events
- Meeting Harmony's parents
- Harmony meets Angela
- Concerns about housemates
- Nun Confession
- Nun reveal

**Sections: Corrupted events**

- Board night
- Nightclub with Harmony
- Strip Club with Harmony
- Dual Performance at the strip club

**Sections: Purity reducing events**

- Annual church dance
- Picnic in the park

Sasha - Sex events

Sasha - Other events

-----

Bree - Story Events

Bree - Gamer path

Bree - Maid path

Bree - Bree and Dwayne

Bree - Sex events

Bree - Other events

-----

Samantha - Story Event

Samantha - Path A (Stop the Wedding)

Samantha - Path B (Marriage Path)

Samantha - Path C (Threesome Path)

Samantha - Path D (Revenge Path)

Samantha - Path E (Breakup Path)

Samantha - Sex Events

Samantha - Other events

-----

Emma - Story Event (Part 1)

Emma - Story Event (Part 2)

Emma - Dating Emma

Emma - Sex Event

-----

Minami - Story Event

Minami - Siscon Events

Minami - People from her past

Minami - Other Events

Minami - Sex Events

Minami - Slave Commands

-----

Aletta - Story Events

Aletta - Aletta's hobbies

Aletta - Submission Events

Aletta - Sex Events

-----

Alexis - Story Events (Part 1)

Alexis - Story Events (Part 2)

Alexis - Police Path

Alexis - Self-administered justice Path

Alexis - NTR Events

- Broken wings
- Fall from heaven

**Sections: After date scene**

---

**Game Mechanics**

You have two kinds of statistics: Needs and Attributes. There are a number of romance options they can interact with. They have three primary statistics: Love Points (❤️), Kink Points (🔑), and Girl Points (👩). Certain other romance options have additional statistics as noted in their sections.

In Love and Sex, you take actions to do things or move around the game. Actions may cost you time and/or attributes. You can see what the action will cost you by hovering over the icon. Many actions have additional requirements, such as specific needs or attributes or characters in the room, or certain seasons.

**Romances Mechanics (Part 1) - (Love,Story,Daily,Tickling,Talking,Gitfs,Kissing,Compliment,Dates,Texts)**

**Attributes**

There are 3 main attributes for each romance character: Love Points (❤️), Kink Points (🔑), and Lesbian Points (👩). Additionally, other characters have additional stats that are described in their own character pages as they offer unique mechanics.

Each character also has their favourite talk topics, favourite gifts, favourite dates and/or television programs. Also each character has their own schedule so you'll have to adjust your schedule depending on what romance you're after.

**Love Points** ❤️

They represent how much a character likes you. Love Points tend to have a cap based upon events; once you reach that cap it will often enable the next event in their story chain. As of this time, many of the characters still have caps below 100, which indicates more story is planned for them in future versions of the game. When you reach 50% ❤️, the character will change pose. This can be used as a cue to strike.

In game, this value is represented in a 0-100 scale, and therefore, all the values in this wiki are shown in this same scale. However, internally, it is on a different scale, which means that even if an action/event increases the love points, it may not be reflected in a stat bar change. A notification that ❤️ was gained will still appear.

There are multiple ways of increasing (or decreasing) a character's love towards the main character. ❤️ can be gained and lost through interactions with the characters, sending them texts.

**Story events**

During story events, the character's love may increase or decrease, sometimes in an unavoidable manner, and other times based on your selections. Story events are also the only current way of increasing the Love Points cap.

**Daily passive Love (DPL)**

Alexis - Sex events

Alexis - Other events

---

Anna - Story Events (Part 1)

Anna - Story Events (Part 2)

Anna - Submission Events

Anna - Sex Events

Anna - Other Events

---

Audrey - Story Events

Audrey - Disciplining Audrey at work

Audrey - Submission Events

Audrey - Other Events

Audrey - Sex Events

---

Ayesha - Story Event (Part 1)

Ayesha - Story Event (Part 2)

Ayesha - BDSM

Ayesha - Sex Events

---

Camila Foglio - Story Events

Camila Foglio - Prison Events

Camila Foglio - Submission events

Camila Foglio - Sex Events

---

Cassidy - Story Event

Cassidy - Dwayne and Cassidy (Part 1)

Cassidy - Dwayne and Cassidy (Part 2)

Cassidy - Sex Events

---

Hanna - Story Event

Hanna - Sex Events

Hanna - Other Events

Hanna - Conversations

---

Harmony - Story Events


Harmony - Vanilla Events

Harmony - Religious Events

Harmony - Corrupted events

Harmony - Purity reducing events

Harmony - After date scene

The first time you met a character every day, the character's  will be modified based on their likes and yourself.


When a character likes an attribute, love is increased if your attribute current value is higher than the character's love.


When a character has a trait, love is increased if you are wearing clothes that match that trait. See clothing for details on which cloth matches which trait.


When a character likes/dislikes a skill, love is increased/decreased if you have that skill.

### Tickling

You can tickle each character once per day. Depending on the character traits, Love.png can be increased or decreased. Their effect stacks, so having a multiple of this traits needs to be considered.

Playful: +0.5% 

Dominat: -0.5% 

Princess: -0.5% 

### Talking

You can talk with each character several times a day, but you can only talk about the same topic with that character once per day. Conversations for each topic vary for every character, and may also depend on the hero or the character stat values, or even randomness. Below you can find a table with the different characters and talk topics as a general guide.

### Gifts


Giving gifts to a character will increase (or decrease) their love towards you. The exact amount depends on several factors:

The gift base effect: usually more expensive gifts provide a higher love boost, but this is not always the case. See items for the base effect of each gift.



The gift favored traits: each gives have some favored/unfavored traits, and if the character has that trait, the love gain will be increased/decreased.

The girls likes/dislikes: girls may like or dislike certain gifts, or even certain gifts categories (such as jewelry or books) impacting the love gain. A girl that dislikes an item or its category will never increase their love, they may stay the same or decrease it.

If the gift is given in the character's birthday, the gain (which may also be negative) will be scaled up by 50%.


Love gain is reduced by 0.5%  for each time you gifted the same item to that character in the previous 7 days.

### Kissing


Each character reacts different when you try to kiss them. Some require a certain event to have happened before allowing it, others require a certain amount of Love.png, which may also be modified by Charm.png. As a general rule, a first kiss will grant +2.5%  while any other kiss will grant +1% .




### Compliment

Once per day you have the option to compliment a character. There are three possible outcomes depending on your Charm.png and randomness:

Success (50%): +1% 

Neutral (30%): no change.

Fail (20%): -0.5% 

Each  point will increase the success probability by 1%, reducing first the fail probability until 20  and then the neutral probability until 50 

-----

Kleio - Story Events (Part 1)

Kleio - Story Events (Part 2)

Kleio - Sex Events

Kleio - Customization Events

-----

Kylie - Story Event

Kylie - Reform path

Kylie - Yandere path

Kylie - Stalking events

Kylie - Prison events

Kylie - Sex events

-----

Lavish - Story Event (Part 1)

Lavish - Story Event (Part 2)

Lavish - Disciplining Lavish at work

Lavish - Sex Events

Lavish - Other Events

-----

Lexi - Story Event

Lexi - Pimping

Lexi - Slave

Lexi - Sex Events

Lexi - Other Events

-----

Morgan - Story Events

Morgan - Sex Events

Morgan - Morgan's Outfits

-----

Palla - Story Event (Part 1)

Palla - Story Event (Part 2)

Palla - Story Event (Part 3)

Palla - Palla's Career

Palla - Sex Events

Palla - Other Events

-----

Shiori - Story Event

Shiori - Shiori work issues


Shiori - Disciplining Shiori at work

Shiori - Sex Events


Shiori - Other Events

## Dates

When you end a date with a character, additionally to whatever love increase you achieved during the date, their love will also increase. The amount is determined by the date location, and whether the character likes or dislikes that location.

0% : Home, Mall.

0.5% : Cinema.



1% : Club, Restaurant, Nightclub, Park, Waterpark.


1.5% : Beach.

If the character likes/dislikes that date location, the love increase will be scaled up/down by 50%.

## Texts

Once you get a character's number, and if she is not present in the same room, you can send

them a text message. At 15 , sexy messages are unlocked and at 30 , dirty text messages are unlocked.



Be careful not to write text messages to characters that are sleeping, or instead you will get -1% .




## Romances Mechanics (Part 2) - Kink-, Lesbian Points, Gifts, Traits, Talk Topics

### Kink Points

If Kink Points are positive, it is a measure of how submissive they are, and the icon is a pair of handcuffs. If Kink Points go negative, it is a measure of how dominant they are and the icon is a whip. Only certain characters can go into Dom Points, and this opens up alternative scenes with them.

Kink Points can be raised by giving them "A sex slave's story" book purchased in the bookstore, or lowered by giving "Mistress Amanda".

Additionally, the sexy dress, slutty dress, and sexy swimwear can be gifted to each person once for a large  bonus (do keep in mind that some of these gifts require a certain  value to be accepted).

It can also be raised by spanking, but only once they have reached 10 , and cannot be raised past 50 (Some characters like Lexi don't require the 10 ). Watching S&M Porn with characters at home (for characters who do not live at home this can be done on home dates) will raise  as well.


Raising Kink Points will open new options, such as piercing, collaring, agreeing to have unprotected sex.


### Lesbian Points

Lesbian points are a measure of how likely it is that a girl will agree to romantic content depending on the sex of the participants.

If a girl is over 90% , she won't date Mike.


If a girl is over 80% , she won't kiss Mike.

If a girl is over 60% , she won't have sex with Mike.

If a girl is under 40% , she won't have sex with Bree.

If a girl is under 20% , she won't kiss Bree.

If a girl is under 10% , she won't date Bree.

Additionally, scenes that include more than two characters may also be gated by .

-----  
Home Harem - (Part 1)

Home Harem - (Part 2)

Home Harem - (Part 3)

Home Harem - Beach Dates

Home Harem - Other Events

-----  
Band Harem + Endings

-----  
B.itc.h.y Harem

-----  
Jealous Harem

-----  
Office Harem Part 1

-----  
Office Harem Part 2

-----  
Criminal Harem

-----  
College Harem


-----  
Pixie Harem

-----  
Taming Harem


-----  
Fashion Harem


-----  
Gamer Harem


-----  
Sporty Harem

 can be modified by different actions.


### **Compliment**


Complimenting a character, if successful, will modify  if it is preventing it to date that character.

Mike (Gp.png > 90%): -5% 


Bree (Gp.png < 10%): +5% 

### **Gifts**




Yuri Manga: +5% 



Porn magazine: -5% 

### **Films**

Lesbian porn: + 




## **Gifts**


When you reach at least 20  with a romance option, you can then give them gifts. Most gifts will offer an  boost, but some will open up story options. Some gifts can only ever be given once. Other gifts can be given multiple times, but their effects will be reduced in the future, such as the flowers and the candies. For some characters, the Sexy Underwear or Sexy Swimsuit will allow them to wear a sexier version of that outfit at appropriate times. For most characters, the slave collar will, given enough , change the character to be your slave.

On Valentine's Day (most characters give just chocolates then, others will pick from their list), Christmas or the MC's birthday you'll receive a gift if you meet the character that day and have at least 20  (birthday) or 25  (Christmas and Valentine's)

Each character has a specific list of items to give and if you already have that item they'll skip to the next one, if they run out they'll give you a cake.


## **Traits**

Each character has inherent traits which influences which actions they will like on dates, these dates will be discoverable when you get enough . They'll also influence how much  you'll gain from the clothes you wear. Certain characters also have anti-traits, meaning if you do an action marked with that trait they may lose .



The following chart briefly shows where various traits are used. For the events the trait typically offers unique dialogue or choices specific to that trait with opportunity for  gain or loss depending on player choice.





















































































Trait	Events
Dominant	high class restaurant: pay, pub: random event, nightclub: random event
Submissive	high class restaurant: pay, order for her, park: random event, nightclub: random event
Princess	beach: suntan, high class restaurant: pay, waterpark: spa, pub: random event, park: random event, nightclub: random event
Family	pub: random event, park: random event
Bitchy	pub: random event, park: random event, nightclub: random event
Playful	beach: build castle, play volleyball, play in the water, home: play console, play a board game, mall: arcade, waterpark: waterside, pub: play pool, play darts, park: make a snowman, snowball fight, random event, nightclub: random event
Flirty	park: random event, nightclub: random event
Rebel	cinema: sneak in, mall: steal, pub: buy a round, random event, park: random event
Bookworm	pub: random event, park: read poetry, random event, nightclub: random event
Geek	home: play console, play a board game, mall: arcade, pub: random event, park: random event
Sportsy	beach: play volleyball, swimming race, waterpark: swimming race, pub: random event, park: go for a run, random event, nightclub: random event
Spilled	
Guitar	home: play guitar, park: random event, nightclub: random event
Gourmand	beach: eat icecream, cinema: buy popcorn, mall: bakery, waterpark: eat icecream, pub: eat a burger, random event, park: picnic, random event
Yandere	pub: random event, park: random event, nightclub: random event
Innocent	pub: random event, park: random event
Workaholic	pub: random event, park: random event, nightclub: random event
Slutty	cinema: practical anatomy lessons, home: watch porn, park: random event, nightclub: random event
Dumb	pub: random event, park: random event, nightclub: random event
Trashy	pub: random event, park: random event, nightclub: random event
Poor	high class restaurant: pay, mall: steal, pub: random event, park: random event, nightclub: random event
Lazy	nightclub: random event
Music	


## Talk Topics

When talking to a romanceable character, one of the options is “Talk”, allowing you to pick from a list of topics to talk about. Each of the characters has different topics that they prefer to talk about. Some characters will respond well to one topic and others will respond poorly to the same topic. Some topics will only be good to use when certain conditions are met, such as the character’s  or skills that Mike has acquired.

It is important to remember that even “safe” topics can still have choices that negatively impact your relationship with a character.

The charts below are a matrix that shows each romanceable character in the game and the different talk topics available.  denotes “safe” topics that are largely good ways to increase your relationship with the character.  denotes unsafe topics that will harm your relationship with the character. Blank cells are neutral topics that won’t have an effect one way or the other.

Topic	Bree	Mike	Sasha	Samantha	Aletta	Anna	Hanna	Ayesha	Audrey	Camila
Books									 3	
Computers										
Fashion										
Food										
Love										
Music										
People										
Politics									 3	
Sex					 1	 1				
Sports										
Travels										
TV									 3	

1. Requires  > 60
2. Most topics have a 50/50 ratio of good and bad answers
3. Not a negative when pregnant

Topic	Kleio	Lexi	Kylie	Alexis	Palla	Shiori	Cassidy	Lavish	Morgan	Minami
Books	✔ 1	✘ ✘	✘	✔ 3	✘			✘	✘	✔
Computers	✘	✘ ✘	✘	✘	✘			✘		✔
Fashion	✔	✔	✔	✔	✘		✔		✘	✔
Food	✔ 2	✔	✔	✔	✔		✔	✔		✔
Love	✔	✔ 3	✔	✔ 3	✔ 5	✔		✔ 6		✘
Music	✔								✔	✘
People				✔	✔	✔			✔	✔
Politics	✔	✘ ✘	✘	✔				✔	✔	✘
Sex	✔ 1	✔	✔	✔ 3	✔ 4	✔	✔	✔		✔
Sports			✔	✘ ✘	✔		✘	✔	✘	✘
Travels	✔	✘	✔	✔	✔	✔		✔		✔
TV	✘	✔	✘	✔ 3				✔	✘	✔

Requires 🌟 > 25

Requires Cooking skill

Requires ❤️ > 25

Requires ❤️ > 20

Requires ❤️ > 40

Requires ❤️ > 75

Morgan is a special case. Her reactions to different topic rely on her masculinity, ❤️, 🧠 and whether or not she's pregnant. Good Luck.

## Romances Mechanics (Part 3) -Desire factors, Roommates, Dates, Clothing, Stamina, Booty

### Desire factors

All romanceable characters have desire factors, which influence the things they like and do not like. When desire factors are an attribute, you get daily love points for being high in that attribute. Other desire factors include good date locations and occasionally date activities. They can also have not desire factors, being things they do not like. Dates in these locations or actions related to these factors will give lower ❤️, or even ❤️ loss.

### Roommates

Both MCs have 2 roommates, one of which is always Sasha. Roommates have more options than other characters:

You can watch TV with the roommates regularly. Each roommate has his or her own chart for programs they like.

You can cook a meal for the roommates for easy ❤️, if you have the cooking skill.

### Dates

Upon reaching a certain ❤️, and sometimes after clearing specific events, you may ask a character out on a date. Sometimes these characters will ask you on a date.

If they ask you then a time is automatically chosen. If you do ask, then you can choose the time, either in the afternoon (only Saturday or Sunday) or evening. This means either 14:00 or 20:00.

Different dates cost a different amount of money.

If you don't take a character on a date on the day it was agreed upon then you'll lose a whopping

20 . Be careful because some events will cause you to miss the date time.

When the time to go on a date comes, you will get an action icon to take the person on the date. It will appear only at the hour of the date. If you miss the date due to an event, you can still call and cancel the date as long as you do it before midnight. After midnight, you will take the hit for missing the date.

On a date, you'll have a bar at the top of the screen, called Date Score ( ). Every action that increases will fill the bar and every action that decreases will deplete it, so take care what you do or say. A full bar means a successful date. All the girls have different preferences on which location they like (dislikes in the infobox on their wiki page). If you take them to a date location they dislike you start the date with -25 . If you also take her to the same date location again (after you took her there the date before) she will lose an additional amount of -25 for taking her there again and an additional -25 for not liking the location (up to -75 ).

You can also get for certain actions, these fill the bar too but don't alter .

Dates generally last for 6 hours and it's possible for your date to propose to continue the date either an evening date location or the nightclub.

If a date is successful, usually with a high enough date bar, you might be able to ask your partner home for sex. A high morality Bree MC will usually not have sex right away, and some girls may need additional events to unlock sex.

## Clothing

The MC may purchase clothing in the clothes shop in the mall. The MC can wear one piece of clothing and one accessory. Most clothes add to traits, but some clothes unlock special locations. Some clothes also affect the of dates, depending upon their traits. Depending on the traits of the characters, each piece of clothing and accessory you wear has a chance of adding 1 to your DPL, if multiple traits apply to the same girl then both will count (for example on Sasha the leather jacket has a 40% chance of gaining 1 and 20% chance of 2 ).

Some items are for Mike MC, while differently named variations with the same effects are for Bree.

Clothing that unlocks a location does not need to be worn, merely owned.

Clothing Item	Cost	Effect	Traits Favored	Unlocks
Leather jacket	100	+5	Submissive, Rebel	
Tweed blazer/Cardigan	100	+5	Bookworm, Family	
Sweat pants	100	+5	Sportsy, Dominant	
Funny shirt	100	+5	Geek, Playful	
Military fatigues/Leather pants	100	+5	Submissive, Gourmand	
Swimsuit	200	+10	Sportsy	Beach, playing in pool
Sport clothes	200	+10	Sportsy	Gym
Fancy clothes/dress	200	+10	Pacifist, Princess	Nightclub, High class restaurant

Accessory	Cost	Effect	Traits Favored
Sport shoes	100	+5	Sportsy, Dominant
Geeky pen	100	+5	Bookworm, Family
Cool sunglasses	100	+5	Submissive, Rebel
Funny badge	100	+5	Geek, Playful
Military boots	100	+5	Submissive, Gourmand
Luxury watch/bracelet	200	+10	Pacifist, Princess

## Stamina

As of version 22.2.0, the game implements a stamina mechanic. If Mike MC's stamina has not recovered since the last time he had sex with a girl, the option to take a girl home for 'hot coffee' is not available. When Mike MC's stamina has recovered, an eggplant symbol is visible in the personal information on his phone.

Stamina is calculated in hours since the last time Mike MC had sex. The base recovery time is 120 hours (= 5 days). Choosing 'erectile problems' during the introductory questions increases the base recovery time to 240 hours, the 'high libido' trait reduces it to 90 hours.

The recovery time is also reduced by Mike MC's level of and his sexperience. (one removes one hour from the recovery time, two sexperience also remove one hour from the recovery time)

Using the blue pill from the drug store restores stamina immediately. However, every time Mike MC takes a blue pill, an exponentially increasing (!) value is added to his recovery time.

## Booty call

If the MC has > 75 , >= 25 , you may call the character up and go directly to the post-date sex scenes without having a date. This sacrifices the Love.png gain of a date (and any story events that might happen) for the benefits of a sex scene.

## Romances Mechanics (Part 4) - Piercings,Collaring,Marriage


### Piercings




























If a romance option has at least 30 (this number is the same for all characters and all piercings), during the mall date the MC can take their date to the piercing shop and buy or remove piercings. These piercings are generally cosmetic in nature only.

Nose	50
Navel	100
Tongue	200
Lips	300
Eyebrow	400
Nipples	500
Clit	600

Not all characters support all piercings. In particular only a few support lip and eyebrow piercings.

## Collaring

There is a slave collar that can be purchased as a gift at the sex shop. If given to a character, and that character accepts it, their status will change to sex slave and they will wear the collar. If their  ever drops below 50, they will no longer be shown wearing the collar. At the moment, collaring is not supported for all characters.

Name	Possible			Additional Information	Image
Aletta	✓	$\geq 20^1$	$\geq 90$	-	
Alexis	✓	$\geq 20^1$	$\geq 90$	Only if you hired an PI	
Anna	✓	$\geq 50$	$\geq 90$		
Audrey	✓	$\geq 20^1$	$\geq 90$		
Ayesha	✗	$\geq 20^1$	$\geq 90$	Not possible at the moment (KP cap is too low)	
Bree	✓	$\geq 20^1$	$\geq 90$	Only possible on her maid path	
Camila	✗	$\geq 20^1$	$\geq 90$	Not possible at the moment (KP cap is too low)	
Cassidy	✓	$\geq 20^1$		Only possible when she is your pet and her  $\geq 160$ or  $\geq 90$	
Emma	✗	$\geq 20^1$	$\geq 90$	Not possible at the moment (Emma doesn't have a collaring dialouge yet)	
Hanna	✓	$\geq 20^1$	$\geq 90$		
Harmony	✓	$\geq 20^1$	$\geq 90$	Purity needs to be $\leq 14$	
Kleio	✓	$\geq 20^1$	$\geq 90$	had the sport car during the mechanic event	
Kylie	✓	$\geq 20^1$		Should accept it without any restrictions.	
Lavish	✓	$\geq 20^1$	$\geq 90$	Played her spanking events to raise her  to 100	
Lexi	✓	$\geq 20^1$	$\geq 90$	gifting her the collar will increase her max  to 100	
Minami	✓	$\geq 20^1$	$\geq 90$	Mike's sison points = 100	
Morgan	✓	$\geq 20^1$	$\geq 90$	Her dialog is different depending on her masculinity $>74$   $>24$   $\leq 24$	
Palla	✓	$\geq 20^1$	$\geq 90$	See Note <sup>2</sup>	
Samantha	✓	$\geq 20^1$	$\geq 90$	Played path D and Samantha did already dump Ryan (Path E)	
Sasha	✓	$\geq 20^1$	$\geq 90$		
Shiori	✓	$\geq 20^1$	$\geq 90$		

The 20  minimum is needed to be able to give gifts.

To collar Palla you have to play her slave route. In order to do that you have to receive a phone call from Palla where she calls Mike and tells him that she has problem settling down. Depending on what you choose when she talked to Mike face to face the dialog will play out a bit different but you you have to choose "I want you all to myself" in the upcoming menu in order to flag her slave route. After you have done that, you need to finish the event Palla explains her situation in order to collar Palla.

## Marriage

Some characters can be proposed to. A wedding ring can be bought in the mall. Giving the ring as a gift leads to a proposal. Characters who can be married need to have very high love - this should only be attempted when ❤️ is at or near max, or they will likely say no.

Once accepted, the next Sunday, there will be a wedding.

After the wedding will be a bit of an epilogue, and the game will end. Because of this, you should ALWAYS save before proposing.

---

## Note (Part 1)

### Needs

You have 4 needs: Energy (⚡), Hunger (🍴), Grooming (🚿) and Fun (🎮).

⚡ is refilled by either sleeping (my bedroom, faster with the luxury bed bought at the mall), drink a coffee (kitchen, once per day, free action), taking a break (office, free action) or drinking an energy drink (bakery, 25 🟩, consumable) You can only drink one coffee per day, either in the kitchen (+2 ⚡) or on break (+1 ⚡ +1 🎮).

🍴 is filled by either have a meal (kitchen), eat a hotdog (mall, 5 🟩), eat a hamburger (pub, 25 🟩) or eating a pastry (bakery, 25 🟩, consumable).

🚿 can be refilled by taking a shower in the bathroom (at lower level of love points your housemates will not allow you in the bathroom alongside with them) or eating a mint candy (bakery, 25 🟩, consumable)


Fun can be refilled by watching TV (living room), playing video games (after buying or being gifted the Z-box), play a game (arcade, 1 🟩), take a break (office), reading the fun book (bookstore, 25 🟩), watching a movie (movie theater, 10 🟩), masturbate (living room, free action, requires under yellow fun) and complimenting/kissing the romance options. Sending texts to all the characters in your contacts is a good way to increase 🎮 and love points at the same time.









If one of your needs is below 5 it will block a small amount of actions, if your needs are in yellow (3 or below) they will block most of your actions, if your needs are in red (0) they will block almost everything except the most basic of actions (sleeping, eating and solving whatever need is in red)

### Attributes

Knowledge 📖 increases your 🎮 cap (max 15), the amount of money you get from working in the office, the amount of topics you get to talk about (you start with 2 and you get a new one every 10 levels) and is a prerequisite for options in events. You can increase knowledge by: thinking hard (park, only when all your needs are above 5, 50% chance), reading a knowledge book\* (book store, 100 🟩, free action), study (university, 2h, 25 🟩), and buying the knowledge machine (mall, 600 🟩, not guaranteed every night) also increased by wearing certain clothes.

Fitness 🏋️ increases your ⚡ cap (max 15) and is a prerequisite for options in events. you can increase fitness by: do push-ups (your bedroom, only when all your needs are above 5, 50% chance), swim (pool, only spring and summer months, requires bathing suit), go for a run (park, requires sport clothes), light training (gym, requires sport clothes), heavy training (gym, requires

sport clothes) and buying the fitness machine (mall, 600 , not guaranteed every night) also increased by wearing certain clothes.

Charm  increases your  cap (max 15) and decreases the chance of giving a bad compliment and is a prerequisite for options in events. You can increase charm by: practice speech (bathroom, only when all your needs are above 5, 50% chance), sunbath (pool, only spring and summer months), get a haircut (mall, 50 ) , party (nightclub (15 ) , 50 ) , reading the charm book (bookstore, 100 ) , after buying the hot tub (5000 ) and buying the charm machine (mall, 600 ) , not guaranteed every night) also increased by wearing certain clothes.

Morality is a Bree MC specific trait that describes how good or bad your character is. This controls what actions might be available with certain other characters, positive points will be called morality and negative points immorality.

Your starting attributes are also raised by your choices in the prologue.

## Skills

These there are the skills which currently matter in game-play. All skills are picked at the start of the game skills, but some skills can be learned as the game progresses. Initial skill choice is detailed in the Walkthrough section.

### Note (Part 2)

## Good Skills

### Sports

Martial arts: need less fitness to win a fight, earnable on the beach

Golf: No current effect

Cooking: desire gain from eating with Sasha and Bree in the morning (this skill is earnable ingame) and can affect dialogue with some characters.

Dancing: Has minimal effect on current story. (Can be earned in game from Palla )

Shooting: Has some effect on Aletta's story.

Kart racing: No current effect (learned by going to the karting track)

### Hobbies

Video games: need less knowledge to win the videogame event. Can beat Bree while gaming in the living room (+1kp)




Guitar: prerequisite for the band storyline. Can be learned from a book in the book shop.

Workaholic: 2x work progress bar

### Others

Iron stomach: No current effect

Night owl: need 1 hour less sleep

Hung: get +1  if romance options happen to encounter the trouser python (+1  if you're in the bathroom with sasha or bree, first asking you to leave counts), always impregnate a girl when you  inside her if she has pregnancy content

Luck: Starting money boost. Better odds on the bar lottery. Can be earned by getting Lavish's lucky panties or finding a 4 leaf clover, however the clover only gives luck for one day


Shibari: Allows bondage during some after date scenes

S&M: Allows SM during some after date scenes

Massage: Can give Sasha foot massages. Learned from book from book shop.

Skills also influence Daily Passive Love

## Bad Skills

**Debt:** lose 100  each week before paying rent


**Unlucky:** worse odds in the bar lottery




**Animals Hate Me:** More likely shark will attack if you swim at the beach, bear will attack if you hike in the forest

**Small Dick:** Pregnancy chance is reduced to 10%. Influences daily passive love for some girls, art might change in some sex scenes.

## Money

### The Office

For Mike, the only way to reliably get money is to work at the office (you can also roam the streets for a random event or play vidya but you won't get far that way). Either work or work hard (both 4 hours), work hard gets you more money and costs more  but is only available if all your needs are above 5, work is available if your needs are above 3. You also have random events while working that can change how much money you get.



Work is only available in day hours and from Monday to Saturday, this is important because of the next point important! Every Monday morning 100  (50  on easy, 200  on hard) will be required to pay the rent, if you can't do this then you'll take a massive relationship hit with your roommates.

At the office you have a promotion bar. When this reaches 100%, you will receive a promotion. This includes a new office and a salary increase. The more promotions you get, the more your salary increases. Promotions will also unlock new content.

The office salary is based on the number of promotions, charm and knowledge. Raising all of these attributes will raise Mike's salary.


#### Work

- Work normally: +5% promotion progress.

- Slack off: +5% promotion progress and + 2 fun. There is a chance be caught by Aletta and -1% progress (chance reduced by , 0% at 101 ).


#### Work hard (+50% money)


- Work normally: +10% promotion progress.


- Work fast: +15% promotion progress. There is a chance be caught by Aletta and get no progress (chance reduced by , 0% at 100 ).

### Mall Jobs

Mike if he loses or quits his office job, the alternative are mall jobs. Mall jobs pay much less than the office job and are not very fulfilling, but they will do the trick.

Bakery: This job pays based upon your .

Electronic Shop: This job pays based upon your .

Gym: This job pays based upon your .

Bookstore: This job pays based upon your , and pays twice the amount as the Bakery.

Sex Shop: This job pays based upon your  , and pays twice the amount as the Bakery.

## Note (Part 3)

### Shops

You can purchase items at various shops. There are four types of items you can buy:

**Gifts:** Gifts are items that are specifically to be given to the romance characters. They can be flowers, candies, books, clothing and certain sex shop items such as the slave collar.

**Consumables:** Consumables are items that you buy and use. They include items such as cakes, mint candies, medicine and condoms.


**Clothing:** Clothing are items that you can equip for some effect. You have two slots to equip: A main clothing and an accessory. Each item in the clothes shop describes what it affects.


**Plot items:** Other items exist for plot purposes, and cannot be used explicitly but may be needed to make some scenes available. Examples of this are the bicycle or car, which unlocks the beach. Note that plot items can also be clothing, such as the sport clothes and fancy clothes needed to unlock the gym and nightclub, respectively.


### Chores

Each week you're supposed to do certain chores as part of the household. There will be a bar that fills up to 100% while you are in the house. When you have filled this bar it will go away.

These are best left until Sunday as you don't have that much to do during that day.

If you don't do the minimum of 4 chores then you'll lose 10  with both Bree and Sasha.

Doing unfinished chores even after your chore meter is maxed out will gain extra  with your roommates.



For 100  /week you can hire a cleaning service and not have to do chores.

### Getting Sick

You have a small chance of getting sick every day.

If you get sick, other characters will comment on it, but it otherwise has minimal effect on the game. If you buy medicine in the mall, using it will immediately remove the effect.

### Pregnancy

If Mike MC has sex with a girl and  inside her, there is a certain chance she will become pregnant. The pregnancy system changed with version 22.2.0. The chance of pregnancy now depends on the general fertility of the girl, the day her fertility cycle and the size of Mike MC's .

### Fertility

There is a 28 day fertility cycle for each girl during which they can get pregnant.

During this time there is a 13 Days time window in which there is a chance for the girls to become pregnant. In order to see the Pregnancy chance for each girl you have to learn the new skill "Fertility Assessment". It can be learned through a book from the book shop.

Also, each girl has one of 3 fertility traits which change the chance of them getting pregnant.

**Base pregnancy chance**

Fertil Day	infertile	normal	fertile
Day 1	3%	7%	10%
Day 2	7%	14%	21%
Day 3	10%	21%	31%
Day 4	14%	28%	42%
Day 5	17%	35%	52%
Day 6	21%	42%	63%
Day 7	25%	50%	75%
Day 8	21%	42%	63%
Day 9	17%	35%	52%
Day 10	14%	28%	42%
Day 11	10%	21%	31%
Day 12	7%	14%	21%
Day 13	3%	7%	10%

**Potency**

Additionally, to the girl's fertility trait, Mike MC's potency depends on his ♥♥♥♥ size (hung/normal /small d.ick), which will increase or decrease the pregnancy chance.

The d.ick size can be chosen during the introductory questions. It can also be changed with the respective pills from the drug store.

**Base pregnancy chance + Hero potency trait**

Fertil Day	infertile			Fertil Day	normal			Fertil Day	fertile		
	small	normal	hung		small	normal	hung		small	normal	hung
Day 1	1%	3%	4%	Day 1	4%	7%	11%	Day 1	5%	10%	15%
Day 2	3%	7%	10%	Day 2	7%	14%	21%	Day 2	11%	21%	32%
Day 3	5%	10%	15%	Day 3	11%	21%	32%	Day 3	16%	31%	47%
Day 4	7%	14%	21%	Day 4	14%	28%	42%	Day 4	21%	42%	63%
Day 5	8%	17%	25%	Day 5	18%	35%	53%	Day 5	26%	52%	78%
Day 6	10%	21%	31%	Day 6	21%	42%	63%	Day 6	32%	63%	95%
Day 7	12%	25%	37%	Day 7	25%	50%	75%	Day 7	38%	75%	113%
Day 8	10%	21%	31%	Day 8	21%	42%	63%	Day 8	32%	63%	95%
Day 9	8%	17%	25%	Day 9	18%	35%	53%	Day 9	26%	52%	78%
Day 10	7%	14%	21%	Day 10	14%	28%	42%	Day 10	21%	42%	63%
Day 11	5%	10%	15%	Day 11	11%	21%	32%	Day 11	16%	31%	47%
Day 12	3%	7%	10%	Day 12	7%	14%	21%	Day 12	11%	21%	32%
Day 13	1%	3%	4%	Day 13	4%	7%	11%	Day 13	5%	10%	15%

Note (Part 4)


**Birth control**

In order to avoid pregnancy, Mike MC can use a condom. Condoms can be bought at the drug store or the sex shop. Some girls will insist on using protection, unless their 🧠 is high enough.

Any girl that has >= 50 🧠 can be commanded to go on (or off) the pill. Some girls, such as Lexi

and Palla start out on the pill, but most do not. A girl who is on the pill cannot get pregnant.

Besides the after-date scenes, there are also a couple of sexual encounters during the girls' story events. In most, they cannot get pregnant. This is a game design decision, so that the player does not impregnate a girl during a sex scene over which they have no control. The hung trait does not change the outcome! In some events, the player can choose whether to use a condom or not. A few events do not present that option. For these, the only sure way to prevent a pregnancy is if the girl is on the pill.

During a home date, Mike MC can have sex with a girl in the hot tub (after it has been repaired for 5000 ). If Mike MC does not pull out, the girl can get pregnant during this event.


	No pregnancy risk	Condom optional	Pregnancy risk (unless on the pill)
<b>Bree</b>	Bowsette cosplay Bree is bored The one he likes Living-room dominance		Shower sex
<b>Kleio</b>	The car needs repairs	Studio sex	
<b>Lexi</b>	Pool time fun Lexi is dealing		
<b>Minami</b>	Practice sex		
<b>Samantha</b>	Birthday sex	Cheating on Ryan Marriage sucks	Revenge cowgirl sex
<b>Sasha</b>	Birthday sex		Shower sex
<b>Shiori</b>	Second lap dance		


## Giving Birth

When a girl becomes pregnant, sometime in the next week she will have a special conversation with MC where she breaks the news. Some girls do not want children and will want an abortion. Some girls will want to keep it. If, at the end of the conversation, she decides or is coerced into keeping the child, after 9 full days her art will update to the pregnancy version. Not all girls currently support pregnancy.

As of version 22.2.0, the game now gives the player the option to choose between the old system where girls stay pregnant forever or the new system where they give birth.

The girls give birth 60 days after they become pregnant

If you don't marry the girl before she gives birth she will lose 25 

You'll have to pay 100  in child support every week for every baby

## Introduction

### Question #1: Do you like sport?

Choice	Skill	Easy	Normal	Hard	Description
Martial Arts		+10 	+5 	+2 	Useful for fights with <a href="#">Danny</a> and <a href="#">Dwayne</a> . Skill can also be learned from <a href="#">The Master</a> .
Golf		+4  +6 	+2  +3 	+1  +2 	So far not useful for the story.
Discreet		+10 	+5 	+2 	Useful for peeping on the roommates.
Cooking		+6  +4 	+3  +2 	+2  +1 	Skill can also be learned from the cooking book.
Dancing		+4  +6 	+2  +3 	+1  +2 	Skill can also be learned from <a href="#">Palla</a> .
Shooting		+4  +6 	+2  +3 	+1  +2 	Useful for <a href="#">Aletta's</a> and <a href="#">Camila's</a> storyline.
Nothing		+8  +6 	+3  +4 	+2  +4 	Does not add any specific skill.

### Question #2: Do you have a hobby to relax with?

Choice	Skill	Easy	Normal	Hard	Description
Games	✔	+10 📖	+5 📖	+3 📖	Necessary to play Bree's gamer path. Increases Bree's 🎮 every time you play video games together.
Fitness	✘	+20 🏃	+10 🏃	+5 🏃	
Partying	✘	+20 🍷	+10 🍷	+5 🍷	
Working	✔	+10 🏢	+5 🏢	+3 🏢	Progress faster at working.
Cars	✘	+10 🚗	+5 🚗	+3 🚗	Start with Sports Car and a debt of -200 💰 each week.
Reading	✘	+30 📖	+15 📖	+8 📖	Additional +1 ❤️ for Bree.
Guitar	✔	+10 🎸	+5 🎸	+3 🎸	Necessary to start the Band Harem. Skill can also be learned through the guitar book.
Not really	✘	+8 🍷 +6 🏃	+4 🍷 +3 🏃	+2 🍷 +2 🏃	

### Question #3: Can you tell us something bad or shameful about you.

	Consequence	Additional information
No, nothing	You won't be able to pick something from Question #4.	
I am unlucky	-1 🍀 (You will need to increase your luck in order to meet Emma)	You cannot choose "I'm lucky" at Question #4.
I have some big debt	You'll have to pay 200 💰 per week extra.	Not available if you chose "Cars" at Question #3.
Animals hate me	Animals will attack you at night.	
I have a small penis	Halves pregnancy chance.	You cannot choose "I am hung" at Question #4. Penis size can also be changed later with pills from the drug store.
I am prone to erectile problems	Increases the time until you can have sex again	You cannot choose High libido as at Question #4.

### Question #4: Do anything of note, or is corporate lackey all there is to you?

Choice	Skill	Easy	Normal	Hard	Description
Marathon	✘	+20 🏃	+10 🏃	+5 🏃	
People Person	✘	+20 🗨️	+10 🗨️	+5 🗨️	
Eating contest	✔	+10 🍷	+5 🍷	+3 🍷	So far not useful for the story.
I'm lucky	✘	+1 🍀			You also start with 2500 💰 extra.
Best of class	✘	+20 📖	+10 📖	+5 📖	
I don't sleep	✔	+10 📖	+5 📖	+3 📖	Requires one hour less sleep per night.
I am hung	✔	+10 🍷	+5 🍷	+3 🍷	Increases pregnancy chance unless birth control is used (condom or pill). Penis size can also be changed later with pills from the drug store.
High Libido		+10 🍷	+5 🍷	+3 🍷	Gives the "High Libido" skill, reduces the time until you can have sex again

### Recommendations

Advancing quickly in the game requires getting your attributes up and having a lot of money. As a result, a good early daily schedule includes working a lot and spending time practicing your skills, while at the same time increasing ❤️ with your roommates. Here is a good recommended schedule to start with.

Purchase the Luxury bed at the mall for 200 💰. This will allow you to get up at 6:00 a.m. fully rested, without an alarm, provided you go to sleep at 23:00.

06:00: Wake up (set the alarm) and shower, Bree will ask you to leave, this will net you ❤️ with her if you are hung.

07:00: Watch TV or do a chore

08:00: Kitchen with Bree, compliment her (free action, once per day), this will either increase ❤️ or decrease it but we're going to get it back immediately anyway, talk to her.

09:00: Kitchen with Sasha, compliment her (free action, once per day), eat with her, also drink the coffee (your ⚡ should be 8 which brings you right back at 10 for free)

10:00: Office, work hard

14:00: Office, work hard

18:00: Text every girl in your contact list that is not at max ❤️. You should call and chat with the ones that can gain ❤️ or, if desired, 🗨️ for chatting.

18:00: Home: either TV with Bree (if you have enough ❤️ with her) or wait for 2 hours (your fun levels are too low to do anything else)

20:00: Eat with the girls

21:00: TV with Sasha (if you have enough ❤️ with her)

23:00: Sleep

Other good starting choices include (once you've worked a bit and built up some cash) buying gym clothes and going to the gym to train, or buying fancy clothes and going to the nightclub to party (only available late at night) to build up 🌟. Going to the university to build up 📖 is also valuable early. If you want to avoid Kylie (the Yandere character), she will not trigger until 7 days played. Kylie also does not become generally available until after Mike has 30 🌟, so raising 📖 to max first and then raising 🌟 can keep Kylie at bay.

Be warned that starting on the second week, if you go to the Dark Alley after 22:00 you will encounter Danny. If you have less than 50 💪, (or less than 25 💪 with martial arts skill) you will lose 500 🟢, so do not do this encounter on a Sunday night!

---

## Sasha - Story events



In-game description: "One of my roommates, Sasha is a goth girl. She can be acerbic, but knows how to have a lot of fun."

Sasha is a smaller-chested brunette goth girl who is one of the roommates. She is into music and kinky sex.

Sasha is possessive! If you kiss someone in front of Sasha, many events will no longer trigger. She considers this cheating. Events noted with "not cheated" will not trigger, in this case, and you cannot recover this state.

If you allow 🌀 to go negative, Sasha gets Dom Points (🔑) instead, and this opens up special scenes.

Post-date, Sasha can have sex with the MC:

If 🌀 > 50 and anal beads have been purchased, Sasha will do bead play. During bead play Mike can ♥♥♥♥ her doggy, missionary, standing, and there's a spanking option.

If 🌀 > 25, Sasha will ♥♥♥♥ Mike with a strapon.

## Moving In

**Prerequisites:** Living room, 09:00-19:00

Sasha moves in. Mike can help her or not. If you help her and have 🌟 >=4 you can laugh at her comment to not increase her 🔑. With 💪 >=5 you can take all 3 boxes from her.

**Outcome:** Sasha max ❤️ set to 15, can be kissed at 13 ❤️.

## Unpacking

**Prerequisites:** done Unpacking, Hallway, 09:00-24:00, not cheated, Sasha is in her room and not sleeping

The MC can help Sasha unpack. Having ⚡ > 8 or 🌟 > 15 provides additional dialogue options

with more ❤️ possibilities.

With randomness on, this event has a 25% chance of triggering on Monday, Tuesday and Thursday evenings. It has 100% chance of triggering Saturday at 19:00.

**Outcome:** Sasha max ❤️ set to 20

## Playing pool

**Prerequisites:** Pub, Sasha present, not cheated, Sasha ❤️  $\geq 20$

The MC meets Sasha in The Winchester and admires her playing pool. Can bet with her, can help her finish moving in, can have dinner with her.

**Outcome:** Sasha max ❤️ set to 30.

## Sasha has a band

**Prerequisites:** Hallway, Monday - Saturday, 18:00-24:00, Sasha in her bedroom, Sasha ❤️ 30, not cheated

Mike overhears Sasha playing guitar in her bedroom. If Mike is enthusiastic about it, she will tell him she is in a band.

If he has the guitar skill, she will ask him to come to their band practice, otherwise she will invite him to their next gig. **In order to play the Band Harem, you need the guitar skill at this point.**

**Outcome:** Sasha max ❤️ set to 70.

## First gig

**Prerequisites:** done Sasha has a Band, did not have guitar skill, Pub, Friday, 20:00-23:00

Mike watches Sasha's band do their first gig.

**Outcome:** Anna and Kleio unlocked.

## Take Sasha on a date 1

**Prerequisites:** Sasha ❤️  $\geq 70$ , done Sasha has a Band, 🌈  $\geq 90\%$

After the date Sasha talks with Mike about the date. Both confess that they like each other.

**Outcome:** Sasha max ❤️ set to 80.

## Take Sasha on a date 2

**Prerequisites:** Sasha ❤️  $\geq 80$ , done Take Sasha on a date 1, 🌈  $\geq 90\%$

Sasha talks with Mike about the time she moved in.

**Outcome:** Sasha max ❤️ set to 90, Sasha's status gets updated to Girlfriend.

## Confessing your feelings

**Prerequisites:** Sasha ❤️  $\geq 90$ , done Take Sasha on a date 2, eat a meal with her alone

Sasha and Mike confess their feelings for each other. The dialogue changes if Sasha is part of the Home and/or the Band Harem.

**Outcome:** Sasha's max ❤️ set to 100.

## Sasha gives herself to Mike

**Prerequisites:** Mike MC, Kitchen, Sasha ❤️  $> 62$ , Sasha 🧠  $> 75$

Sasha gives herself to Mike and calls him Master.

## Sasha - Flirting with Sasha

## Flirting by the pool

**Prerequisites:** Bedroom, Spring or Summer, Sasha by the pool, not cheated, Sasha ❤️ >= 20  
Mike flirts a bit with Sasha by the pool.

## Successful date

**Prerequisites:** done Flirting by the pool, take Sasha on a successful date, Sasha ❤️ >= 30  
Depending on Sasha's 🗨️ and ❤️, the dialogue plays out differently.

## Sasha asks about family

**Prerequisites:** done Successful date, living room, interact with Sasha, not cheated, Sasha ❤️ >= 40  
Sasha asks Mike about his family, giving Mike an opportunity to flirt.

## Making a move

**Prerequisites:** done Sasha asks about family, living room, interact with Sasha, not cheated, Sasha ❤️ >= 50  
Sasha asks why Mike did not make a move on her before.

## Coffee date

**Prerequisites:** Coffee shop in mall date, Sasha ❤️ >= 25  
Mike takes Sasha to the coffee shop. This date has an opportunity for +/- 10 🗨️ as a method to quickly raise/lower that stat.

## Sasha - Appearance change events

### Sasha breast complex

**Prerequisites:** Mike MC, Living room 20:00-24:00, Sasha ❤️ >= 25, not cheated  
Sasha sees Mike looking at girls in a magazine, and gets irrational about it.  
**Outcome:** -3 ❤️

### Sasha breast complex 2

**Prerequisites:** Mike MC, Summer, Pool, Sasha ❤️ >= 50, Sasha 🗨️ >= 75, Bree present and in swimsuit, done Sasha breast complex 1, not cheated  
Sasha notices Mike checking out Bree in her swimsuit.

### Sasha breast complex 3

**Prerequisites:** Mike MC, Bathroom, Sasha ❤️ >= 75, had sex with Sasha, done Sasha breast complex 2, not cheated  
Mike walks in on Sasha in the shower. She asks if Mike likes big or small tits. If he says big, she gets a breast complex.


### Sasha breast complex 4

**Prerequisites:** Mike MC, done Sasha breast complex 3, Sasha has breast complex  
Sasha tells Mike she wants a boob job. Mike can pay for it (bonus 🗨️ and ❤️), agree to it (no bonus) or say no (cancels chain). If she does this, she will disappear for a week while she has the operation.



## Sasha breast complex 5

**Prerequisites:** Mike MC, done Sasha breast complex 4, paid for or agreed to boob job  
Sasha shows off her nice new bigger boobs, and gives Mike a tittyjob.

## Sasha likes blondes




**Prerequisites:** Mike MC, Living room 20:00-24:00, Sasha  > 62, Bree present, not cheated  
Sasha catches Mike ogling Bree. If Mike says he likes Blondes, Sasha will be upset but think about that.

## Sasha likes blondes 2


**Prerequisites:** Mike MC, Living room 20:00-24:00, Sasha  >= 65, not cheated, only if Mike said he likes blondes in Sasha likes blondes  
Sasha shows off her new blonde hair. If Mike does not like it, 7 days later it will change back to black.  
You can tell Sasha to change her hairstyle between blonde and black at any time through the slave command (Sasha  >= 25).

## Sasha - Sasha and Scottie events


### Scottie appears

**Prerequisites:** Mike MC, Living room, 7 days played, not cheated  
Sasha's ex-boyfriend Scottie appears. With Sasha  > 25 there are more conversation options that lead to more /  for Sasha, but you'll have to move quickly and complete Playing pool ASAP to get this far.




### Scottie talk

**Prerequisites:** Mike MC, done Scottie appears, Sasha  < 50, days passed >= 7  
Sasha and Mike talk about Scottie.

### Sasha and Scottie blowjob (avoidable NTR)

**Prerequisites:** Mike MC, Sasha  < 50, Sasha is in her room, hallway, days passed >= 7  
Mike enters the hallway and can choose to peep on Scottie and Sasha.

### Scottie threesome request

**Prerequisites:** Mike MC, days played >= 14, living-room, had sex with Sasha, Sasha  < 25, Sasha  < 25, Sasha  >= 50, not cheated  
Sasha will ask Mike to have a threesome with her and Scottie.

### Scottie threesome

**Prerequisites:** Mike MC, done threesome request, Sat. 18:00, living-room  
Sasha, Mike and Scottie spend some time together.


## Sasha - Sex events

### Masturbation



**Prerequisites:** Sasha is in her room, 20:00-03:00, 25% chance

Knock on Sasha's door to peep on Sasha masturbating in her bedroom.



## TV BJ

**Prerequisites:** Mike MC, Sasha  >= 75, had sex with Sasha, watching TV with Sasha.  
Repeatable  
If Mike watches Porn with Sasha, she can give him a nice BJ.


## Shower BJ

**Prerequisites:** Mike MC, take a shower, 20:00-24:00, Sasha  >= 75, Sasha  >= 50, had sex  
Repeatable  
Sasha gives Mike a BJ in the shower.



## Fu.ck at home

**Prerequisites:** Any room in the house 20:00-24:00, Sex with Sasha at least twice, Sasha  >= 75  
You can ask Sasha to have sex at home. If Bree is in the room and the Home Harem is active, Bree will ask to join in.  
When initiated in the bathroom, Mike will  Sasha in the shower. Unless she is on the pill, Sasha may get pregnant from this event!



## Fu.ck at the beach

**Prerequisites:** Beach Date 14:00-18:00, sex with Sasha at least twice, Sasha  >= 75  
Mike can ask Sasha to have sex at the beach.

## Foot massage

**Prerequisites:** Watch TV with Sasha Mon-Fri: 20:00-24:00, massage skill, Sasha >= 25 , Sasha <= 0   
The massage skill can be learned by purchasing a book in the book store.  
When watching TV with Sasha, with the massage skill, Mike can give her a foot massage.



## Foot job

**Prerequisites:** Watch TV with Sasha Mon-Fri 20:00-24:00, massage skill, Sasha >= 50 , Sasha >= 25 , foot massages given >= 5  
The massage skill can be learned by purchasing a book in the book store.  
When watching TV with Sasha, with the massage skill, she can give Mike a foot job. This requires dom points.




## Second Foot Job

**Prerequisites:** Watch TV alone between the hours of 1800-2300, Sasha is home and not a sleep, Already had a foot job from Sasha.  
Mike gets a second foot job from Sasha. This event is repeatable once a month.


## Foot lick

**Prerequisites:** Watch TV with Sasha Wednesday or Friday 20:00-24:00, massage skill, Sasha >= 50 , Sasha >= 50   
The massage skill can be learned by purchasing a book in the book store.  
When watching TV with Sasha, with the massage skill, she will ask Mike to lick her feet.

## Strap-on fun


**Prerequisites:** Sasha   $\geq 25$ , after date scene/ at home  
 Sasha will ask Mike if he wants to try something new. If he accepts she will use a strap-on and  Mike.  
**Outcome:** Mike knows that Sasha has a strap-on dildo

## Hot tub Sex



**Prerequisites:** Home Date, Sasha   $\geq 50$ , sex with Sasha at least once, hot tub repaired  
 During a Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Sasha - Other events

### Sasha loves her toys

**Prerequisites:** Sasha   $\geq 70$ , visit Sasha in her room (she has to be present), 20% chance of happening  
 Mike finds out that Sasha has some new toys she is eager to use.  
**Outcome:** Mike knows about the strap-on











### Sasha has a bad practice

**Prerequisites:** Practice with the band, Band progress  $> 25$   
 Band practice is interrupted by Sasha having a bad day. Mike follows her and talks to her. Can gain 5  or  with right conversation options.













## Birthday date

**Prerequisites:** Sasha is datable, Go on a date with her on her birthday  
 Mike takes Sasha to a special birthday date. Sasha can't get pregnant from this event.

### Restaurant

Decision 1	 $\geq 50$	else	Decision 3	 $\geq 50$	else
Tell her to hurry up	+10 	-10 	Take it	+10 	-10 
Let her take her time	-10 	+10 	Give it to her	-10 	+10 
Decision 2	-		Final restaurant event		
Don't give her a gift	- 20 		Mike has less then 200 	-10 	
Give her a good gift	+20 		Mike has 200 	+10 	
Give her a unusual gift	- 20 		If  $\geq 50$ , they will go to the pub. If not the date ends.		

### Pub

Decision 1	 $\geq 50$	else	Event 2	
Let her buy the first round	+10 	-10 	If  $< 50$ you lose the game of darts	
Buy Sasha a drink (-100 	-10 	+10 	If  $\geq 50$ you win the game of darts	+10 
Event 1			End of date event	
If  $< 50$ you lose the game of pool			If  $\geq 70$ , they will play a different game in the restrooms	
If  $\geq 50$ you win the game of pool				

## Pregnancy request

**Prerequisites:** Status is girlfriend, days since status changed  $\geq 7$ , not pregnant already, Sasha is present  
 She proposes for Mike to impregnate her.

## Piss off!

**Prerequisites:** Cheated on Sasha

When you try to interact with Sasha, she'll tell you to piss off.

## Valentines Day

On Valentine's Day (Spring 14), Sasha will gift you handcuffs. This event may not trigger, if her love points are not high enough.

## Christmas

On Christmas Day (Winter 25), Sasha will gift you anal beads. This event may not trigger, if her love points are not high enough. You can use these beads on her at the end of a successful date, if her kink is high enough.


---


## Bree - Story Events



In-game description: "One of my roommates, Bree is a full time student. She is bubbly and sweet."

When playing as Mike MC, Bree is one of his roommates and one of the first characters he can interact with. Bree has some of the most content in the game. She is a cute, excitable blonde girl who is into video games and geekery in general.


If you have the cooking skill, you can make a meal for Bree (and Sasha) in at 08:00 and 20:00 to gain 



If you kiss someone in front of Bree, (other than Sasha if the Home Harem is active) you will lose 20  with her.



## General story events

Bree has to two paths, the maid path or the gamer path. Depending on the prerequisites met, the play through can result in either of these paths.

## Missing phone

**Prerequisites:** Living room, Bree present, Bree 10 


Mike's phone is missing. While looking for it, he runs into Bree playing a videogame on the couch. If Mike asks her to help look, +5 . If Mike demands she look, +5 

**Outcome:** Bree max  set to 20, kissable at 20 


## Playing in the arcade


**Prerequisites:** Arcade, Bree present (Saturday afternoons, 15 PM), Bree 20 

Play games in the arcade with Bree. Different text if Mike has video games skill, but the outcome is the same.


**Outcome:** Bree max  set to 30.

## Playing on the Z-Box

**Prerequisites:** Z-Box owned. Living room 10:00-19:00, Bree Present, Bree 30 

Play on the Z-Box with Bree, and see her bedroom. If you tease her about country music, +5 .

Otherwise +5 .

**Outcome:** Bree max  set to 40.

**If you finished the playing on the Z-Box event Bree's story will split into the Maid OR Gamer path (the gamer path requires the video games skill).**

**You can only do either the Maid or the Gamer path in one playthrough (both on the same save file is not possible).**

## Bree - Gamer path


### Gamer path

**Even if you choose the games skill you can start the maid path unless you finished the video game training event!**


**When Bree calls you, you have to ignore the call otherwise you will change to the maid path.**

**If you choose the Video games skill at the beginning of the game, you should now have a second Bree story tracker tab called "Gamer Bree"**


### Video game training

**Prerequisites:** didn't finish the event rent trouble, Mon-Sat 18:00-20:00, Living room, Video games skill, Interacting with Bree, Bree   $\geq 40$

Bree asks Mike if you could lend her money for a video game tournament. If Mike goes to the arcade with Bree, there is an encounter with another girl hogging the video game.


**Outcome:** Bree max  set to 50

### Bree is bored


**Prerequisites:** Mon-Fri 09:00, Living room, Video games skill, Interact with Bree, Bree   $\geq 50$ , had sex with Bree once

Bree will talk with Mike about her video games being too easy and boring. Mike suggests to help her with this Problem.

If Mike already had anal sex with Bree, he can choose anal as an option.

**Outcome:** Bree max  set to 55

### Joystick

**Prerequisites:** Bree   $\geq 55$ , done Bree is bored, living-room, had sex once, interact with her  
Mike finds out that Bree is pretty good at the game she is playing and that she is bored again.



**Outcome:** Bree  max set to 60

### The tournament

**Prerequisites:** Bree   $\geq 60$ , done Joystick  $\geq 5$  days ago, 08:00 - 20:00

Bree and Mike partake in a tournament.

Report the cheater +1  -

Be cautious -1  +1 

**Outcome:** Bree  max set to 65

## Bree Scissorhands

**Prerequisites:** Bree ❤️ >= 65, done The tournament >= 2 days ago, living-room, Bree is in the living-room

Bree points out that something about Mike seems different and offers to cut his hair.

Why not? +1 ❤️ -

Love it +2 ❤️ -

What have you done? -3 ❤️ +5 🗨️

No, no way, never! -3 ❤️ +5 🗨️

**Outcome:** Bree ❤️ max set to 70

## Virtual problems

**Prerequisites:** Bree ❤️ >= 70, done Bree Scissorhands >= 1 day ago, 08:00 - 20:00, living-room, play videogames

Bree get's jealous about stuff that Mike does in-game.

Let's meet Thyra together +1 ❤️ +2 🗨️ promised to meet Thyra with her

Fine.. I won't meet Thyra +2 ❤️ - -

**Outcome:** Bree ❤️ max set to 75

## Offline meet up

**Prerequisites:** Bree ❤️ >= 75, done Virtual problems >= 3 days ago, 10:00 - 14:00

If you told Bree that you won't meet Thyra, you'll skip this event and Bree's max ❤️ will be set to 80. (You still need to trigger this event even though nothing will happen.)

Mike and Bree meet Thyra together (only if you chose to invite Bree to meet Thyra).

Mike can choose to leave immediately or talk for a minute with Thyra.

**Outcome:** Bree ❤️ max set to 80

## Striking distance

**Prerequisites:** Bree ❤️ >= 80, done offline meet up >= 6 days ago, 08:00 - 18:00, Saturday/Sunday, living-room, Bree is present

Mike meets Bree's father for the first time.

**Outcome:** Bree ❤️ max set to 85

## Sleepover

**Prerequisites:** Bree ❤️ >= 85, done striking distance, 20:00 - 24:00, living-room, interact with her

Mike and Bree got very tired and decided to go to sleep.

Let Bree stay +2 ❤️ -

Ask Bree to leave -2 ❤️ +1 🗨️

**Outcome:** Bree ❤️ max set to 90

## Assignment

**Prerequisites:** Bree ❤️ >= 90, done sleepover >= 2 days ago, 16:00 - 24:00, living-room, interact with her

Bree has to finish an assignment and asks Mike if he can help her with it.

I'll help you (if knowledge >= 70) +1 ❤️

You have to do it alone -1 ❤️

**Outcome:** Bree ❤️ max set to 95

## The yearbook

**Prerequisites:** Bree ❤️ >= 95, done assignment >= 1 day ago, living-room, interact  
Mike sees Bree carrying a box with the label "school stuff" on it. He finds an old yearbook of her.  
No, you weren't +2 ❤️ -  
Fat and ugly, indeed -2 ❤️ +1 🧠  
**Outcome:** Bree ❤️ max set to 100

## The passing of a loved one

**Prerequisites:** Bree ❤️ >= 100, done the yearbook >= 1 day ago, 08:00 - 20:00, living-room, interact with her  
Mike and Bree experience a devastating loss that might change their lives forever.

Bree - Maid path

## Maid path

If you did not choose the videogames skill at the beginning (or pick Bree's call before you finish the Video game training event), you will play the "Maid Bree" storyline.

## Rent troubles

**Prerequisites:** gamer path is not started, Mon-Fri, 12:00-18:00, Bree ❤️ >= 40, Bree 🧠 >=25 .  
Bree calls Mike and asks to meet at the coffee shop. She explains that she doesn't have money for the rent, but she has a line on a job. Mike agrees to help her out with the job.  
If Mike is mean to her, Bree gains 🧠. If Mike is kind to her, Bree gains ❤️. Mike can agree to cover her rent this month, which can be repaid later.  
**Outcome:** Bree max ❤️ is set to 50.

## Cooking practice

**Prerequisites:** 09:00 - 22:00, Hallway or Bree's Bedroom, Bree in her bedroom, Bree ❤️ >=50  
Mike asks Bree to cook for him to practice for her upcoming interview. If Mike is mean, 🧠 points are gained but ❤️ are lost.  
**Outcome:** Bree max ❤️ set to 55.

## Cooking practice redux

**Prerequisites:** 18:00-22:00, Kitchen or living room, Done Cooking practice, Bree ❤️ >= 55  
Bree asks Mike to sample her cooking the day before her big interview. It's... not good.  
**Outcome:** Bree max ❤️ set to 60.


## The interview

**Prerequisites:** 12:00-18:00 Mon-Fri, Street, Done Cooking practice redux, Bree ❤️ >= 60  
Bree has her interview at the Maid Cafe. If Mike paid her rent, she pays him back. After this, a new location, the Maid Cafe, is available. You can go there and buy coffee from Bree.  
**Outcome:** Bree max ❤️ set to 65.

## Visit Bree at work


**Prerequisites:** 18:00 Mon-Fri, Maid Cafe, Done The Interview, Bree ❤️ >= 65, had sex with Bree once  
Visit Bree at work in the evening, to see how she is doing as a maid.  
**Outcome:** Bree max ❤️ set to 70.

## Kitchen fun time (optional)

**Prerequisites:** done visit Bree at work, Sasha is not at home,  >= 50, 18:00 - 20:00, Bree is in the kitchen, you must be in the front porch  
Bree cooks Mike something nice.


**Outcome:** Bree  max set to 75

## Advice

**Prerequisites:** Bree  >= 70, Visit Bree at work, Maid Cafe,  
Mike visits Bree at her workplace and drinks a cup of coffee.

**Outcome:** Bree  max set to 75

## The one he likes


**Prerequisites:** Bree  >= 75, done advice >= 2 days ago, living-room, 18:00 - 22:00, Bree is present

Mike wants to confess to Bree that she is the girl he likes.

Bree can't get pregnant from this event.

**Outcome:** Bree  max set to 80

## Living-room dominance (optional)


**Prerequisites;** done Advice and Kitchen fun time, living-room, 18:00 - 23:00,  >= 75, watch TV with Bree

Mike and Bree burn some energy in the living-room.

Bree can't get pregnant from this event.


**Outcome:** Bree  max set to 100

## The Aftermath

**Prerequisites:** Bree  >= 80, done the one he likes >= 2 days ago, living-room, 18:00 - 22:00  
Mike and Bree talk about the what happened the last time.

**Outcome:** Bree  max set to 85


## Temporary help

**Prerequisites:** Bree  >= 85, the aftermath >= 2 days ago, maid cafe, 18:00 - 22:00,  
Mike helps Bree and her boss Kiara out in the maid cafe.

Mike can decide to decline Kiara's offer or to accept it.


**Outcome:** Bree  max set to 90

## Preparation time

**Prerequisites:** Bree  >= 90, temporary help >= 2 days ago, living-room, interact with her,  
Bree talks with Mike about a her past and tells him that her dad is coming the next weekend.  
This event has different dialogue if Bree is collared

**Outcome:** Bree  max set to 95



## Where we stand (optional)

**Prerequisites:** done preparation time and living-room dominance, Bree  = 100, Summer, invite her on a date to the beach

Mike and Bree talk about their roles in their relationship


**Outcome:** Bree  max set to 100

## Die Hard

**Prerequisites:** Bree  >= 95, preparation time >= 2 days ago, 08:00 - 18:00, Saturday - Sunday, Bree is present  
Mike proves to Bree's dad that he has balls of steel.  
has different dialogue if Bree is collared  
**Outcome:** Bree  max set to 100

Bree - Bree and Dwayne

## Bree meets Dwayne

**Prerequisites:** Did not finish Cassidy's story, Bree  >= 60, work or work hard  
Bree is walking past Mike MC's office building and stops by for a visit. Mike introduces Bree to Dwayne, the company's CEO.



## Dwayne asks about Bree




**Prerequisites:** Done Bree meets Dwayne, did not finish Cassidy's story, work or work hard  
Dwayne stops by Mike MC's office and asks him to invite Bree back for the tour he suggested when they met. He makes it clear he intends to have sex with her in his office, and "generously" offers to let Mike join in.  
Mike can agree to the proposal or refuse. If he refuses, he loses the current work progress. If he is rude about it, he will also lose all but the first promotion and Dwayne leaves with a general threat about not forgetting this.

## Ask Bree about the Grand Tour (avoidable NTR)

**Prerequisites:** Done Dwayne asks about Bree, promised Dwayne to ask Bree  
Talk to Bree and choose "About Dwayne."  
Mike talks to Bree about her visit to the office. Bree admits that she finds Dwayne hot, so Mike presents the proposal to her.


If Bree  >= 75, she will be up for it. The "tour" will happen the next Wednesday at 14:00. Otherwise, she will refuse the offer.

If her , she politely explains that she wants nothing to do with him, and loses -10 .


If her  < 25, she will get mad at Mike for suggesting such a thing. She walks out and loses -25  and - 25 .

Bree - Sex events


## Pool BJ

**Prerequisites:** Swimming 09:00-19:00, had sex with Bree, Bree  >= 50  
Bree will give Mike a BJ in the pool.

## Shower BJ

**Prerequisites:** Had sex with Bree, 20:00-24:00, shower, , Bree  >= 75 and Sub.png >= 50  
(Repeatable) Bree will give Mike a BJ in the shower.

## TV BJ

**Prerequisites:** Mike MC, Bree  >= 75, had sex with Bree, watching TV with Bree. Repeatable  
If Mike watches Porn with Bree, she can give him a nice BJ.

## Masturbation

**Prerequisites:** 20:00-03:00, knock on Bree's bedroom, 25% chance  
 Mike can watch Bree masturbate. The scene changes if Sub.png > 25 or Mike has had anal with her.

## F.uck at home

**Prerequisites:** Any room in house 20:00-24:00, Sex with Bree at least twice, Bree ❤️ >= 75  
 (Repeatable) Mike can ask Bree to have sex at home. If Sasha is in the room and the Home harem is active, Sasha will ask to join in.  
 When initiated in the bathroom, Mike will ♥♥♥♥ Bree in the shower. Unless she is on the pill, Bree may get pregnant from this event!

## Beach BJ

**Prerequisites:** Beach 14:00-18:00, Bree ❤️ >= 75, Sex with Bree at least twice  
 Bree gives Mike a blowjob at the beach.

## Hot tub Sex

**Prerequisites:** Home Date, Bree ❤️ >=50, Sex with Bree at least once, Hot tub repaired  
 During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Bree - Other events

## Consequences

**Prerequisites:** Bree is gone forever., alley  
 You meet someone how explains to you in detail on what the consequences are.  
**Outcome:** -10 (⚡ & 🚿 & 🍷)

## Pregnancy request

**Prerequisites:** Stauts is girlfriend, days since status changed >= 7, not pregnant already, Bree is present  
 She proposes to Mike to impregnate her.

## Birthday date

**Prerequisites:** Bree is datable, Go on a date with her at her birthday

Restaurant			
Decision 1		Decision 3	
Don't help her	-10 🍷	No	-10 🍷
Help her	+10 🍷	Yes	+10 🍷
Decision 2		Final restaurant modifier	
Don't give her a gift	-20 🍷 -10 ❤️	Mike has less then 300 🍷	-10 🍷
Give her a normal gift	+10 🍷	Mike has 300 🍷	+10 🍷
Give her a unusual gift	-10 🍷	If 🍷 >= 50, they will go to the cinema. If not the date ends after the restaurant	

## Cinema

Decision 1		Decision 3		
Action movie	-10 🍷	Tell her to shut up	-10 🍷	+5 🗨️
Romcom	+10 🍷	Let her keep talking	+10 🍷	
Decision 2				
Salty	-10 🍷	If 🍷 = 100, Bree has other plans then watching the movie		
Sweet	+10 🍷			

### Get called daddy (Collared)

**Prerequisites:** Bree's bedroom, ❤️ >= 75, 🗨️ >=75, have her collared, interact with her  
Mike talks with Bree in her bedroom and asks if he likes her calling him Master. If Mike says no, she starts to call him daddy afterwards.

**Outcome:** Bree will refer to Mike as "Daddy" from now on.

### Get called daddy (Non-Collared)

**Prerequisites:** Bree ❤️ >= 75, not collared, collared version not triggered.  
Interact with Bree in her bedroom.

### Talk about the first kiss

**Prerequisites:** Kissed Bree, Bree ❤️ >= 40, Bathroom or Bree's Room  
After the first kiss, Bree will tell Mike to forget it happened.

### Talk about breakup

**Prerequisites:** Bree present, Bree ❤️ >= 40  
Bree will use a bad metaphor to express sympathy for Mike's breakup with Alexis.

### Get out!

**Prerequisites:** Bree's Room or Bathroom, Bree < 70 ❤️  
Bree will ask you to leave her bedroom or step out of the bathroom.  
If stepping into the bathroom and Bree is already in there, if ❤️ < 50 she will tell you to get out.

### Anal confession

**Prerequisites:** Had anal with Bree  
Bree will confess that she liked anal sex and will try not to be ashamed about it.

### Bowsette

**Prerequisites:** Hall or Bree's Bedroom 18:00-20:00, at least 21 days played, Bree ❤️ > 50  
Bree will show her Bowsette cosplay. If Mike has already had sex with her, she'll let him ♥♥♥♥ her in the costume.  
Bree can't get pregnant from this event.

### Let's go to the beach

**Prerequisites:** Living room, do not own a vehicle  
Bree will suggest going to the beach. This event exists to remind players that there is a beach

and it needs a vehicle to get there.

## Valentines Day

On Valentine's Day (Spring 14), Bree will gift you a box of chocolates (consumable). If you eat them, they will replenish

1 🍬 and 1 ✂️. This event may not trigger if her love points are not high enough.

## The Hero's birthday

On the hero's birthday (your birthday is randomized for each playthrough), Bree will gift you

Bree's Sweater. Wearing the sweater will reduce 🌿 by 5 points. This event may not trigger if her love points are not high enough.

---

## Samantha - Story Event



### **In-game description:**

**Samantha's Wedding:** "Samantha returned to my life, and she's getting married to Ryan. I still have kind of a crush on her, though."

**Samantha's Marriage:** "Samantha and Ryan are married, but all is not well in paradise. I can increase my influence on her either encourage her to divorce or stay with Ryan for other reasons."

Samantha: "Now that Samantha is free of Ryan, I am free to pursue a relationship with her."

**Samantha** used to be Mike's roommate, but moved out so she could be with her boyfriend Ryan. Mike used to have a crush on Samantha (and still does).

Samantha is not initially dateable, and can only be dated depending upon her story progression with her wedding.

After a successful date, Samantha can do BJ, titjob, missionary or doggy. If doggy, she has options for blindfold, dildo and anal beads.

## Introduction

**Prerequisites:** Street, 10:00-17:00, > 7 days played

Mike meets Samantha on the street and has a conversation with her to catch up.

**Outcome:** Samantha becomes available. Samantha ❤️ max set to 20.

## Samantha moves

**Prerequisites:** Bakery, 17:00, Samantha ❤️ >= 20

Mike runs into Samantha at her job in the Bakery. After chatting, she asks him to help her finish moving her stuff.

**Outcome:** Samantha ❤️ max set to 30, Mike loses an entire day.

## Samantha does homework

**Prerequisites:** Park 09:00-17:00, Samantha ❤️ >= 30

Mike finds Samantha in the park struggling with her homework. He can try to help her. This scene has different dialogue if 💬 > 25.

This event will start the clock on Samantha's wedding, which will happen the first Saturday after 7 days have passed. Intervening events that are not triggered will not happen.

**Outcome:** Samantha ❤️ max set to 40.

## Ryan cheats on Samantha (optional)

**Prerequisites:** Nightclub, Samantha ❤️ >= 40

This event has a time limit! After the park event you only have 7 Days to max love Samantha = 40 and see him cheating! If you don't finish it in time you can't finish this event anymore.

Mike spies Ryan in the nightclub, offering to take a girl elsewhere for sex. He takes photos as proof for Samantha.

**WARNING:** You can't get Samantha past 50 🗝️ unless you play path D. If you tell her that Ryan cheated (first event on Path A) you'll stop the wedding. If you don't tell her that you'll continue on path B.

After finishing Marriage Sucks or path D you will continue on path E which leads to Samantha asks for a date on path A.

## Samantha - Path A (Stop the Wedding)

### Path A (Stop the Wedding)

**WARNING:** Playing path A will lock you out from collaring Samantha!

### Tell Samantha Ryan is a cheater

**Prerequisites:** Interact with Samantha, has evidence of cheating

Mike can tell Samantha about Ryan cheating on her. If he does, this will automatically continue Path A of her story.

He can choose not to and let her go through with it. If this option is chosen the wedding ceremony will happen and it opens many different paths how the story can develop.

**Outcome:** Samantha ❤️ Max set to 50

### Samantha cheats on Ryan

**Prerequisites:** Home, 22:00-04:00, told about Ryan.

Samantha shows up at Mike's house, drunk and upset. She asks Mike to tell her he loves her; if he says yes, they'll have sex.

**Outcome:** Samantha can be kissed.

### Samantha asks for a date

**Prerequisites:** Bakery, Samantha ❤️ >= 50, done Samantha cheats on Ryan, reached end of path D or path E

Samantha told Ryan about what happened and asks Mike on a date. There are several options with very different dialogue.

**Outcome:** Samantha ❤️ max set to 75; Samantha is datable, and no longer engaged or married to Ryan.

### Samantha's confession

**Prerequisites:** done Samantha asks for a date, Samantha ❤️ >= 75, interact with her  
Samantha confesses to Mike that she only realized on how bad Ryan treated her when Mike opened her eyes and why she took so long to take off the wedding ring.

**Outcome:** Samantha ❤️ max set to 85

## Samantha wants to know the truth

**Prerequisites:** done Samantha's confession, not in the process of adding someone to the home harem, Samantha ❤️  $\geq 85$ ,

Samantha asks Mike if he has been seeing other girls on the side.

I admit (🔗  $< 75$ )

I'll be faithful Samtha's status will change to girlfriend

I can't promise Samantha is gone forever

I admit (🔗  $\geq 75$ ) Samantha will accept a non exclusive relationship

You're the only one Samtha's status will change to girlfriend

**Outcome:** Depending on your choice from the table, Samantha ❤️ max set to 100

## The one that got furious

**Prerequisites:** Samantha is your girlfriend, not non-exclusive relationship, cheated on her, on a date

Samantha gets a little bit mad at Mike.

**Outcome:** Samantha is gone forever

## Samantha - Path B (Marriage Path)

### Marriage ain't all that

**Prerequisites:** Samantha present 10:00-18:00, Samantha ❤️  $\geq 60$ , done Samantha's Wedding  
Mike runs into Samantha. Her marriage isn't what she hoped for, so she hangs out with Mike.  
They go shopping and then Sam goes home with Mike. Eventually Ryan texts Samantha and she leaves.

**Outcome:** Samantha ❤️ max set to 70, book (choice between skill: cooking, 2 🍷 or 2 🍷)

### Marriage sucks

**Prerequisites:** Home, 20:00-24:00, Samantha ❤️  $\geq 70$ , done Marriage Ain't All That  
Samantha had a talk with Ryan about their marriage not working, and in response he disappeared. She looks for comfort and then sex.

Afterward, Mike has the opportunity to tell her Ryan cheated, if he knows.

If Mike tells her, she will ask why Mike waited so long

If he says Sam isn't much better, she leaves, and this opens path D.

If he apologizes, this opens path E.

If Mike doesn't tell her about the cheating, she suggests a threesome with Ryan. This opens path C of her story.

**Outcome:** Samantha ❤️ max set to 80

### Cheater got Pregnant

**Prerequisites:** Home 16:00-24:00, Sam got pregnant during Marriage sucks AND Mike didn't apologize for not telling about cheating

Sam's pregnant and she doesn't know who the father is.

**Outcome:** Samantha ❤️ max set to 90

## Samantha - Path C (Threesome Path)

### Sam asks personal questions

**Prerequisites:** 14:00-15:00, 10% chance, Samantha ❤️  $\geq 80$ , Sam suggested threesome during Marriage sucks (path B)

Sam calls Mike and asks personal questions about his sex life.

**Outcome:** Samantha ❤️ max set to 85

## Sam and Ryan talk threesome

**Prerequisites:** Bakery, Sam present, done Sam asks personal questions, Samantha ❤️ >= 85  
Sam and Ryan talk to Mike about the potential threesome. Ryan isn't too happy with it. If Mike doesn't indicate interest, path ends.

**Outcome:** Samantha ❤️ max set to 100

## Samantha MMF

**Prerequisites:** Living room Fri 20:00-22:00, done Sam and Ryan talk threesome, Samantha ❤️ >= 90

Sam and Ryan drop by for a threesome.

## Samantha - Path D (Revenge Path)

**Note: This is the only path where you can collar Samantha and also add her in the Home Harem.**

If you choose the Revenge path Samantha's max ❤️ will be set to 60 and Samantha will be datable.

## Samantha BJ 1

**Prerequisites:** Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha ❤️ >= 55

Samantha will come over to Mike's house saying she was just passing by and talk with him about his roommates for a bit. She confesses that she didn't just pass by and wants to talk with Mike after the wedding. They get interrupted by a phone call from Ryan, Samantha hands the phone after a short talk to Mike and starts giving him a blowjob.

**Outcome:** Samantha ❤️ max set to 60, 🗨️ max set to 60

## Samantha BJ 2

**Prerequisites:** Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha ❤️ >= 60

Samantha comes by again, this time she says that she forgot something the last time she was here. After a while she gets ready to give Mike another blowjob.

You have the choice to push her head down in this scene which will add +5 🗨️, and change the ongoing conversation.

If you choose not to push her head down, you will gain +3 ❤️

**Outcome:** +3 ❤️ OR +5 🗨️, Samantha ❤️ max set to 65, 🗨️ max set to 70

## Samantha Reverse Cowgirl

**Prerequisites:** Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha ❤️ >= 65

Samantha comes by a third time, but this time without any excuse. She goes straight to Mike's bedroom.

Unless she is on the pill, Samantha may get pregnant from this event!

**Outcome:** Samantha ❤️ max set to 70, 🗨️ max set to 80

## Talk with Samantha about Ryan

**Prerequisites:** Samantha ❤️ >= 70

Go see Samantha at any time and talk with her about Ryan and the current situation.

**Outcome:** Samantha 🧠 max set to 90

## Samantha Saturday visit

**Prerequisites:** Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha ❤️

>= 70

Original: Samantha comes by for a visit. This is the last event of the revenge path.

**Alternative: If you caught Ryan cheating during the wedding you will have Sam visit you together with a friend of hers. Mike has to decide if he accepts or refuses Samantha's offer.**

**Outcome:** Samantha ❤️ max set to 80, 🧠 max set to 100, If you see her the next time then you reach path E and after that path A.

## Samantha - Path E (Breakup Path)

### Samantha dumps Ryan

**Prerequisites:** 14:00 - 16:00, 25% chance, told about cheating during Marriage sucks and apologized or finished Path D, Samantha ❤️ >= 80, Samantha is NOT present

Sam will call Mike and ask to meet him. Sam tells Mike that she's dumping Ryan. Ryan shows up very angry and there can potentially be a fight. Mike leaves with Samantha.

If 🧠 >= 50 the dialogue will change a bit, the outcome stays the same.

**Outcome:** Sam is dateable and divorced. Samantha ❤️ max set to 85. The story will continue on this Path A event.

## Samantha - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Samantha ❤️ >= 50, Sex with Samantha at least once, Hot tub repaired During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Samantha - Other events

### Birthday date

**Prerequisites:** Samantha is dateable, Go on a date with her at her birthday Mike invites Samantha to a special date for her birthday. He can make a couple of decisions during that event  
Samantha can't get pregnant from this event.


			Restaurant			
Decision 1	🧠 >= 50	else	Decision 3	🧠 >= 50	else	drinks
Agree	-10 🍷	+10 🍷	Tell her to slow down	+10 🍷	-10 🍷	+0
Ask for the window table	+10 🍷	-10 🍷	Let her have fun	-	+10 🍷	+1
Decision 2	Final restaurant modifier					
Don't give her a gift	- 20 🍷		Mike has less then 200 🍷	-10 🍷		
Give her a normal gift	+20 🍷		Mike has 200 🍷	+10 🍷		
Give her a unusual gift	- 20 🍷		If 🍷 >= 30, they will go to the club. If not the date ends after the restaurant			

Nightclub						
Decision 1	 >= 50	else	Decision 3	 >= 50	else	drinks
Wait	-10 	+10 	Tell her to slow down	-10 	+10 	+0
Jump the line	+10 	-10 	Let her have fun	+10 	-10 	+1
Decision 2	 >= 50	else				
Let's dance	+10 	-10 	If Samantha didn't drink &  >= 50 you'll trigger the special birthday scene.			
Let's drink	-10 	+10 				


## Pregnancy request

**Prerequisites:** Status is girlfriend, days since status changed >= 7, not pregnant already, Samantha is present  
She proposes to Mike to impregnate her.

## Samantha forgot money

**Prerequisites:** Pub, Samantha present, 5% chance  
Samantha forgot her money. Mike can offer to pay her bar tab for 1 

## Samantha wants a dress

**Prerequisites:** Clothes shop, Samantha present, 5% chance  
Samantha wants a dress but can't afford it. Mike can buy it for her for a couple of 

## Samantha meets Bree

**Prerequisites:** Pub, > 20 days played, Bree present  
Mike introduces Samantha to Bree.

## Samantha meets Sasha

**Prerequisites:** Pub, > 5 days played, Sasha present  
Mike introduces Samantha to Sasha.

## Samantha chats with Bree

**Prerequisites:** Pub or Nightclub, Samantha knows Bree, 10% chance  
Sam and Bree will chat. This is repeatable and can change depending on where in Sam's storyline she is.

## Shopping for baby

**Prerequisites:** Mall date with Sam, Sam pregnant  
Mike and Sam shop for baby clothes.

## Emma - Story Event (Part 1)



In-game description: "Emma is the girl of my dreams. Literally, I had an amazingly intense dream about her, and then she turned out to be real. I feel drawn to her. Is it mystical? I don't



know!"  
Emma is a manic pixie dream girl that Mike can dream about.

### Dreams of Emma

**Prerequisite:** Days Passed > 10, Sleep, 🍷 >= 10, 20% chance  
Mike has a horny dream about Emma.

### ♥♥♥♥♥ the Dream Girl

**Prerequisite:** 7 days after Dreams of Emma, Sleep, 🍷 >= 10, Lucky Trait 🍀  
If you didn't chose "I'm lucky" at the beginning of the game, make sure to use a 4-leaf clover or you posses Lavish's panties to boost your luck.  
If you did chose "I'm unlucky" you need both items at the same time.  
Mike's dreams go all the way into the lewd.

### Just a Glimpse

**Prerequisite:** Park 10:00-15:00  
Mike spots a girl in the park who resembles the one from his dreams. Regardless of how you choose to react, you can now go searching for her at the Gym, Mall, Park and University.

### Samantha's Friend

**Prerequisite:** Bakery, 10:00 - 15:00, Searched at all locations, Samantha Present, Samanthas ❤️ >= 60,  
When you enter the bakery, Samantha introduces you to her friend from University, Emma.  
If Samantha introduces you as her boyfriend, you won't be able to kiss nor date her. Sam does this if you are on path A, so in order to avoid it you have to meet Emma after the wedding but before Sam dumps Ryan.

## A Friend Date

**Prerequisite:** Bakery, 2 days after the last event.

Samantha organizes to get together with Mike and Emma (which takes place at 16:00 on the day of your choice). Choosing to joke about dating both of them gains Sam 5 🗣️. After this event Emma will give you her number.

**Outcome:** Emma become available on map, and max ❤️ set to 10

## Talk About Samantha

**Prerequisite:** Emma's ❤️ >= 10

Emma tells mike she is worried about Sam.

**Outcome:** Emma's max ❤️ set to 15

## Coffee Confession

**Prerequisite:** Coffee Shop (Mon/Wed/Thu 07.00), Emma's ❤️ >= 15

Emma tells Mike about some odd dreams she's been having.

**Outcome:** Emma's max ❤️ set to 20

## Scavenger Hunt

**Prerequisite:** Emma's ❤️ >= 20

Emma will call to invite Mike to go on a scavenger hunt with her around the city. The event will start at the chosen date at 16.00. There are three riddles that must be solved, hinting to a location and something within that location. Unlike a regular date you can move around the map. Your action bar also gains a button to have Emma repeat the hint and a button to guess if you are in the right place. If you are in the right location, you then have to choose which object from a list is the one the riddle refers to. Successfully getting all three answers will cause Emma to kiss Mike.

Answers to the riddles are behind the spoiler tags. Hover over the text to read it.

What has keys but unlocks nothing?

**Electronic's Shop, Computer**

It sits high glowing and watches the world go by, without it everything would seem dark and dangerous.

**Park, Lamp**

Elegant in public, a sign of power. Constricting in private, a sign of submission.

**Sex Shop, Collar**

**Outcome:** Emma's max ❤️ set to 30

## Fate or Coincidence?

**Prerequisite:** Pub, Emma's ❤️ >= 30, Buy Emma a drink.

Mike and Emma talk about their dreams. Saying you don't believe in coincidence gains 3 ❤️

## Sleepover Time

**Prerequisites:** Living Room (Fri Evening), Emma's ❤️ >= 40

Mike and Emma have a sleepover to see if they can share another dream.

## Wait for Emma to Reappear

**Prerequisites:** Had the Sleepover


Emma won't appear on the travel bar to indicate she is at a location, you just have to run into her at one of her usual hangouts (there is a very high chance that you can meet her after the sleepover in the coffee shop at the mall). Mike talks to Emma about his latest dream.

You can admit to having another dream (or lie and then choose "Relent"), which leads to the question if they should explore it or not.


"We should explore it": If Mike was introduced as Samantha's boyfriend, he has to talk to her before he can progress with Emma.

"Nothing": Mike decides not to do anything about the situation and that it's best that they pretend it never happened.

If you lied and choose "It's better this way" afterwards, her story progression ends here.

**Outcome:** Emma's max  set to 60, If Samantha didn't introduce you as her boyfriend you can now date and kiss Emma.

## (Optional) Avoid the unavoidable

**Prerequisites:** done Wait for Emma to Reappear, Emma's  < 60, Samantha introduced you as her boyfriend


To avoid problems with Emma at this point it is recommended to do the following three steps in order to keep her in the game as a dating option:

- Friendzone Samantha
- Choose the "Ask for a second chance" option when you interact with Samantha (Don't use the "Go Steady" option)
- Check if her status says "Friend" and nothing else

If you have done those two steps **exactly as they are mentioned** here, you should be able to

## Emma - Story Event (Part 2)

### Talk with Samantha

**Prerequisites:** Emma   $\geq$  60, Samantha is not friendzoned, Samantha introduced you as her boyfriend

Mike calls Samantha to talk with her about Emma.

**If Samantha's status is "girlfriend",** you'll have the following dialogue options:

- Of course: The dialogue continues
- I don't really: Mike breaks up with Samantha (this leads to a bad end).

When Samantha asks if she has to get out of the way:

- No!: Samantha arranges a meeting with Mike and Emma the next day 14:00-18:00
- want to explore with Emma:
- If Samantha is Mike's girlfriend she breaks up with him (this leads to a bad end).
- Otherwise, Mike friendzones Samantha and Emma gets the OK from her (Emma is now dateable). You can later apologize to Samantha.

### To be or not to be


**Prerequisites:** done Talk with Samantha, chose "I want to explore with Emma" or "I don't really", Samantha is friendzoned, Emma is present

Emma talks with Mike about the whole Samantha situation.

- If Mike chose "I want to explore with Emma" and Samantha was not his girlfriend, Emma will be ok with dating Mike
- If Mike chose "I don't really" or "I want to explore with Emma" and Samantha was his girlfriend, Emma is mad that he betrayed Samantha and will be gone forever.

## Meeting with Samantha and Emma

**Prerequisites:** done talk with Samantha, chose that you don't want to end things with Samantha Mike, Emma and Samantha will meet in the bakery and talk about the whole situation.

If Samantha  >= 45, her dialogue will be a bit different. She promises to fix things with Emma (This path is not implemented at the moment!)


**Outcome:** Nothing changes, **Emma is still not dateable**

## Emma - Dating Emma

### Handjob scene

Prerequisites: Emma is dateable, Emma  >= 60, invite Emma to a date 4 times


1. For the after date scene to happen you have to invite Emma to Mike's home 3 times. She will tell Mike that she will consider it another time.


- Accept her choice and do this on three different dates with her.
- Don't insist that she comes home with you, she will lose a lot of  and the amount of times you need to ask are increased by +1.

2. When Mike asks her for the fourth time she will accept his invitation and go home with Mike. There she proposes that they watch some Anime.

- Don't propose to do something different instead on the fourth date or she will get mad and leave for the evening.



3. When Mike invites Emma home for the fifth time, Mike can propose to either watch another anime series or that they do something sexier.

- If Mike proposes to do something sexier, Emma will ask him with how many girls he has been together (had sex with) and if he has a girlfriend at the moment:
- If Mike is not seeing any girl, everything is fine and Emma will give Mike a handjob
- If Mike is seeing another girl (these status count: girlfriend, fiancée, mistress, pet, sex slave, pregnant)
- Yes: Emma will remember that Mike admitted to having a girlfriend (this will be relevant later). If his girlfriend is Palla, Lexi or Audrey, nothing will happen.
- [LIE] No: Emma will get that Mike lied to her and she will become undatable and her max  will be set to 12.
- If Mike just tells her that they're out of Benji episodes then the whole conversation about the other girls will be avoided and Emma will give Mike a handjob

**Outcome:** At this point of Emma's story a new value is introduced (Lovepoints, those are not the same as  and can't be tracked ingame) that has to be increased in order to successfully get to a point in her story where you'll be able to keep dating Emma. The following three events don't have a specific order in which they have to be finished!

## Cinema date

**Prerequisites:** Invite Emma to a date at the cinema, Emma gave Mike a handjob  
Mike and Emma go on a date to the cinema. Mike has multiple reactions from which he can choose on how to react to the shown footage on screen.

Decision			Lovepoint
I feel disgusted by the kiss	- 2	-	-
I don't like the kiss, but I don't show it	-	+ 15%	+1
I like the kiss	-	+ 20%	+1

## Eavesdrop on Emma and Bree

**Prerequisites:** Emma & Bree are at the University (classroom), Emma gave Mike a handjob  
Mike hears Emma and Bree talk about him at the university.

If you didn't already start Bree's maid path or her gamer path she will just watch a movie with Emma.

If Mike helps Bree with her money problems (maid path) or talked with her about the video game tournament (gamer path):

Checks (only one applies)	Lovepoint	additional information
Bree is pregnant & her 🗿 >= 45	+1	Emma is ok with Bree
Bree is a sex slave	-	Emma will NOT be OK with Bree.
Bree is part of the home harem	-	-
If Mike had sex with Bree & her 🗿 >= 45	+1	Emma is ok with Bree
If Mike had sex with Bree & her 🗿 < 45	-	Emma thinks Mike is cheating
If Mike didn't have sex with Bree	+1	-

## Girlfriend situation

**Prerequisites:** Invite Emma to a date at the park and have a picnic, Emma gave Mike a handjob  
Emma will ask Mike again if he sees someone or how his relationship with some of the other girls go.

If a girl has any of these statuses she will count as a girlfriend: girlfriend, fiancée, mistress, pet, sex slave.

There are some girls that don't get considered as girlfriends (Lexi, Audrey and Palla if Mike admitted it to her during the handjob event).

- If Mike has no active girlfriend at the moment (Emma and Samantha don't count), he didn't get any girl pregnant and didn't admit that he has any girlfriends before, Emma will gain +1 Lovepoint and +20% 🍷
- Bree does not count if you Emma thinks that Bree is ok
- If Mike admitted that he had a girlfriend before but broke up with all of them, Emma will gain +1 Lovepoint
- If Palla, Audrey or Lexi are his girlfriends (and he admitted it before) then Emma will gain +1 Lovepoint and +20% 🍷
- If Mike still has no girlfriend everything is fine and Emma will gain +1 Lovepoint
- If Mike got a girlfriend in the meantime or got any girl pregnant, Emma gets suspicious and thinks that Mike is cheating on her 🍷 +5

## The Judgment

**Prerequisites:** done Girlfriend Situation & Emma talks to Bree & Cinema date, Emma is present  
Mike and Emma meet and Mike has awaits Emma's final decision about him.

- If Emma's Lovepoints >= 3, her Max ❤️ will be set to 70 and she gains +2 ❤️ (her being suspicious of Mike cheating is not relevant)
- If Emma's Lovepoints = 2, OR Emma's Lovepoints = 1 and she is not suspicious of Mike cheating on her, her max ❤️ will be set to 70 and she gains +1 ❤️
- Do note that for the second condition, it means you must have at least 2 Lovepoints to continue dating her if she suspects you of cheating.
- If Emma's Lovepoints = 0, she will not date Mike anymore

## Bedroom roleplay

**Prerequisites:** done Emma handjob scene, Emma ❤️ >= 70.

After you saw the handjob and increased her ❤️ to 70, Emma will propose to do some roleplay in the bedroom.

- "Oh no, I've waited forever for this..." will lead to a bad ending for that scene resulting in Emma leaving forever.

- As you wish my Princess leads to some cunnilingus action. Afterwards she will ask Mike if he wants to be her boyfriend.
- Accepting that increases her max ❤️ to 80 and sets her status to girlfriend
- If Mike tells her that he can't do that her max ❤️ will be set to 25 and she will be undatable.
- 

Finishing the cunnilingus scene successfully allows you to choose between the handjob and the cunnilingus scene after a date.

## Blowjob scene

**Prerequisites:** done Bedroom roleplay

At their fifth date Mike can either ask Emma if she wants to give him a blowjob or he can insist on sex (if he does, Emma will leave forever).

Finishing the blowjob scene successfully allows you to choose a blowjob in further after-date events.

## Petite love

**Prerequisites:** done Blowjob scene

In order to unlock the different sex scenes with Emma you need to loosen her up or have sex with her in order to increase her sexperience.

- To loosen Emma up you have to perform cunnilingus during the after date scene. There is unfortunately no tracking how often you performed cunnilingus.
- Emma's sexperience is increased by having vaginal or anal sex with her (cunnilingus, blowjob or handjob do not increase sexperience).
- At the beginning it is not possible to have vaginal sex with her without loosening her up first (exception see in the table below)
- Anal is unlocked when Mike MC's sexperience  $\geq 20$  and Emma 🧠  $\geq 50$
- You can check the sexperience in Emma's character card

The base value you have to reach (loosened up + sexperience combined) can be seen in the table below. This value changes if you have picked "Small penis" or "Hung" during character creation. You can modify your penis size with the pills available in the drugstore.

Loosened up + sexperience	Small dick	Normal	Hung
Hottub	0	5	10
Missionary	5	10	15
Doggy	10	15	20
Cowgirl	10	15	20
Reverse Cowgirl	10	15	20

## Emma - Sex Event

### Sex Event

#### Beach Sex

**Prerequisites:** Emma ❤️  $\geq 75$ , Had sex with Emma.

Interact with Emma at the beach or during a date at the beach. (nudist beach also counts)

## Minami - Story Event



Minami is Mikes adopted little sister which was added in Version 20.6. She lives together with Mike and his roommates.

She is described as a little bit self obsessed or even entitled. In general she has a very cheerful character and is a bit geeky.

She has an exclusive gameplay mechanic which is a bit like Harmony's purity system or Morgans



masculinity. You have to play through a few events to enable dating.

You can either have sex with Minami in the cowgirl or missionary position.

There is a chance to increase your siscon points by calling her.

Siscon points are represented by a picture of Minami face.

## First phone call

**Prerequisites:** Played days  $\geq$  13

Minami calls Mike to let him know that she will start with her first year in college soon.

## Second phone call

**Prerequisites:** Played days  $\geq$  26, 10:00 - 14:00, done first phone call



Minami will call Mike again and talks with him about where she will stay during her college days.

Mike can talk with Bree and Sasha about Minami moving in.

## Minami moves in

**Prerequisites:** days passed  $\geq$  4, done second phone call

Minami moves in with Mike and the girls. If Mike forgets to tell one (or both) of them the one he didn't tell will lose the amount from the table below.


didn't tell: Sasha -25  Bree -15 

If you don't clean the attic Minami will lose 10 .

**Outcome:** You can now interact with Minami;

She starts with 100  and 0 Siscon points


## Minami asks for a favor

**Prerequisites:** Minami   $\geq$  95, done Minami moves in, Siscon points  $\geq$  20, Minami is at home, talk with Minami,

Minami talks with Mike about going on training dates with him.

**Outcome:** Max Siscon Points set to 40 (if Mike agrees to help her)

## Practice dating


**Prerequisites:** Minami   $\geq$  95, Siscon Points  $\geq$  40, done Minami asks for a favor, Saturday 14:00, INTERACT WITH HER & Click/press on the invite to date icon

Mike goes to an aquarium practice date with Minami.

If Mike holds her hand it will increase his Siscon Points by +5.

**Outcome:** You can now date Minami, Max Siscon Points set to 60 (if Mike holds her hand at the aquarium).

## Practices Kissing

**Prerequisites:** Minami   $\geq$  95, Siscon Points  $\geq$  60, Minami is at home, 14:00-18:00, Living-room or Minami's room, done Practice Date


Minami asks Mike to continue his lessons about dating and wants to practice kissing with him.

If Mike refuses to help her Minami will gain +50 

If Mike helps her it will increase his Siscon Points by +5.

**Outcome:** Max Siscon Points set to 80 & Minami can be kissed (only if Mike kisses Minami)

## Minami wants to learn about the ding-dong



**Prerequisites:** Minami  >=95, Siscon Points >= 80, 14:00 - 18:00, Living-room or Minami's room, done practice kissing event

Minami asks Mike if he can help her learn more about male biology.

If Mike refuses Minami will storm off angrily (she won't leave the game).

**Outcome:** Max Siscon Points set to 90(only if Mike shows his ding-dong) & +5 Siscon Points

## Yet another lesson



**Prerequisites:** Minami  >=95, Siscon Points >= 90, 20:00 - 00:00, Living-room or Minami's room, done Minami wants to learn about the ding-dong, 

Minami asks Mike to teach her about third base.

If Mike accepts the Siscon cap will be increased to 100. If not the siscon cap stays at 90.

**Outcome:** Max Siscon Points set to 100

## Mattress wrestling

**Prerequisites:** Minami  >= 95, Siscon >= 100, done Yet another lesson, 20:00-22:00, Living-room or Minami's room, 

Mike realizes that he thinks more and more about Minami in a sexual way. She asks him if he can help her learn about mattress wrestling.

If he refuses Minami loses 10 


Minami can't get pregnant from this event.

**Outcome:** You can now trigger the after date scene with Minami.

## Visitor


**Prerequisites:** Have sex with Minami once, Minami is at home, be at home, 14:00 - 16:00, Saturday


Their mother comes over for a visit.


**Outcome:** Minami max  set to 10

## Get Minami back to her old self


**Prerequisites:** Done Visitor

To get Minami's  back to 100 you have to take her to different date locations. Those are: Nightclub, beach, cinema, home, mall, park, pub, restaurant, waterpark


You have to take Minami to every of single one of them (there is no specific order) to increase her  max back to 100.

**Outcome:** After every date Minami's max Love.png will be increased by +10 

## Confront Minami

**Prerequisites:** done visitor, Minami  >= 50, interact with Minami  
Minami and Mike talk about the phone call their mother had.


## Talk with Minami again

**Prerequisites:** done confront Minami, Minami  >= 75, interact with Minami  
Minami and Mike talk about the phone call again and how they want to deal with the situation.

## Minami - Siscon Events

To see how many siscon points you have, open your phone and select Minami contact

## Minami struggling


**Prerequisites:** Minami is at home, living-room, Minami  >= 95

Minami tries to bring her college books into her room. She asks Mike if he is willing to help her studying.

Refusing to help her has no negative effects, but the event will stop there.

**Outcome:** +10 Siskon points (if Mike helps Minami)

## Bathroom event 1

**Prerequisites:** Minami is at home, take a shower, Minami  >= 95

Minami will interrupt Mikes shower because she has to go to the toilet.

**Outcome:** +10 Siskon points.

## Bathroom event 2


**Prerequisites:** Minami is at home, Siskon Points >= 20,  <= 2

Mike has to use the bathroom immediately, but Minami is using it right now.

Mike can either enter the Bathroom or go in the yard.

**Outcome:** +10 Siskon points

## Band practice


**Prerequisites:** Joined Sashas band, go to band practice, Minami  >= 95

Minami will show up to band practice. Here she will meet Kleio and Anna.

The decision you make has an effect on the KP of the girls.

**Outcome:** +10 Siskon points


## Minami is afraid of the storm

**Prerequisites:** Minami is at home, sleep at night 21:00-23:00, Minami  >= 95

Minami comes to Mikes room for a sleepover because she is afraid of the storm.

**Outcome:** +10 Siskon points

## Minami is cosplaying


**Prerequisites:** Hallway, Minami is at home, Minami  >= 95, Siskon Points >= 20

Minami tells Mike that she started cosplaying and wants to show him something.

Mike can either refuse or go with her.

**Outcome:**+10 Siskon points (if Mike goes with her)

## Minami playing games


**Prerequisites:** Minami & Bree are at home, living-room, Minami  >= 95

Mike sees that Minami started to feel more at home and started to hang around in less casual cloths while playing games with Bree.

Mike can either refuse or stay with the girls and watch them play video games.

**Outcome:** +10 Siskon points (if Mike stays)

## Strip poker

**Prerequisites:** All three girls are at home, Minami  >=95, Siskon Points >= 40, living-room

Minami suggests a game of strip poker.

**Outcome:** +10 Siskon Points if Mike decides to play.

## Fun at the pool

**Prerequisites:** Minami and Bree at home, Bree or Minami are at the Pool. Spring/Summer, Minami

❤️ >= 95, Siscon Points >= 60, go to the pool, not done Christmas shopping

Mike applies sun cream to Bree at the pool. Minami sneaks beside them and asks Mike if he can also apply sun cream on her.

**Outcome:** If Mike accepts he will gain +10 Siscon points.

## Christmas shopping

**Prerequisites:** invite Minami to a date in the mall. Winter & between day 18 - 24, Minami ❤️ >= 95, Siscon Points >= 60, not done Fun at the pool

Mike goes shopping for christmas gifts with Minami when she gets distracted by something she sees in a shop window.

**Outcome:** If Mike compliments her he will gain +10 Siscon points.

## The Nightclub

**Prerequisites:** Minami is at the nightclub, Siscon Points >= 80, Minami ❤️ >= 95

Mike visits a nightclub in order to escape the boredom of his home. He spots a petite girl on the dance floor and starts dancing with her. As it turns out the girl is Minami and Mike can either choose to stop dancing or he can keep dancing with Minami.

**Outcome:** If he keeps dancing +10 Siscon points

## Minami - People from her past

### Meet Jack

**Prerequisites:** Minami is in the Pub

Mike and Minami are tired from Mike showing Minami around, so they take a break at "The Winchester Arms" (the pub). They meet Jack and talk with him.

### Meet Alexis

**Prerequisites:** Fri. 18:00, Alexis is at the mall, click on the Mall

Mike and Minami walk through the mall and Minami gets excited about all the shops. They meet Alexis.

### Meet Kylie

**Prerequisites:** Kylie is not in jail, Minami and Kylie are both at the university, 10:00-12:00 OR 14:00-17:00 on a weekday, university

The times in prerequisites are only correct if you deactivate randomness.

Mike shows Minami the campus and meet Kylie.

### Meet Morgan

**Prerequisites:** done Minami meets Alexis, Morgan masculinity <=80, BOTH have to be present at the mall (they don't have to be in the coffee shop), go to the coffee shop

You could need a lot of tries to accomplish the miracle of having both at the same time in the mall.

Minami and Mike talk with Morgan in the coffee shop.

## Minami - Other Events

### Minami likes blonde

**Prerequisites:** done Sasha likes blonde, Minami ❤️ >= 60, Minami is at home, 06:00 - 17:00, Sasha dyed her hair >= 7 days ago and Mike liked it

Minami is curious why Sasha dyed her hair. If Mike told Sasha that he likes blonde hair Minami

will dye her hair.

Slave command interaction: You can tell Minami to change her hairstyle back to her original any time.

**Outcome:** Depending on your choice during Sasha's event she will get a haircut.

### Pregnancy request

**Prerequisites:** Status is girlfriend, days since status changed >= 7, not pregnant already, Minami is present

She proposes to Mike to impregnate her.

Fun fact: when she tells you she's pregnant; rejecting her removes her from the game

### There have to be consequences

**Prerequisites:** Minami ❤️ >= 80, Minami 🧠 = 50, siskon >= 80, Sasha & Minami are at home (not asleep), 08:00 - 20:00, not in the livingroom

Minami spilled something over Sashas bass. Mike has to choose a side in this conflict. In order to increase Minami's max 🧠 to 100 you have to take Sashas side and need to punish Minami.

**Outcome:** If you took Sashas side and punished her, Minamis max 🧠 set to 100.

### Just like in the movies

**Prerequisites:** Minami ❤️ >= 80, siskon >= 100, had sex, 12:00 - 17:00, Minami is at home  
Minami lost her keys and tried to enter the house in another way.

### Minami - Sex Events

#### Hot tub Sex

**Prerequisites:** Home Date, Minami ❤️ >= 50, Sex with Minami at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

### Minami - Slave Commands

#### Slave commands

##### **Change your hairstyle**

**Prerequisites:** done Minami likes blonde, Minami 🧠 >= 25

Slave command interaction: You can tell Minami to change her hairstyle back to her original any time.

---

### Aletta - Story Events



**In-game description:** Aletta: "Aletta is my boss at work."

Aletta's hobbies: "Aletta gave me a ride on her motorcycle, and that is leading to more activities."

Aletta is Mike's boss at the office. She can have Dom Points (🔑).

After a date, Aletta has cowgirl sex. With 🧠 > 75, she can have anal cowgirl.



### Story events

**WARNING 1: YOU MUST HAVE CASSIDY AVAILABLE TO ROMANCE ALETTA! You WILL lock yourself out of the romance route if you don't record Cassidy.**

**WARNING 2: You must have Shiori available to do the submission route for Aletta. You will lock yourself out of the submission route if you don't have Shiori available.**

## Aletta's Introduction

**Prerequisites:** 🌟  $\geq 30$ , coffee break at office

Mike sees Aletta smoking at the office and has several options about it that all lead to a minor 🗨️ or ❤️ change.

**Outcome:** Aletta appears as a character. Aletta Max ❤️ set to 10.

## Aletta confronted by employee

**Prerequisites:** 🌟  $\geq 40$ , work or work hard, Aletta ❤️  $\geq 10$

A disgruntled employee calls Aletta a ♥♥♥♥. Mike can stand up for her or not. Afterward, Mike can offer or suggest a massage.

**Outcome:** Aletta max ❤️ set to 20. kissable at 14 ❤️

## Aletta office flirting

**Prerequisites:** 🌟  $\geq 50$ , work or work hard, Aletta ❤️  $\geq 20$

Mike and Aletta flirt a little in the office. Mike has the opportunity to touch her, which she likes a little.

**Outcome:** Aletta max ❤️ set to 30

## Office foot massage

**Prerequisites:** 🌟  $\geq 60$ , work or work hard, Aletta ❤️  $\geq 30$

Aletta gets frustrated at the office and Mike gives her a foot massage, and then later gives her oral.

**Outcome:** Aletta max ❤️ set to 40

## Meet the CEO

**Prerequisites:** 🌟  $\geq 80$ , work or work hard, Aletta ❤️  $\geq 40$

Aletta introduces Dwayne, the company CEO.

**Outcome:** Aletta max ❤️ set to 50

## Office party

**Prerequisites:** Promoted  $\geq 2$  times, Monday - Wednesdays work or work hard, done Aletta's Introduction

Aletta informs Mike that there is an office party on Friday evening and that he also has to attend. If you fail to go to the office party you can trigger it again, following the conditions above.

**Outcome:** Unlocks Lavish and starts Cassidy's investigation event chain.

## Scattered

**Prerequisites:** became CEO, 🌟  $\geq 100$ , Aletta ❤️  $\geq 50$ , work or work hard, Aletta is at work  
Aletta is acting strange. Mike can either reassure her or tell her to snap out of it.

**Outcome:** Aletta max ❤️ set to 60

## Date night

**Prerequisites:** done scattered, Aletta ❤️  $\geq 60$ , invite Aletta on a restaurant date  
Mike and Aletta are having a nice dinner at the restaurant.

If Aletta's 🧠 is  $\leq 30$  Mike will entertain Aletta

If Aletta's 🧠 is  $\geq 31$  Aletta will entertain Mike

**Outcome:** Aletta max ❤️ set to 80

## The Aftermath

**Prerequisites:** done Date night, Aletta ❤️  $\geq 60$ , work or work hard, Aletta is at work  
A detective shows up and asks Mike some questions about Dwayne.

**Outcome:** If Aletta's ❤️  $\geq 70$  her story will continue otherwise she will be gone forever.

## End of the line

**Prerequisites:** done the aftermath, 🌟  $\geq 100$ , Aletta ❤️  $\geq 80$ , work or work hard, Aletta is at work

Aletta comes to Mike to tell him that the investigation into Dwayne disappearing has been stopped.

**Outcome:** Aletta max ❤️ set to 90

## Aletta's confession

**Prerequisites:** done end of the line, Aletta ❤️  $\geq 90$ , work or work hard, Aletta is at work  
Aletta comes into Mike's office to reward him for everything he did for her.

**Outcome:** Aletta max ❤️ set to 100

## Aletta - Aletta's hobbies

### Aletta's motorcycle

**Prerequisites:** 🌟  $\geq 55$ , Street Sat-Sun 12:00-18:00, Aletta ❤️  $\geq 25$

Aletta sees Mike on the street and offers him a ride on her motorcycle. If he accepts he gets to feel her up a bit while they ride.

### The firing range

**Prerequisites:** 🌟  $\geq 70$ , Sat 09:00-11:00, Aletta ❤️  $\geq 35$ , done Aletta's motorcycle

Aletta invites Mike to go to the firing range, and they do a little target practice.

If you don't have the shooting skill, Aletta's 🧠 will be decreased by 25 and her 🧠 increased by 15.

### The firing range 2

**Prerequisites:** 🌟  $\geq 90$ , living-room, Sat 09:00-12:00, Aletta ❤️  $\geq 45$ , completed "The firing range"

Aletta invites Mike to go out to the woods to continue their firing practice. Aletta gives Mike a BJ and Mike can finger Aletta if Fitness.png  $\geq 50$ .

**Outcome:** Aletta max ❤️ set to 50

## Aletta - Submission Events

**Warning: You MUST have Shiori available to do the submission path. Not hiring her will lock you out of it**

### Aletta is stressed

**Prerequisites:** Aletta's ❤️ >= 15, 🧠 >= 10, Aletta is in the office, office/breakroom/personal office, 14:00 - 16:00

Aletta comes into Mike's office looking very stressed.

**Outcome:** Aletta's max 🧠 set to 20

### Presentation

**Prerequisites:** done Aletta is stressed, Aletta's ❤️ >= 20, 🧠 >= 20, Aletta is in the office, Shiori, Lavish and Audrey are available, office/breakroom/personal office  
Mike is doing a presentation in the office.

**Outcome:** Aletta's max 🧠 set to 40.

### Aletta loses her temper

**Prerequisites:** done Presentation, Aletta's ❤️ >= 25, 🧠 >= 40, days passed >= 3, Aletta is in the office

Aletta has a bad day at work and let's it out on the other staff members.

**Outcome:** If Mike accepts her request Aletta's max 🧠 will be set to 50. Any other choice will end her submission path.

### Spanking time

**Prerequisites:** done Aletta loses her temper, Aletta's ❤️ >= 30, 🧠 >= 50, days passed >= 1, Aletta is in the office

Mike help Aletta to relieve stress.

If Mike's sexperience >= 20, she will come in for a spanking once a week.

**Outcome:** Aletta's max 🧠 set to 60.

### A tight situation

**Prerequisites:** done Spanking time, Aletta's ❤️ >= 35, 🧠 >= 60, days passed >= 1, Aletta's office, Aletta is in her office, Shibari skill & bondage ropes

Mike help Aletta to relieve stress.

**Outcome:** Aletta's max 🧠 set to 70.

### Placeholder

**Prerequisites:** done A tight situation, Aletta's ❤️ >= 40, 🧠 >= 70, days passed >= 1, Saturday 09:00 - 18:00, Mike's office


This event is not implemented at the moment but it's possible to trigger it (no art or dialog will be displayed).

**Outcome:** Aletta's max 🧠 set to 80



### Submission

**Prerequisites:** done placeholder event, Aletta's ❤️ >= 45, 🧠 >= 80, days passed >= 1, 09:00 - 18:00, At work & Aletta is present

Aletta tells Mike that she loves the thing they have at the moment and that she loves to submit to him.


**Outcome:** Aletta's max  set to 90


## Your new sex slave

**Prerequisites:** Done Submission, Aletta's   $\geq 100$ ,   $\geq 90$ , At work with Aletta in the building.  
Aletta asks Mike to be his sex slave.

### Aletta - Sex Events


#### Mike gives Aletta Oral


**Prerequisites:** Aletta's   $\geq 30$ , done Office foot massage, Aletta is in her Office  
When you interact with Aletta you can repeat the sex event from Office foot massage.

**Outcome:** You'll increase Aletta's 

Note: Event gives +2 to sub when rough and +1 to dom when turning away. so plus +1 to sub if sub bar isn't full or +1 to dom if sub bar is full


#### Aletta gives Mike a BJ

**Prerequisites:** Aletta's   $\geq 50$ , done The firing range 2, Aletta is in Forest  
When you interact with Aletta you can repeat the sex event from The firing range 2.


**Outcome:** You'll increase Aletta's 

Note: Event gives +3 to sub and +3 to dom. so don't do it after the first time if you want to keep that sub bar full

#### Hot tub Sex

**Prerequisites:** Home Date, Aletta   $\geq 50$ , Sex with Aletta at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

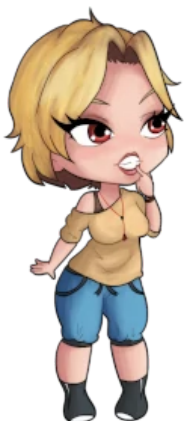
#### Aletta Tit Job

**Prerequisites:** Become CEO happened, Aletta   $\geq 100$

When entering the CEO's office for the first time Aletta checks up on you and says she can't have the new CEO being stressed already

---

### Alexis - Story Events (Part 1)



Alexis is Mike's ex-girlfriend, who he left after he found she was cheating on him. Once Mike achieves financial success, Alexis will suddenly return to his life, but her cheating ways have not been left behind. Kylie is her younger sister.



Alexis is the only character in the game with a developed NTR storyline, including the ending scene. To that effect, she can be played on three possible paths: (1) Mike can remain oblivious to Alexis cheating on him; (2) he can set her straight (blocking all further NTR content); or (3) he can enjoy being cuckolded (NTR path). There are multiple possibilities to switch from the NTR to the non-NTR path.

#### Reconnecting with Alexis



**Prerequisites:** Promoted 3 times, 10:00-20:00

Alexis rings Mike up and wants to reconnect. She invites him to dinner.



**Outcome:**

- If Mike accepts: Alexis max  set to 20 (kissable at 15 .
- If Mike rejects: Alexis leaves the game permanently.



## Dinner with Alexis (avoidable NTR)

**Prerequisites:** Alexis   $\geq 20$ , Fri-Sat, 14:00-15:00,   $\geq 500$

Alexis rings up Mike for their planned dinner date. Against his better judgment, Mike goes.



Mike can decide whether he wants to pull out the chair for Alexis (  +1,  -5).

During dinner, another man starts flirt with Alexis in front of Mike.

Mike can object if he has   $\geq 25$  and   $\geq 25$ . If he does, the man leaves and the meal ends. You have to object in order to block all NTR content.

If he does not object, Alexis goes to the bathroom and spends a long time there. If Mike waits for her return, he remains oblivious and they finish the meal.

If Mike goes to check on her, he sees her banging that dude in the bathroom. He can either leave and stick Alexis with the check, or stay and watch the show. If he watches, the NTR path continues.

**Outcome:** Alexis max  set to 20, Alexis max  set to 25.

## Discussing the dinner date

**Prerequisites:** done Dinner with Alexis, told the guy off or caught Alexis cheating.

Depending on the choices made during the dinner date, Mike will have a different conversation with Alexis:

### **About her flirting**

If Mike told the guy off, he can talk to Alexis and discuss her flirting behaviour.

He either can apologize for being possessive (**reopens the NTR path**), or he can tell her off. **You have to tell her off in order to block all NTR content.**


### **About her cheating**

If Mike stayed and watched the cheating, he can either confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**continues the NTR path**).

### **About him leaving**


If Mike left and stuck Alexis with the bill, she will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).


## Take Alexis on a date at the mall

**Prerequisites:**   $\geq 20$ , done Discussed the dinner date with Alexis, go to the mall.


Take Alexis on a date to the mall. Once there, Alexis drags MC into the jewelry store and wants some expensive bling.

If MC agrees, -2000 , +5 , +55 .

If MC refuses, -75 .

Outcome: Alexis max  set to 30.

## Watch a movie with Alexis (avoidable NTR)

**Prerequisites:** Alexis   $\geq 30$ , discussed the dinner, date with Alexis, go to the cinema and watch a movie.

**Non-NTR path**

**Prerequisites:** Told Alexis off or confronted and forgave her, ⚡ >= 5.  
Mike and Alexis will see a guy that is staring at her and laugh about that together.

**Outcome:** Alexis max ❤️ set to 40.

#### **NTR path**

Mike falls asleep while watching the movie with Alexis.

If ⚡ >= 5 or Alexis 🧠 >= 50, he wakes up without anything happening although he remains suspicious. **To avoid NTR, make sure either of these conditions is met before going on the date.**

If neither of the conditions is met, he will wake up and sees Alexis giving some other guy a BJ. If he confronts them, Alexis will leave the game. Otherwise, he can decide to leave, or stay and watch the show.

If Mike leaves the cinema, Alexis will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).

If Mike stays and watches the BJ, he can either later confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**continues the NTR path**).

**Outcome:** Alexis max ❤️ set to 40.

### Alexis - Story Events (Part 2)

#### Beach date with Alexis (avoidable NTR)

Prerequisites: Alexis ❤️ >= 40, date with Alexis, go to the beach

#### **Non-NTR path**

**Prerequisites:** Told Alexis off or confronted and forgave her

If MC doesn't have the Sports Car, Alexis will disapprove of the car Mike drives. At the beach, Alexis says she won't ride home in it. The date will continue until you leave the beach, and the event will need to be replayed with a Sports Car to continue.

If MC does have the Sports Car, Alexis will fawn over it.

Alexis will ask Mike if he can apply sun-cream on her.

**Outcome:** Alexis max ❤️ set to 50.

#### **NTR path**

**Prerequisites:** Ignored the cheating or remained oblivious

Mike takes Alexis on a date to the beach. She takes a long time to return from the kiosk. If Mike waits for her return, he remains oblivious and they finish the date.

If Mike goes to look for her, he sees her having an MMF threesome with random guys. If he confronts them, Alexis will leave the game. Otherwise, he can decide to leave, or stay and watch the show.

If Mike leaves, Alexis will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).

If Mike stays and watches the threesome, he can either later confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**opens the additional NTR events**).

**Outcome:** Alexis max ❤️ set to 50.

#### Talk with Alexis

**Prerequisites:** Alexis ❤️ >=50, interact with her

Alexis talks with Mike about the events that lead to their relationship breakup the first time. From here, Mike can either follow the police path or the self-administered justice path.

**If you want to collar Alexis, you have to follow the self-administered justice path to uncap her**




**Outcome:** Alexis max ❤️ set to 60.

### Alexis - Police Path


## Police Path

If you pursue the police path, you will not be able to follow the self-administered justice path.

## Convince Alexis to go to the Police

**Prerequisites:** Alexis  >=60, go to the police station, 09:00 - 19:00


Talk with Alexis. There should be an extra topic if you talk to her. After you talked to Alexis, the Police station will become available on the map. Go there to make a report.

**Outcome:** Alexis max  set to 70.

## Invite Alexis on a date at home

**Prerequisites:** Went to the police with Alexis, invite her to a date at home.

As soon as you invite her to the date you will watch the news together.

**Outcome:** Alexis max  set to 80.

## Talk to Alexis

**Prerequisites:** Alexis  >=80, Complete Invite Alexis on a date at home


Interact with Alexis, she asks MC to high school reunion on the next Saturday.

**Outcome:** "Go to the high school reunion" appears in tracker

## Go to the high school reunion

**Prerequisites:** Complete Talk with Alexis



Go to reunion with her on Saturday, the reunion upsets Alexis

**Outcome:** Alexis max  set to 90.

## Talk to Alexis about your couple

**Prerequisites:** Alexis  >=90

Alexis reverts to her old ways.

- If MC agrees Alexis max  set to 100.
- If MC refuses -13 .

**Outcome:** "Invite Alexis on a date at home a Sunday afternoon" appears in tracker.

## Invite Alexis on a date at home a Sunday afternoon


**Prerequisites:** I think this would lead to the NTR path, but I blocked all NTR content after the first date.

## Alexis - Self-administered justice Path

### Self-administered justice Path


To hire a PI you have to choose the service icon on your phone (the same icon where you can hire a cleaning service). After you hired the PI you will not be able to see any events from the police path.

## The PI calls


**Prerequisites:** Alexis  >=60, hired the PI 3 days ago, 08:00 - 20:00, not on a date



The PI will call Mike back and inform him that he has found the person he is looking for. This will block you from going to the police.

## Confront the culprit


**Prerequisites:** Alexis  >=60, done The PI calls, have a bike or a car, 08:00 - 18:00  
You have to trigger the scene manually by using the extra symbol if you're on the street. The following scene will change depending on whether or not you have bought the baseball bat.

## Talk with Alexis in the Pub

**Prerequisites:** Alexis  >= 60, done Confront the culprit, meet her at the Pub or a Pub date  
Mike talks to Alexis in the pub but they will be interrupted by a news show, where Alexis can see the results of Mikes actions.

**Outcome:** Alexis max  sett to 80, Alexis max  set to 100.


## Talk to Alexis

**Prerequisites:** Alexis  >=80, Complete Talk with Alexis in the pub  
Interact with Alexis, she asks MC to high school reunion on the next Saturday.


**Outcome:** "Go to the high school reunion" appears in tracker

## Go to the high school reunion

**Prerequisites:** Complete Go to the high school reunion  
TGo to reunion with her on Saturday, the reunion upsets Alexis

**Outcome:** Alexis max  set to 90.

## Talk to Alexis about your couple

**Prerequisites:** Alexis  >=90

**Alexis reverts to her old ways.**

- If MC agrees Alexis max  set to 100.
- If MC refuses -13 .


**Outcome:** "Invite Alexis on a date at home a Sunday afternoon" appears in tracker.

## Invite Alexis on a date at home a Sunday afternoon


**Prerequisites:** I think this would lead to the NTR path, but I blocked all NTR content after the first date.

Alexis - NTR Events

## Action at home

**Prerequisites:**  >=50, done Beach date with Alexis, remained oblivious or chose to ignore her cheating, Sunday 14:00-18:00, date at home  
Alexis invites a few male friends to join you during your date at home. Mike can either accept her proposal (**continues the NTR path**) or deny it (**ends the NTR path**).

## Action at the sexshop

**Prerequisites:** Done Action at home, Alexis is at the sexshop, Alexis  >= 65, Mike and Alexis had sex at least 5 times

**Alexis wants to have some fun at the sexshop.**

## Dialogue option

- Suggest more dildos Mike and Alexis leave the store, ❤️ -5, 🧠 -5
- Suggest the glory-hole room Mike has either the option to join her in the booth or watch her, ❤️ +10

## Place a camera in Dwayne's office

**Prerequisites:** Done Action at the sexshop, Dwayne is not dead, Mike has a spycam in his inventory and is in his office at work  
Mike decides to put a spycam in Dwayne's office (after clicking the icon).

## Action at the office

**Prerequisites:** Done Action at the sexshop, Dwayne is not dead, Mike placed the spycam in Dwayne's office, Alexis ❤️ >= 75  
Dwayne gives Alexis a tour of the office. Mike has the chance to watch the footage (there're several options here which may change the outcome of this event, but as of 22.9.x that's the end of this storyline).

## Alexis - Sex events

### Hot tub Sex

**Prerequisites:** Home Date, Alexis ❤️ >=50, Sex with Alexis at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Halloween Foursome (NTR)

**Prerequisites:** Halloween party, invited Alexis, sex with Alexis at least once, remained oblivious or chose to ignore her cheating  
If Mike invites Alexis to the Halloween party and she is on the NTR path, he can witness a foursome between her, Jack, Scottie and Ryan.  
Mike can decide whether he wants to intervene (**ends the NTR path**) or enjoy the show.

## Alexis - Other events

### The Kylie situation

**Prerequisites:** Kylie is in jail  
Alexis tells Mike that she is sorry about what Kylie did to him.  
The dialog is different if Alexis ❤️ < 50 and if Kylie killed someone

-----

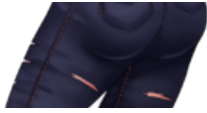
## Anna - Story Events (Part 1)



**In-game description:** "Anna is a member of the Deathless Harpies, Sasha's band."

Anna is a member of Sasha's band. Anna starts out 75% 🧠 and with 20 🧠

After a date, Anna will reveal her tattoo that says "Anal ♥♥♥♥♥". She'll do cowgirl sex either vaginally or anally, and with 🌿 > 50 or anal beads, can do ass play during vaginal sex for +10 🧠. She'll give a boobjob once your 🧠 >=75



If Mike did not take the guitar skill, after Anna is introduced she can give him the guitar book to learn the skill.

## Introduction

**Prerequisites:** Finished Sasha event : Join the Band OR First gig  
Sasha will introduce you to her band members Anna and Kleio.

**Outcome:** Anna and Kleio are available.

## Pub crawling with Anna

**Prerequisites:** 20:00-21:00, Anna >= 20

Drunk Anna dials Mike, who then goes to hang out with her. They get drunk together and eventually Mike helps Anna get somewhere safe to sleep.

**Outcome:** Anna max set to 30

## Horror movies

**Prerequisites:** Home, 19:00-22:00 Done Pub crawling with Anna, Anna >= 30, Used TV talk topic earlier in the day

**You have to talk to Anna before 19:00 !**

After talking about TV with Anna, she reveals she likes horror movies. Later that same day, she will come by and watch a movie with Mike.

**Note:** This only triggers on the same day. If you miss the trigger, talk TV again, then go home that evening.

**Outcome:** Anna max set to 40

## Fans in the pub

**Prerequisites:** Date with Anna in Pub, Anna >= 40 (it will also trigger if you reach the 40

while you're at at pub date with her) AND >= 50% during the date

On a date (\*1st date to trigger the second event) with Anna, Mike and Anna encounter fans of the Deathless Harpies.

You can help Anna during this encounter if your >= 40. This will increase her current by +20 points.

**Outcome :** Anna max set to 50

## Anna meets her ex

**Prerequisite :** Date with Anna in the pub, Anna >=50, >= 50% during the date

Mike takes Anna to a date in the pub at night. Anna spots her ex Gwendoline which results in a confrontation between her and Anna. Gwendoline will begin to insult Mike and Anna until Mike says that he has no problem with hitting girls.

**Outcome :** Max set to 60



## Anna meets her ex 2

**Prerequisite:** Anna >= 60, finished Anna meets her ex, at Pub/Street or Park


Mike will spot Gwendoline and there will be another confrontation between her and Anna. As soon as Gwendoline talks to Mike and Anna she begins to insult them again until Mike successfully scares Gwendoline off.

**Outcome:** Anna max set to 65


## Take Anna to a restaurant date

**Prerequisites:** Anna   $\geq 65$ , finished Anna meets her ex 2, date at the restaurant,   $\geq 50\%$  during the date

Mike talks to Anna because she seems to be a little bit distracted. After being afraid that she has ruined the date, Anna tells Mike that she had a fight with Kleio.

**Outcome:** Anna max  set to 70


## Fix their relationship

**Prerequisites:** Anna   $\geq 70$ , finished take Anna to a restaurant date


Talk with Kleio: Mike confronts Kleio about her fight with Anna and is able to convince her to go and talk with Anna.

Talk with Anna: After Mike confronted Kleio he speaks with Anna about the reason why they didn't settle their differences by now, to find out that Anna wanted Mike's attention so she didn't see a reason to do clear this up immediately.


After he talked to both of them Mike will receive a call from Anna where she tells him that all has been cleared up and that they want to meet him.

**Outcome:** Anna max  set to 75


## Take Anna on a date 1

**Prerequisites:** Anna   $\geq 75$ , finished Fix their relationship, finish the date


Anna confesses to Mike that she likes him.

**Outcome:** Anna max  set to 80

## Anna's confession

**Prerequisites:** Anna   $\geq 80$ , interact with her (does not have to be on a date)

Mike thinks that Anna is going to dump him, because she has been acting strange around him for some time.

**Outcome:** Anna max  set to 85


## Take Anna on a date 2



**Prerequisites:** Anna   $\geq 85$ , finished Hangout with Anna, finish the date


Mike tells Anna that he doesn't like the fact that he has to be without her after a date.

**Outcome:** Anna max  set to 90, Anna's status gets updated to Girlfriend

## Living-room fun time


**Prerequisites:** Anna   $\geq 90$ , done take Anna on a date 2, invite her to a date at Mike's home  
Anna and Mike have a date at Mike's house.



Mike can either just accept or ask if he can record it. If you choose the later option Anna will lose -5  and gain +10 


**Outcome:** Anna max  set to 95

## Anna - Story Events (Part 2)

### The concert

**Prerequisites:** Anna   $\geq 95$ , done living-room fun time, invite Anna to a date at the pub  
Anna and Mike visit a Metalikea concert.

If Mike's   $\geq 50$  the event will have a good ending, otherwise it will end poorly and Anna will lose -8 

**Outcome:** Anna max  set to 100

## Fist of the North Star

**Prerequisites:** Anna ❤️ = 100, done the concert, talk with her at the pub (not on a date)  
Anna and Mike enjoy each others company in the pub until Gwendoline interrupts them.  
Mike can either watch or interrupt which leads to Anna losing -10 ❤️ and gaining +10 🧠

Anna - Submission Events

## Eat pastries with Anna during a date at the mall.

**Prerequisites;** Either already had sex or completed Fans in the pub  
During a mall date, have a pastry with Anna  
**Outcome:** Anna's max 🧠 set to 80.

## Watch tv with Anna during a date at home

**Prerequisites;** Completed both already had sex and Fans in the pub  
During a date at home, watch tv with Anna  
**Outcome:** Anna's max 🧠 set to 100.

Anna - Sex Events

## Hot tub Sex

**Prerequisites:** Home Date, Anna ❤️ >=50, Sex with Anna at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

Anna - Other Events

## Anna's bad practice

**Prerequisites:** Band practice, practice >= 25, Anna ❤️ >= 25  
Anna has a bad day at practice and the rest of the band gets upset with her. Mike gets to mediate.

-----

Audrey - Story Events



Audrey is Mike's coworker. She is a masochist and likes pain. She flirts with Mike in a way that pisses him off, as she is trying to get him to be hard on her. She isn't very detail oriented and makes a lot of mistakes at work, but some of these are on purpose in order to get punished.

After a date, Audrey will ♥♥♥♥ in the spoon position.

In the office, Audrey will occasionally come to Mike asking for help after she's made a mistake. If accepted, Mike spends 2 hours and gains 1 ❤️ with Audrey. If refused ❤️ is lost.



## Mike saves Audrey

### Danny

**Prerequisites:** didn't finish Lexi calls Mike, 🌟  $\geq 20$ , 🏋️  $\geq 20$ , Pub, Audrey present  
Mike sees Audrey being threatened by Danny. Mike can choose to help her. If Mike chooses not to help, Audrey does not become available.  
If you do help, you can choose to say she's your toy (she'll tease you about that later), or fight Danny or intimidate him. If you fight him you must have 75 🏋️ or 50 🏋️ + martial arts skill.

### Ryan

**Prerequisites:** finished Samantha asks for a date & Lexi calls Mike, 🌟  $\geq 20$ , 🏋️  $\geq 20$ , Pub, Audrey present  
Mike spots Ryan going to the bar in the pub. After a while he hears Ryan being an ♥♥♥♥♥♥♥♥ towards Audrey.  
If Mike tries to help Audrey he will beat up Ryan if: 🏋️  $\geq 90$  or 🏋️  $\geq 50$  + martial arts skill. If he does not have enough fitness he will get beatup.

**Outcome:** If helped Audrey in either of these events, Audrey is available, Audrey Max ♥ is set to 20.

## Audrey thanks Mike for the help

**Prerequisites:** Office, helped her with Danny, Audrey ♥  $\geq 20$   
Audrey thanks Mike for helping her with Danny, and flirts with him in a manner he finds confusing.  
**Outcome:** Audrey Max ♥ set to 30, can be kissed at 28 Love.png.

## Audrey in the gym

**Prerequisites:** Gym, Audrey ♥  $\geq 30$   
Mike spots Audrey in the gym and stares at her for awhile. If he goes over to her, she slaps him in order to provoke him.  
**Outcome:** Audrey Max ♥ set to 40.

## First date

### Waterpark meetup


**Prerequisites:** not done Park meetup, Waterpark, Summer/Spring, Sat 12:00-16:00, done Audrey in the gym, Audrey ♥  $\geq 40$   
Mike meets Audrey at the waterpark. They do some kissing, and if Mike tries to feel her up can increase 🧠

### Park meetup




**Prerequisites:** not done Waterpark meetup, Waterpark, Fall/Winter, Sat 12:00-16:00, done Audrey in the gym, Audrey ♥  $\geq 40$   
Mike meets Audrey in the Park. Mike and Audrey are fooling around a bit.

**Outcome:** Audrey Max ♥ set to 50.





## Audrey's restaurant handjob

**Prerequisites:** Friday, 19:00, Audrey  >= 50, done Waterpark meetup  
Audrey invites Mike to a date at the high class restaurant. While there, she gives him a hand job and once he's made a mess, leaves.  
**Outcome:** Audrey disappears.



## Audrey's punishment

**Prerequisites:** Charm.png >= 50, work or work hard, done Audrey's restaurant handjob, Audrey  >= 50  
Audrey reappears in the office, and Mike is angry. If he does not restrain himself, he  her right there on his desk. Audrey loves it.  
**Outcome:** Audrey reappears, Audrey Max  set to 60.



## Photocopied butt

**Prerequisites:**  >= 60, work or work hard, done Audrey's punishment, Audrey  >= 60  
Mike finds a photocopy of a butt, and Lavish is there. Can use it to flirt with Lavish for 10   
Mike can then accuse Aletta, Shiori or Audrey of leaving the photo for him.  
**Outcome:** Audrey Max  set to 70



## Relieve stress

**Prerequisites:** done photocopied butt, Audrey  >= 70, personal office, work or work hard, became CEO, changed Audrey's work attire  
Mike calls Audrey into his office because he needs to relive stress.  
If Mike's sexperience skill is >= 20 he can choose between the doggy and cowgirl position.  
Audrey can't get pregnant from this event.  
**Outcome:** Audrey max  set to 80

## Mike's confession

**Prerequisites:** done Relive stress, Audrey  >= 70, personal office, call Audrey into your office  
Mike calls Audrey into his office and confesses to her that he loves her.  
**Outcome:** Audrey max  set to 80, Audrey disappears from the map



## Audrey reappears

**Prerequisites:** done Mike's confession, Audrey  >= 80, days passed >= 3, work or work hard  
Audrey reappears and confesses that she also loves Mike.  
**Outcome:** Audrey max  set to 100, you can now marry Audrey.

## Audrey - Disciplining Audrey at work

These events are not relevant for increasing her  cap or progressing her main story.  
**Important:** For these events you must have Shiori available. You will lock yourself out of Audrey's submission route if you don't hire Shiori.

## Audrey's HR threat

**Prerequisites:** Work or work hard, done Shiori scolding 3, Audrey  >= 45 &  >= 25  
Audrey comes to Mike and threatens to go to HR because he's a perv. If he "accepts her proposal she'll come back.

## Audrey gets caught

**Prerequisites:** Work or work hard, Audrey ❤️ >= 55 & 🧠 >= 50, done Audrey's HR threat  
Aletta catches Audrey shredding some important documents, and brings her to Mike. Mike  
spans Audrey.  
Mike has the option to let Aletta stay and watch (if Aletta's 🧠 >=25 & ❤️ >= 75 & had post-date  
sex), which increases Aletta's ❤️ and 🧠.

### Audrey gets more spanking

**Prerequisites:** Work or work hard, Audrey ❤️ >= 65 & 🧠 >= 75, done Audrey gets caught  
Audrey makes even more "mistakes". Mike calls her on it and spans her again, this time fingering  
her ass.

### Audrey - Submission Events

### Getting dirty at the park

**Prerequisites:** Audrey 🧠 >=15, Audrey sexperience >=1, Go on an evening date and get at least  
80 date score  
**Outcome:** Audrey max 🧠 set to 25

### Distracted during the movie

**Prerequisites:** Audrey 🧠 >=25, Audrey sexperience >=2, Go on a date to the cinema  
**Outcome:** Audrey max 🧠 set to 75

### Thirsty at work

**Prerequisites:** Audrey 🧠 >=75, Audrey sexperience >=5, Work hard at the office  
**Outcome:** Audrey max 🧠 set to 100

### Audrey - Other Events

### Go to the gym!

**Prerequisites:** No sport clothes, Audrey present  
If you have not yet purchased sport clothes, Audrey will tell you to go to the gym, and that you  
need sport clothes to do so.

### Audrey - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Audrey ❤️ >=50, Sex with Audrey at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

-----

### Ayesha - Story Event (Part 1)



Ayesha is an extremely muscular woman of color, who Mike  
meets at the gym.

In-game description: Ayesha is a pro wrestler and a coach at the  
local gym.

Ayesha is part of the Taming Harem with Kylie.



The following after date scenes are available for Ayesha:

Oral, sexperience  $\geq 20$   
Blowjob, Sub.png  $\geq 25$   
Missionary, sexperience  $\geq 20$  for anal  
Cowgirl, sexperience  $\geq 15$   
Doggy, sexperience  $\geq 10$

### Story events

## Ayesha's introduction

**Prerequisites:** Gym, Wednesday, Hanna present.  
Hanna introduces Ayesha.

## Ayesha's show

**Prerequisites:** 14:00-18:00 Sunday, Bree in game, done Ayesha's introduction  
Bree and Mike go see Ayesha do a wrestling show. During the match Mike has the choice to either protect Bree or to protect himself.

Protect Bree:  $\geq 50$  required, Mike will get Ayesha's phone number.  
Protect yourself: Mike will use Bree as a human shield.

## Personal trainer

**Prerequisites:** done Ayesha's show  
Hanna helps Mike to hook up with a personal trainer. It turns out that the personal trainer is Ayesha. After the workout session, Mike can either compliment her muscles or her beauty. If he complements her beauty she will thank him and Ayesha will gain 3 and tell him, that most of the people don't see it the way he does and that some people make fun of her.  
**Outcome:** Ayesha max set to 10

## Meet Ayesha in the city

**Prerequisites:** Ayesha  $\geq 10$ , done personal trainer, go to the ally when Ayesha is there  
Mike walks around the city and hears some people insulting someone. As it turns out they are insulting Ayesha and Mike has to choose if he either stands up for her or ignores it. If he helps her he will tell those guys off and intimidates the a little bit. He and Ayesha become friends afterwards.  
If he doesn't help her he will see that she is going away from there and that it looks like she isn't taking the insults very good.  
**Outcome:** If he helped her: Max set to 20

## Ayesha beach date

**Prerequisites:** Ayesha  $\geq 20$ , done meet Ayesha in the city, Summer, weekend 14:00 - 16:00, have at least one of those: bike/car/sports car, call Ayesha  
You have to call her either on Saturday or Sunday! Asking for a date before that specific time will not trigger the event!  
Mike calls Ayesha and invites her to a date at the beach, which she accepts reluctantly. At the beach he notices that she isn't in a great mood and he tries to cheer her up. As soon as he is laying out their towels someone jogs by them and accidentally kicks sand into Mikes face. Ayesha does not find that one bit funny and she takes the poor guy into a submission hold. After he apologizes Mike can either choose to tell her that it was an accident or keep quiet.  
If he tells her that it was an accident she will gain +10   
If he does not tell her that it was an accident, her will be increased by +5.  
**Outcome:** Ayesha max set to 30, / gain depending on your choice

## Hot coffee with Ayesha

**Prerequisites:** done meet Ayesha in the city, not done Ayesha beach date, Ayesha ❤️ >= 20, successful date with Ayesha

Mike and Ayesha go on a date. If 🍷 = 100 (every drink reduces the requirement by -5), Ayesha asks to have a "hot coffee".

On the way back, Mike can suggest they take the fast route through the cemetery for +2 🧠. They run into two goth characters, Vincent and Violaine.

If Mike goes for anal right away, Ayesha gains +15 🧠 and an additional +10 🧠 if he pulls out.

**Outcome:** Ayesha max ❤️ set to 30

## Meet Ayesha at the cinema

**Prerequisites:** ❤️ >= 30, done beach date, invite Ayesha on a cinema date

Mike goes to the cinema with Ayesha. Both of them don't know any of the movies which are currently displayed at the cinema. Due a lack of information about the current movies they decide that Mike should pick a one movie. He can either decide to pick between a sci-fi thriller and a historical drama.

**Outcome:** Max ❤️ set to 40, historical drama will increase Ayesha's ❤️ by +5

## Ayesha needs Mike's advice

**Prerequisites:** Ayesha ❤️ >=40, done meet Ayesha at the cinema, be at home, 10:00 - 14:00  
Ayesha calls Mike and asks him for advice if she should accept the offer to become an MMA fighter or if she should continue being a wrestler.

If you tell her to do it you will gain +1 ❤️. If you tell her not to do it you will lose some -1 ❤️ and gain +1 🧠

**Outcome:** Ayesha max ❤️ set to 50

## Pro-wrestling show

**Prerequisites:** Ayesha ❤️ >= 50, done Ayesha needs Mike's advice, be at home, Saturday 09:00 - 14:00

Ayesha calls Mike because there is a huge wrestling show in town and Ayesha partakes in it. She asks Mike if he could jump in as a replacement for the guy that was supposed to be her manager for that event.

If he accepts he will be a part of the action and her ❤️ will be increased by 2. Otherwise it will be increased by 1

After the match he has the option to treat the match like it was a real fight or as if it is all faked.

If he acts like it's all real he will gain +2 ❤️. If not he will gain +1 ❤️ and her 🧠 will be decreased by -2 🧠

**Outcome:** Ayesha max ❤️ set to 60

## Ayesha - Story Event (Part 2)

### Mall date

**Prerequisites:** Ayesha ❤️ >= 60, done Pro-wrestling show, invite her to a date at the mall  
Mike and Ayesha go to a date at the mall. Ayesha seems to be quite nervous the whole time and

Mike has to decide if he either asks her what is wrong (if 🌱 >= 50) or if he starts to talk about himself.

If he talks about himself, Ayesha will lose -5 ❤️. If he asks her what is bothering her +5 ❤️

**Outcome:** Ayesha max ❤️ set to 65.

## Intense training

**Prerequisites:** Ayesha ❤️ >=65, Go to the gym when Ayesha is there, Be Ayesha wrestling manager

## Pro-Wrestling show, but just as spectators

**Prerequisites:** Ayesha ❤️ >=65, Ask Ayesha on a date, Don't be Ayesha Wrestling Manager

## National Wrestling Tournament

**Prerequisites:** Ayesha ❤️ >=77.5, be home, wait for Ayesha to call you

## True feeling hide behind muscles

**Prerequisites:** Ayesha ❤️ >=90, go on a date to the mall with Ayesha

## Ayesha - BDSM

### **BDSM Event**

Ayesha has a series of BDSM events. Every week, she will meet with Mike to try a new gadget in the bedroom with him. If Mike has the shibari skill and bought ropes, he will also tie Ayesha up.

## Ayesha BDSM request

**Prerequisites:** Ayesha 🧠 >= 50, interact with Ayesha

Ayesha is curious about trying some BDSM stuff with Mike.

**Outcome:** Mike and Ayesha agree to meet for their first training session in 7 days.

## Ayesha BDSM training 1

**Prerequisites:** done Ayesha BDSM request 7 days ago, 16:00

Mike and Ayesha meet for their first BDSM training session.

If Mike's sexperience >= 30 and Ayesha 🧠 >= 50, Mike is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.

**Outcome:** Ayesha max 🧠 set to 60, the next meeting is scheduled in 7 days.

## Ayesha BDSM training 2

**Prerequisites:** 7 days after Ayesha BDSM training 1, 16:00

Mike and Ayesha meet for their second BDSM training session.

If Mike's sexperience >= 30 and Ayesha 🧠 >= 60, Mike is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.

**Outcome:** Ayesha max 🧠 set to 70.

## Ayesha BDSM training 3

**Prerequisites:** done Ayesha BDSM training 2, Ayesha 🧠 >= 70, date at home, 🍷 >= 75%

Mike and Ayesha take their training to the next level.

If Mike's sexperience >= 50, he is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.

**Outcome:** Ayesha max 🧠 set to 85, the next meeting is scheduled in 7 days.

## Ayesha BDSM training 4


**Prerequisites:** 7 days after Ayesha BDSM training 3, 16:00

Mike and Ayesha meet for their last BDSM training session.  
 If Mike's sexperience  $\geq 50$  and Ayesha Sub.png  $\geq 85$ , Mike is up for the task, goes through with it, otherwise he gets cold feet and they postpone the meeting for two weeks.  
**Outcome:** Ayesha max Sub.png set to 100.

## Ayesha - Sex Events

### After-date scenes

The following after-date scenes are available for Ayesha:

Scene	Conditions
Cunnilingus	sexperience $\geq 20$
Blowjob	 $\geq 25$
Missionary	for anal: sexperience $\geq 10^*$
Doggy	sexperience $\geq 5$ for anal: sexperience $\geq 10^*$
Reverse cowgirl	sexperience $\geq 10$ for anal: sexperience $\geq 15^*$
BDSM	depending on the progress of her training

does not apply if Mike goes for anal on the first date

### Hot tub Sex

**Prerequisites:** Home Date, Ayesha Love.png  $\geq 50$ , Sex with Ayesha at least once, Hot tub repaired  
 During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Camila Foglio - Story Events





Sergeant Camila Foglio is working as an inspector for the local police station.


Mike meets her the first time when he brings camera footage to the police station proving that Kylie is stalking him.

### Cinema Date




**Prerequisites:** Kylie needs to be arrested during Report Kylie to the police, Saturday evening (6pm-12am)  
 Camila calls if you can meet her at the cinema. He can either decide to be amused or to get angry after she tells him that this is a date.


Be amused +2 

Get angry -2 


**Outcome:** Camila max  set to 10

## Meet Camila at the shooting range

**Prerequisites:** Cinema Date done, Camila's   $\geq 10$ , Saturday afternoon (12pm-6pm)  
Mike joins Camila at the shooting range. If Mike has the "Shooting" skill he gains 1.5 , otherwise 1  during this event. If Mike has seen Aletta's The firing range before, she can be met here during this event.


**Outcome:** Camila max  set to 20

## Pick Camila up at the hospital


**Prerequisites:** Meet Camila at the shooting range done  $\geq 3$  days ago, Camila's   $\geq 20$ , afternoon(12pm-6pm)  
Camila calls and asks you to pick her up at the hospital. Camila got shot and Laura the doctor asks you to look out for her.


Side with Camila +2 


Side with Laura -2 


**Outcome:** Camila max  set to 30

## A mugger at the mall


**Prerequisites:** Pick Camila up at the hospital  $\geq 1$  day ago, Camila's   $\geq 30$ , mall  
Some scumbag stole an old women's purse. Mike has the option to tackle the mugger if his Fitness.png  $\geq 50$

Tackle the mugger +2 


Leap -2 

**Outcome:** Camila max  set to 40


## A park date in winter

**Prerequisites:** A mugger at the mall done  $\geq 1$  day ago, Camila's   $\geq 40$ , take Camila to a date in the park during the winter


Camila tells a few storys until Mike and Camila have a snowball fight with some kids. After the snowball fight is done, Mike can ask her if she's ok.


Are you ok? +2 

Ignore Camila


**Outcome:** Camila max  set to 50

## A date with Camila

**Prerequisites:** A park date in winter done  $\geq 1$  day ago, Camila's   $\geq 50$ , take Camila on a date  
Camila got a new hairstyle and asks you about your opinion. (Depending on your opinion she will keep the new one or not)


I love it +2 

Meeeh... -2  +1 

**Outcome:** Camila max  set to 60

## Go on patrol with Camila

**Prerequisites:** A date with Camila done, Camila's   $\geq 60$ , police station evening(6pm-12am)  
Mike goes on patrol with Camila, after a while they meet Lexi. Mike can tell Camila if he knows Lexi or not.

**Outcome:** Camila max  set to 70

## Hospital Call

**Prerequisites:** Done go on patrol with Camila, Camila ❤️ >=70, Camila will call Mike from the hospital in the Afternoon.

## Camila Foglio - Prison Events

### Kylies request

**Prerequisites** not done Orange is the new Black, Kylie is in prison, Camila ❤️ >= 60, had sex >= 1, visit her at work  
Mike got a letter from Kylie and decides to talk with Camila about that. Camila convinced Mike to go and see Kylie in prison.

### Conjugal visit

**Prerequisites** : done Kylies request >= 3 days ago, Camila ❤️ >= 60, had sex >= 1, visit her at work  
Mike gets follows Camila for his conjugal visit.

## Camila Foglio - Submission events

### Kink talk 1

**Prerequisites:** Camila 🗨️ >=25, Camila sexperience >=2, Go on a date with Camila and get 50 date score

### Kink talk 2

**Prerequisites:** Camila 🗨️ >=50, done Go on patrol with Camila, Talk to Camila

### Police Car sex

**Prerequisites:** Camila 🗨️ >=75, Camila sexperience >=4, Be home during the afternoon

## Camila Foglio - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Camila ❤️ >=50, Sex with Camila at least once, Hot tub repaired  
During at Date at home, click the "Dip in the hot tub" button when all the requirements are met.

---

## Cassidy - Story Event



Cassidy is the daughter of Dwayne, the company CEO. She is a bored, spoiled rich girl who decides to toy with Mike. She can learn her lesson...or Mike can learn his.

Cassidy can have Dom Points (🔑) if Mike agrees to become her slave.

Upon Cassidy's introduction, Mike will be under investigation. Once the investigation begins, he has 7 days to collect enough information to clear his name, or he risks consequences.



If Cassidy becomes Mike's pet, and Mike plays with her too much while her ❤️ is low, she'll get so humiliated she will leave. The easy way to deal with this is to get her ❤️ > 60.

## Story events

**HARD WARNING: YOU MUST HAVE CASSIDY TO DO MULTIPLE ROUTES IN THE GAME!  
DO NOT REMOVE HER IF YOU ARE GOING FOR OFFICE HAREM, ALETTA ROMANCE/MARRIAGE,  
AUDREY ROMANCE/MARRIAGE, and maybe Lavish romance in future updates.**

**Note: Ignore the in-game text. Yes, you can complete her story to get rid of her dad.**

## Office party

**Prerequisites:** Promoted twice, invited to a party by Aletta, Friday 20:00-22:00  
Mike attends an office party. He meets Lavish, Cassidy and Dwayne.

## Cassidy bursts onto the scene

**Prerequisites:** Work or work hard, done Office party, wait 14 Days  
Cassidy bursts into Mike's office and demands Mike be her personal valet on a trip to Switzerland. Mike refuses and she goes on her merry way, but she is angry about it.

## Mike is investigated

**Prerequisites:** Work or work hard, 7 days after Cassidy bursts onto the scene, done meet the CEO  
Aletta comes into Mike's office and informs him that he's under investigation for embezzling from the company. This prevents work and work hard options.  
Once the investigation starts, Mike has 7 days to get 100 investigation points.

If Aletta ❤️ => 50 when she informs Mike about the investigation, she gives him a folder of information for 20 points.

Mike can hack Aletta's computer every day when she is not there, either at 08:00 or 17:00. This is worth up to 13 points each, up to 15 with Knowledge boosting clothing and accessories, scaled by Mike's Knowledge, with a minimum of 5 points per hack. To have the best chance of succeeding this investigation, have a very high knowledge!

Mike can talk to Aletta, Lavish, Audrey and Shiori and ask them to help with the investigation. They will call back 2 days later, so this must be done early. Lavish provides a minimum of 15 points, Aletta and Audrey provide a minimum of 5, all scaling up with higher love (at approximately 1 point per 3.5 ❤️.) Shiori however, gives 10 negative progress.

A couple of days into the investigation, Cassidy will call Mike and ask for a midnight meeting. Mike can go to the electronics shop and buy a spy camera. If he installs the camera in his office, he can record Cassidy. This is critical to getting the best ending.

Mike can ask Cassidy 3 questions during the midnight meeting if he set up the spy camera. For maximum points they should be:

"What do you know about the investigation?"

"Who are you working with?"

"Where is the money?" Answering these questions provides 20 points.

If Mike asked who Cassidy is working with, Mike will have the option to call the accountant from his office. Calling Jeff provides 20.

After 7 days the investigation is complete, Aletta will call Mike into the office. Cassidy will talk to him in the office beforehand. If you decline the call you can buy yourself more time to

investigate.

If Mike gets 100% investigation points and recorded Cassidy, Mike presents his case to Cassidy. She agrees to become his pet in order to prevent Dwayne from being fired.

If Mike gets 100% investigation points but did not record Cassidy, she believes Dwayne will beat the rap. She is wrong; Dwayne gets fired, Cassidy leaves the game.

If Mike does not get 100% investigation points, but did record Cassidy, she will give Mike a tittyjob, then take the evidence and leave the game.


If Mike does not get 100% investigation points and did not record Cassidy, Cassidy asks him to be her slave. If he refuses, Mike is fired, and loses all access to the office and working. He'll have to get a job at the mall.

## Mike's new assistant

**Prerequisites:** Personal office, finished Mike is investigated, Cassidy still in game.


If Cassidy is still around after the investigation, Aletta introduces her to Mike as his new personal assistant.

If Cassidy agreed to be his slave, Mike can play with her in the office. If Mike agreed to be Cassidy's slave, occasionally he has to give her oral.

**Outcome:** Cassidy max  set to 40

## Cassidy - Dwayne and Cassidy (Part 1)


### Cassidy asks about Aletta

**Prerequisites:** Personal office, Cassidy   $\geq 40$ , done Mike's new assistant  
Cassidy asks about Aletta, and is coy about why.


### Cassidy and Dwayne fight

**Prerequisites:** Coffee break, done Cassidy asks about Aletta  $\geq 1$  day ago  
Mike overhears Cassidy accusing Dwayne of cheating on his wife.

### Cassidy and Dwayne fight fallout

**Prerequisites:** Personal office, done Cassidy and Dwayne fight 1 day ago  
If Mike insist to know what's bugging Cassidy she will talk a bit about the fight. She reveals Cherie, Dwayne's wife, is her stepmother and they hate each other. But with Dwayne cheating on her, she's starting to wonder what actually happened to her own mother.  
**Outcome:** Cassidy max  set to 60

### Dwayne does not approve

**Prerequisites:** Personal office, done Cassidy and Dwayne fight  $> 7$  days ago, Cassidy is pet  
Dwayne visits and tells Mike he does not approve of how Mike is treating his daughter. Mike makes it clear he can  off or Dwayne will be ruined.

### Cassidy and Aletta fight

**Prerequisites:** Personal office, done Cassidy and Dwayne fight fallout  $> 7$  days ago (or Dwayne does not approve if appropriate)  
Mike encounters Aletta and Cassidy fighting. Mike learns that Dwayne has been using Aletta for sex; SHE is the one Dwayne was cheating with.  
Cassidy decides to take a break.  
**Outcome:** Cassidy disappears.

## Cassidy needs comfort

**Prerequisites:** Living room, 3 days after Cassidy and Aletta fight  
Cassidy shows up and tells Mike that she found her Mom. She learned that Dwayne paid her to leave, and a lot of her childhood has been a lie.

Note: Mike can get rid of her; if he does this ends Cassidy's story.



**Outcome:** Cassidy max  set to 80. Cassidy returns.

## Cassidy and Aletta make nice

**Prerequisites:** Work or work hard, done Cassidy needs comfort >= 1 day ago  
Cassidy and Aletta come together and work on a plan to punish Dwayne. Mike agrees to help.

## Cassidy arranges a party

**Prerequisites:** 7 days after Cassidy and Aletta make nice, Cassidy present.  
Cassidy explains she's arranged for Mike to get an invitation to a party at the mansion she and Cherie live at. During that conversation Mike has 3 different options how he can react to Cassidy telling him that she will try to seduce her father to distract him.

Choice		
Mike tells her not to do it	+3	+0
Mike tells her to do it	+0	+5
<b>Mike tells her that she belongs to him:</b>	-	-
He tells her that he cares about her	+3	+0
He tells her that he owns her	+0	+5

All these value changes are true if you play on normal

## The party

**Prerequisites:** done Cassidy arranges a party, Saturday 18:00  
Mike visits the party and talks to Cassidy's stepmother Cherie. They talk for a while and before she leaves she asks Mike for his name.

## Talk with Cassidy about the party

**Prerequisites:** done The party, Personal office when Cassidy is there  
Mike and Cassidy talk about the party and Cassidy hints that Cherie might be slightly interested in Mike. Cassidy tells Mike to just drop by the mansion in order to meet Cherie again.

## Meet Cherie again


**Prerequisites:** done talk with Cassidy, 11:00 to 14:00 Monday to Friday  
Mike visits Cherie and they have lunch together where they talk about Dwayne.

## Talk with Cassidy

**Prerequisites:** done meet Cherie a second time  
Mike talks with Cassidy about the things he talked with Cherie about during dinner.

## Talk to Aletta

**Prerequisites:** done talk with Cassidy, talk to Aletta in her office  
Mike talks with Aletta about his his meeting with Cherie. Aletta talks about the need to make an

alternative plan for herself if Cherie does not call Mike.  
If Aletta's  >= 50 the dialog will play out a bit different.

## Dwayne confronts Mike in his office

**Prerequisites:** done talk to Aletta >= 5 days ago, Personal office, Cassidy is not in the office  
Dwayne comes to Mikes office to tell him to stay away from Cherie.


## Cherie calls Mike

**Prerequisites:** done Dwayne confrontation >= 2 days ago, livingroom/bedroom 10:00 - 22:00  
Cherie calls Mike to break off whatever is going on between them because she won't let Dwayne destroy him. Mike then tells Cherie that he has a plan to get rid of Dwayne. She tells him that she will try to give him an opportunity to help him with whatever he has planned.

## Talk to Cassidy and Aletta

**Prerequisites:** done Cherie calls Mike, Cassidy is at the office, Aletta is at the office


### **Talk to Aletta:**

When Mike talks with Aletta she is relieved that Cherie called him back and that it'll all end soon.  
If Aletta's  >= 65 the dialog will be different. Aletta will ask Mike if he is going to have sex with Cherie.

When he gets asked if he wants to have sex with Cherie he can either say yes or no to that.

If he says yes: Aletta will tell him that she knows that he is fooling around with some other women and asks him if he is willing to dump them all in order to be together with her after this whole incident.

If he tells her that he is not willing to do so she will asks him if that's it for their relationship.


If you choose "I guess so" she will be mad at Mike and her  cap will be set to 12. Relationship ends.

If you choose "No", she will lose 10 Love, and gain 4 at the end of the scene. Relationship continues.

**Note: Currently (04/09/22), there is no way to get Love Cap over 50 without completing the CEO story arc.**

### **Talk to Cassidy:**

When Mike talks with Cassidy about the call he got from Cherie he can either tell Cassidy that this might hurt Cherie or that he thinks that Cherie wants him. She tells Mike, that she is going to buy a gun just in case.

If her  >= 50, the dialog will be a bit different if Mike tells her that he wants to have sex with Cherie.

Mike can either tell her not to do so or encourage her to buy one.

## Cherie calls Mike again



**Prerequisites:** done talk to Cassidy and Aletta

This is a critical event! If you choose the wrong answers it will end here. You can see in the table below how to play this in order to progress!

Mike talks with Cherie about the safe he needs her to steal information from. She gets upset when she hears that Cassidy is involved in the planning and when he tells her that it's also for him to get revenge on Dwayne she questions his affection for her. He can choose if he either wants to tell her that he has feelings for her or that the situation is a bit complicated.

She will go to grab a drink, at this point Mike can stop her physically from doing so or just ask her to wait.

In the following dialog she tells him to leave the house right this instant, but before Mike can leave she asks him if she would offer him to have sex with her right now if he would do it.

This table shows the different combinations of you choices and how they will end. Note that the first no is part of the selection beside don't hesitate and hesitate and will branch afterwards in a yes or no answer. Every  means that you reach a bad end and every  that you reach a positive end where she will help you.

first choice	second choice	third choice		fourth choice*	
The feelings are real	ask her to wait	don't hesitate: ❌	hesitate: ❌	no: ❌	yes: ❌
	stop her (no promises)	don't hesitate: ❌	hesitate: ❌	no: ❌	yes: ❌
	stop her (promises)	don't hesitate: ❌	hesitate: ✅	no: ✅	yes: ❌
It's complicated	ask her to wait	don't hesitate: ❌	hesitate: ✅	no: ✅	yes: ❌
	stop her (no promises)	don't hesitate: ❌	hesitate: ✅	no: ✅	yes: ❌
	stop her (promises)	don't hesitate: ✅	hesitate: ✅	no: ✅	yes: ✅

\*You'll only be able to get the fourth choice if you choose no during the third choice.

**\*You'll only be able to get the fourth choice if you choose no during the third choice.**

## Cassidy - Dwayne and Cassidy (Part 2)

### Wait for Cherie's call


**Prerequisites:** done Cherie calls Mike again  $\geq 7$  days ago, Cherie decided to help Mike, 22:00-23:00



#### **SAVE BEFORE YOU ACCEPT HER CALL!**


It's recommend too learn the martial-arts skill before you accept Cherie's call. If you want to experience one of the games ends you don't have to.

Cherie calls Mike to give him a folder with information about Dwayne. Unfortunately Dwayne shows up and begins to attack Mike.

If Mike has the martial-arts skill he will survive Dwayne's attacks. If not he will die.

After Mike arrives home Cassidy will come to his house and they will talk about everything that happened. They will discuss their relationship and Mike has to choose if he wants to end their relationship, keep her as a slave or if he wants her to be his girlfriend. She won't accept you to have any other women beside her (this has no real impact at the moment other than changing the dialog) if her   $< 100$ .

		
Girlfriend	$\geq 60$	-
Slave	$\geq 75$	$\geq 95$


**Outcome:** Cassidy max  set to 100.

If she stays your Slave, nothing changes on the way you can interact with her during work.

If she is your girlfriend you can no longer perform any sexual activity with her during work. If she is your girlfriend she won't accept the slave collar anymore.

## Cassidy - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Cassidy   $\geq 50$ , Sex with Cassidy at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

### Beach Sex

**Prerequisites:** Cassidy Love.png  $\geq 75$ , Had sex with Cassidy at least once. Interact with Cassidy at the beach or during a date at the beach. (nudist beach also counts)

## Dog Walk Pt 1

**Prerequisites:** Cassidy collared, Cassidy status "pet", Cassidy Sub.png  $\geq 90$ , Mike has a date with Cassidy at home during the evening, DateScore  $\geq 90\%$   
Mike takes Cassidy out on a walk

## Dog Walk Pt 2

**Prerequisites:** Cassidy collared, Cassidy has the "pet" status, Cassidy Sub.png = 100, Done Dog Walk Pt 1, take Cassidy on a home date.  
Mike takes Cassidy out on a walk again. (This event is repeatable)

-----


## Hanna - Story Event




**Gym Girl:** "There is this hot girl at the gym. I don't even know her name."

**Hanna:** "Hanna is the daughter of the owner of the gym."


Hanna is a serious fitness buff, and her father owns the gym. She is shy and extremely well built.

If Hanna has sex after a date, she'll do the cowgirl position or missionary. She will require a condom unless   $\geq 90$  or give her at least 3 drinks and choose her cowgirl pose during the after date scene and she will accept to have sex without a condom.


## Hanna's introduction


**Prerequisites:** Gym 10:00-17:00,  $>7$  days played,   $\geq 20$ , Train or Train Hard  
Mike sees Hanna running on the treadmill.

## Hanna masturbates

**Prerequisites:** Gym 10:00-17:00,   $\geq 30$ , Train or Train Hard, done Hanna's introduction  
Mike, while taking a shower, watches Hanna masturbate without knowing who she is.

## Meet Hanna

**Prerequisites:** Renew gym membership,   $\geq 40$   
Mike is introduced to Hanna. He finds out her dad owns the gym, and sometimes she works there.

**Outcome:** Hanna max  set to 20

## Shower with Hanna

**Prerequisites:** Hanna ❤️ >= 20, Train or train hard, 🏋️ >= 50, done Meet Hanna  
Hanna boldly asks to join Mike in the shower. If accepted, she gives Mike a BJ.

**Outcome:** Hanna max ❤️ set to 30

## Race

**Prerequisites:** Hanna ❤️ >= 30, Park 6:00-10:00, Hanna is present, 🏋️ >= 50, done Shower with Hanna

Mike races Hanna in the Park.

**Outcome:** Hanna max ❤️ set to 40

## Working out

**Prerequisites:** Hanna ❤️ >= 40, 🏋️ >= 70, Gym, done Race, Train or Train Hard.  
Mike and Hanna work out together. Hanna flirts with Mike

**Outcome:** Hanna max ❤️ set to 50

## Gym Talk

**Prerequisites:** Hanna ❤️ >= 50, 🏋️ >= 80

Mike and Hanna talk about the gym. Hanna's father has debts he can't pay, so he steals money from his business. After you talk to her, the max Love.png will be set to 60.

The outcome requires that you **reach 60 ❤️ and talk to her**. The decisions, their requirements and their consequences are listed in the table below.

Choice	Requirement	Outcome
Tell her to sell the Gym	none	She will leave the game
Tell her to make it sexier	🏋️ >= 25	Max 🏋️ set to 50, Max ❤️ set to 70, Ayesha's and Hanna's clothes change while working
Lend her the Money	💰 >= 5000	+10 ❤️, Max ❤️ set to 70

## Hanna and Mike are visiting the stripclub

**Prerequisites:** Done **Gym Talk**, told Hanna to make the gym sexier during **Gym Talk**, Hanna ❤️ >= 70, happens after a date when DateScore >= 50%

Hanna and Mike visit the stripclub.

Choice	Requirement	Outcome
Encourage Hanna to dance	🏋️ >= 60	Hanna will dance in the stripclub, +2 ❤️
Discourage Hanna from dancing	none	+1 🏋️, Hanna and Mike will leave the stripclub

**Outcome:** Hanna ❤️ max set to 80


## Hanna's date at the stripclub

**Prerequisites:** Done **Hanna and Mike are visiting the stripclub**, Hanna ❤️ >= 80, Mike gifted Hanna a **sexy dress**, Mike goes on a date with Hanna and chooses Strip club as a location

Choice	Requirement	Outcome
Encourage Hanna to dance	🏋️ >= 60	+2 ❤️
Discourage Hanna from dancing	none	+1 🏋️


**Outcome:** Hanna ❤️ max set to 90, 🏋️ max set to 100

## Workout With Hanna

**Prerequisites:** Done date at the stripclub, Hanna  >=90, Hanna at the gym, Be at the gym.

## Hanna - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Hanna  >=50, Sex with Hanna at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Hanna - Other Events

### Touchy customer


**Prerequisites:** done Gym talk, convinced her to make the gym more sexy, Hanna is at the gym, visit the gym

Mike visits the gym after Hanna changed its image to make it sexier. He spots Hanna having trouble with one of the customers.

Mike can either intervene or let it happen.

**Outcome:** Hanna  max set to 75


### "Dog" Walk Pt 1

**Prerequisites:** Done Touchy customer, Hanna collared, Hanna  >= 90, Mike has a date with Hanna at home during the evening, DateScore >= 90%

Mike takes Hanna out on a walk

(Note: If you played the Touchy customer event in a version before v22.9.0, you have to play it again for this event to unlock!)

### "Dog" Walk Pt 2





































**Prerequisites:** Done "Dog" Walk Pt 1, Hanna Collared, Hanna  = 100, Take Hanna on a home date.

Mike takes Hanna out on another walk. (This event is repeatable.)

## Hanna - Conversations

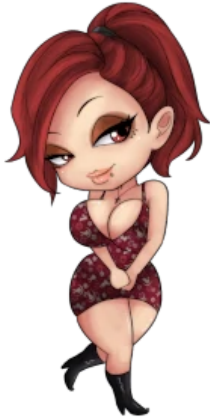
### Conversations

Hanna has some of the most complex conversations in the game and you are able to adjust her stats depending upon your responses.

Topic	Mike's choice			
<b>Books</b>	Fantasy: -	Fitness: +1 	Romance: -	Comics: -
<b>Computers</b>	Teach: +1 	Agree: -	Doubt: -1 	-
<b>Fashion</b>	Cute: +1 	Slutty: +1 	Sweaty: +1 	Nothing: -1 
<b>Food</b>	Whatever: -1 	Junkfood: -1 	Healthy: +1 	I'm vegan: +1 
<b>Love</b>	You: +1 	Someone else: +1 	I don't need love: -1 	Myself: -1 
<b>Music</b>	No: +1 	80s media: -	Anime soundtracks: -	Rock, metal: -
<b>People</b>	Love People: -	Hate People: -	Depends: +1 	How about you: +1 
<b>Politics</b>	Agree: +1 	Disagree: -1 	Both: +1 	I don't know: -1 
<b>Sex</b>	Love it: -1 	Want you: +1 	I'm a dom: +1 	I'm a sub: -1 
<b>Sports</b>	Nope: -	E-sports: -1 	Running: +1 	Sex: +1 
<b>Travel</b>	Hiking: +1 	Different country: +1 	Theme park: -1 	Nope: -1 
<b>Television</b>	In the zone: +1 	Soap opera: -	Netflix and chill: -1 	Super Hero: -1 

---

## Harmony - Story Events



**In-game description:** "Harmony is a girl I met at church."

Harmony is a voluptuous redhead that starts out as a devout Christian. Mike runs into her at church when attending mass on Sunday.

Harmony has a special purity stat (😇) that needs to be lowered in order to advance her storyline. At high 😇, Harmony will not kiss, date, dance or have sex. Mike has to corrupt Harmony by decreasing her 😇 in order to open up these activities, uncovering the secret slut that is hidden inside her.

### Church girls are hot

**Prerequisites:** Church, Sunday, 09:00-11:00, attend mass, While attending mass, Mike sees a girl so hot he has to masturbate. If he does it in the church, she catches him in the act. It's awkward.

### Harmony invites Mike to church

**Prerequisites:** done Church girls are hot, did not wait to masturbate, Church, Sunday, 09:00-11:00, attend mass  
Mike runs into Harmony again. They talk awkwardly. Eventually she decides he needs some Godly help and invites him to private Bible study.

### Bible study 1

**Prerequisites:** done Harmony invites Mike to church, accepted her help, Church, Sunday 14:00-16:00, Harmony present, bible study  
Mike and Harmony study the bible together. With 🗨️ >= 10 Mike can find issues with the bible, which results in -5 😇.  
**Outcome:** Harmony max ❤️ set to 20, you can now give gifts

### Bible study 2

**Prerequisites:** Church, Sunday 14:00-16:00, Harmony present, Harmony ❤️ >= 20, bible study  
Mike and Harmony study the bible again. With Knowledge.png >= 20 Mike can find fault with the moral of the story, which results in -5 😇.  
**Outcome:** Harmony max ❤️ set to 30

### Bible study 3

**Prerequisites:** Church, Sunday 14:00-16:00, Harmony present, Harmony ❤️ >= 30, bible study  
This week, Harmony wants to discuss Mike's sexual habits. With 🗨️ >= 30, Mike can question her perspective, which results in -5 😇.  
**Outcome:** Harmony max ❤️ set to 40

### Bible study 4

**Prerequisites:** Church, Sunday 14:00-16:00, Harmony present, Harmony  $\geq 40$ , bible study  
 Mike and Harmony study the bible more. With  $\geq 40$  Mike can offer his own views, causing  
 Harmony to kiss him on an impulse and -5 .  
**Outcome:** Harmony max set to 50

## Roller-skating

**Prerequisites:** done Bible study 4, Harmony  $\geq 50$ , any day except Saturday, ask for a date,  
 Mike invites Harmony to go roller-skating next Saturday at 14:00. While roller-skating Mike can  
 either choose to make it lewd or keep it Christian:

Choice	$\geq 90$	$\geq 60$	$\geq 40$	$< 40$	$< 10$
Follow her lead	+10	+5	-10	-5	-10
Make it lewd	-10	-5	+10	+5	+10

**Note:** To lower to the respective levels, the events below (starting with Annual Church  
 dance) have to be completed first!

**Outcome:** Harmony max Love.png set to 60

## Date at the mall

**Prerequisites:** done Roller-skating, Harmony  $\geq 60$ , any day except Saturday, ask for a date  
 Mike and Harmony go shopping together and Mike can choose the stores they visit:

Store	$\geq 90$	$\geq 60$	$\geq 40$	$< 40$	$< 10$
Bridal store	+10	+5	-10	-5	-10
Lingerie store	-10	-5	+10	+5	+10

**Note:** To lower Good.png to the respective levels, the events below (starting with Annual  
 Church dance) have to be completed first!

**Outcome:** Harmony max set to 70

## Invite Harmony on another date 2

**Prerequisites:** Harmony  $\geq 70$ , completed Date at the mall  
 Ask Harmony for a date.

**Outcome:** "Go to my date with Harmony at home" appears in the tracker

## Go to my date with Harmony at home

**Prerequisites:** Harmony  $\geq 70$ , completed Invite Harmony on another date 2  
 Go on the date on Saturday night.

**Outcome:** Harmony max set to 75


## Go on a date with harmony at the nightclub


**Prerequisites:** Harmony  $\geq 75$ , completed Go to my date with Harmony at home


Once her becomes positive, Harmony starts to imbibe a little strongly...

**Outcome:** Harmony max Love.png set to 85.

## Go on a date with harmony at the nightclub 2

**Prerequisites:** Harmony  >= 85, completed Go on a date with harmony at the nightclub

Once her  becomes positive, Harmony wants to explore...

**Outcome:** Harmony max  set to 95.

## Invite Harmony on another date 3

**Prerequisites:** Harmony  >= 95, completed Go on a date with harmony at the nightclub 2


When you ask her for a date, Harmony wants to go to the strip club on Saturday evening...

**Outcome:** "Go to my date with Harmony at the strip club" appears in the tracker

## Go to my date with Harmony at the strip club

**Prerequisites:** Harmony  >= 95, completed Invite Harmony on another date 3


Harmony has her dance all planned out...

**Outcome:** Harmony max  set to 100.

## Harmony - Vanilla Events


**These events require Harmony to not have the religious or slutty traits.**

## Board night with Harmony

**Prerequisites:** Harmony  >=70


Ask Harmony on a date.

## Meeting Harmony's parents

**Prerequisites:** Harmony  >=75

Ask Harmony on a date

## Harmony meets Angela

**Prerequisites:** Harmony  >=85

Ask Harmony on a date

## Love Confession

**Prerequisites:** Harmony  >=90

Ask Harmony on a date to the park

## Harmony - Religious Events

**These events require Harmony to have the religious trait**

## Meeting Harmony's parents

**Prerequisites:** Harmony  >=70

Ask Harmony on a date

## Harmony meets Angela

**Prerequisites:** Harmony ❤️  $\geq 85$   
Ask Harmony on a date

### Concerns about housemates

**Prerequisites:** Harmony ❤️  $\geq 90$   
interact with Harmony

### Nun Confession

**Prerequisites:** Harmony ❤️  $\geq 90$   
Wait for Harmony to call you

### Nun reveal

**Prerequisites:** Harmony ❤️  $\geq 95$   
Wait to see Harmony on a Sunday

### Harmony - Corrupted events

**These events require Harmony to have the slutty trait**

### Board night

**Prerequisites:** Harmony ❤️  $\geq 70$   
Ask Harmony on a date

### Nightclub with Harmony

**Prerequisites:** Harmony ❤️  $\geq 75$  & 🧠  $\geq 70$   
Take Harmony on a date to the nightclub

### Strip Club with Harmony

**Prerequisites:** Harmony ❤️  $\geq 85$  & 🧠  $\geq 90$   
Take Harmony on a date to the nightclub

### Dual Performance at the strip club

**Prerequisites:** Harmony ❤️  $\geq 95$  & 🧠  $\geq 100$   
Ask Harmony on a date

### Harmony - Purity reducing events

### Annual church dance

**Prerequisites:** done Bible study 4, Harmony 😊  $\leq 80$ , Monday-Saturday, interact with Harmony  
Harmony invites Mike to the annual church dance on Sunday at 14:00. When Mike dances with Harmony he can choose to pull her close for the dance or not.

If Mike pulls her close it will lower -5 😊 and she will lose -5 ❤️.

**Outcome:** Harmony's 😊 can be decreased to 70

### Picnic in the park

**Prerequisites:** done Annual church dance, Harmony 😊 ≤ 70, not Winter, Monday-Saturday, ask for a date (ask on Saturday or via phone call to prevent triggering the Roller-skating or Mall date)

The only way to reduce her 😊 to 70 at the moment is to gift her "Romance Novels"! Mike invites Harmony to date in the park at the next Sunday 12:00. They accidentally kiss and Mike can either lean into the kiss or pull back from it.

If Mike leans into the kiss Harmony's 😊 will be reduced by -5.

Outcome: Harmony's 😊 can be decreased to 50

You can now date Harmony if 😊 ≤ 65 and ❤️ ≥ 25, and dance with her if 😊 ≤ 60.

At 😊 ≤ 55, the after-date scene becomes available (which also decreases 😊).

The only way to reduce her 😊 to 55 is to gift her "Romance Novels"!

## Broken wings

**Prerequisites:** done Picnic in the park, church, attend the mass, Harmony 😊 ≤ 50, Harmony is present

Mike attends the mass together with Harmony.

**Outcome:** Harmony's 😊 can be decreased to 30

## Fall from heaven

**Prerequisites:done** Broken wings, Saturday/Sunday, nightclub date, Mike has stamina

Stamina.png, Harmony 😊 ≤ 30, interact with her

Mike and Harmony go to a nightclub to party.

If he accepts her proposal, they will have some fun in the VIP section of the nightclub.

-5 😊, +4 ❤️, +20 🍷

If he refuses Harmony is disappointed that Mike is no fun

-5 ❤️, -20 🍷

**Outcome:** Harmony's 😊 can be decreased to 10

## Harmony - After date scene

Position	❤️	😊	🔒
Missionary	≥ 50	≤ 55*	-
Titjob	≥ 50	≤ 55*	≥ 50
Cunnilingus	≥ 50	≤ 65*	≥ 50
Blowjob	≥ 50	≤ 50	≥ 50

You can't choose between the titjob and the blowjob if you do them the first time. The initial event for those will trigger as soon as you meet the requirements during the after date scene. The first one of those two that will trigger is the titjob. The blowjob will trigger if you get to the after date scene during another date. If you successfully triggered the titjob and blowjob you can now choose them during the after date scene.

\* **Note:** The after-date scene gets unlocked once Harmony's 😊 reaches 55. However, if her 😊 goes up again (e.g., by trying to gift her the slave collar before she is ready for it), she will remain open for sex. In fact, if Mike has sex with her for the first time and 😊 ≥ 65, she will ask him to stick it in her butt so she can technically remain a virgin.



**In-game description:** "Kleio is a member of the Deathless Harpies, Sasha's band."

Kleio is a tattooed rebel who is in Sasha's band. She is unlocked by following Sasha's chain of events until you either see the Deathless Harpies perform, or are invited to the studio where they practice.

After date, she can give BJ, do doggy and missionary. Mike needs 50 to do more than BJ. She requires 90 or to be drunk (at least 3 drinks) to have sex without a condom. With 50 she will do anal.

Kleio starts at 100% and will move down a bit as she progresses through her story.

## Hang with Kleio at the mall

**Prerequisites:** 14:00, Kleio  $\geq 10$ , Kleio introduced at practice or performance  
Kleio calls Mike up and offers to hang out at the mall. She'll ask Mike a few questions, and if she's satisfied with his answers she'll talk about how she broke up with her girlfriend. If Mike answers well she will lose 5 .

**Outcome:** Kleio is kissable, Kleio max set to 20

## Kleio gets a tattoo

**Prerequisites:** 17:00, Kleio  $\geq 20$ , done Hang with Kleio at the mall  
Kleio calls Mike and asks him to go with her while she gets a tattoo. She asks Mike a few questions, including which tattoo to get. If Mike answers appropriately, she says she had fun and she will lose 5 .

**Outcome:** Kleio max set to 30

## Kleio raises hell

**Prerequisites:** Wake up 05:00-09:00, Kleio  $\geq 30$  &  $\leq 70$ , done Kleio gets a tattoo  
Kleio wakes Mike up with a call, and asks him to go out. She raises a bunch of hell. If Mike asks no questions and goes along with, she is flirtatious, and she will lose 5 .

**Outcome:** Kleio max set to 50

## The car needs repairs (Something will happen soon)

**Prerequisites:** Tuesday or Thursday between 09:00 and 18:00, Done **Kleio raises hell**, Mike has a car,  $\geq 40$ , at map  
Mike will need to take his car in for repairs. Sasha suggests taking it to Kay. Turns out that Kay is actually 'K' meaning Kleio.

If Mike has the sport car Kleio gains +5 of and the story continues with **Kleio calls about the car (only way to raise her to 100!)**

If Mike don't has the sport car the story continues with **Kleio brings Mike his fixed car**

## Kleio studio sex

**Prerequisites:** Studio, done **Kleio raises hell**, in band, Kleio  $\geq 50$  &  $\leq 75$ , not done **Kleio calls about the car**, or **Kleio brings Mike his fixed car**.

Sasha gets upset and walks out of band practice. Mike can comfort her, but Sasha sends him back.

He and Kleio then have sex in the studio.

**Outcome:** No change

## Kleio fixed the car

### **Kleio calls about the car**

**Prerequisites:** Monday, Wednesday or Friday between 20:00 and 23:00, Done **The car needs repairs** (Mike **had** the sports car during the event), Kleio ❤️ >= 55, at map, not done **Kleio brings Mike his fixed car**

Kleio calls Mike that his car is fixed.

**Outcome:** Kleio ❤️ set to 60, 🗣️ set to 100

### **Kleio brings Mike his fixed car**

**Prerequisites:** Monday, Wednesday or Friday between 14:00 and 18:00, Done **The car needs repairs** (Mike **didn't have** the sports car during the event), Kleio ❤️ >= 55, at the livingroom, not done **Kleio calls about the car**

Kleio shows up at Mike's home to bring him his car.

**Outcome:** Kleio ❤️ set to 60

## The protest

**Prerequisites:** Kleio ❤️ >=60, 12:00 - 18:00, done Kleio studio sex, done the car needs repair  
Kleio calls about a protest she was going to partake with Mike. Right answer is Yes.

**Outcome:** Kleio max ❤️ set to 70

## Take Kleio on a date

**Prerequisites:** Kleio ❤️ >= 70, on a date with Kleio, 🍷 >=90%, finish the date  
Kleio and Mike talk about what they think of each other.

**Outcome:** Kleio max ❤️ set to 75

## Hang out with Kleio

**Prerequisites:** Kleio ❤️ >= 75, done the protest, done Take Kleio on a date, interact with Kleio  
Mike talks with Kleio about her being weird lately. She confesses that she likes Mike.

**Outcome:** Kleio max ❤️ set to 80

## Take Kleio on a date 2

**Prerequisites:** Kleio ❤️ >= 80, taken Kleio on a date (finish the date), done Hang out with Kleio  
Kleio talks with Mike about the date

**Outcome:** Kleio max ❤️ set to 85

## Hang out with Kleio at the park


**Prerequisites:** Kleio ❤️ >= 85, done Take Kleio on a date 2, go on date in the park  
Take Kleio on a date at the park, she butts heads with an interesting opponent...


**Outcome:** Kleio max ❤️ set to 90

## Hang out with Kleio 2

**Prerequisite:** Kleio ❤️ >= 90, done Hang out with Kleio at the park, 19:00 - 21:00, interact with


Kleio in the pub


Kleio and Mike visit a concert together. If you decide to get jealous over Kleio's comment about the bassist her  will be decreased by 5 points.

**Outcome:** Kleio max  set to 95

## Kleio - Story Events (Part 2)

### Kleio needs help


**Prerequisites:** Kleio   $\geq 95$ , done hang out with Kleio 2, days passed since concert  $\geq 1$   
Kleio calls Mike because she needs him to help her with a difficult situation.


**Outcome:** Kleio max  set to 100.

### Kleio proposes to Mike

**Prerequisites:** Kleio  = 100, not engaged to Mike, done Kleio needs help & days passed  $\geq 7$ ,  
09:00 - 19:00

Kleio will call Mike and asks him if he could meet her at the place they had their first date together (the rooftop).

**Prerequisites** for the event: Kleio  = 100, 18:00 - 20:00, go to the rooftop (you will gain access after the call)

Kleio proposes to Mike. He can either accept the proposal which leads to their wedding the next Sunday (and therefore ending the game) or he can reject her proposal which leads to Kleio losing -15  (you can still propose to her if you buy the ring on a later point).

**Outcome:** Depending on your decision you can end the game at this point. For the Kleio & Anna ending you can find the conditions here.


### Meet Kleio's ex

**Prerequisites:** Done Hang with Kleio at the Mall, done Morgan cinema date, Location Pub, Kleio and Morgan present

Mike learns that Morgan and Kleio were together. This will add the Morgan and Kleio storytracker which leads to an threesome. The information about how to achieve this can be found on the Pixie Harem wiki site.

## Kleio - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Kleio   $\geq 50$ , Sex with Kleio at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Kleio - Customization Events

## Double trouble

**Prerequisites:** Kleio & Bree ❤️ >= 50, both are at the pub

Mike goes to the pub to relax from a stressful day, when he meets Bree and Kleio. He has to decide if he wants to play pool with Kleio or play on the Arcade with Bree.

- If Mike chooses Bree, Kleio will lose -10 ❤️ (this option enables Kleio's new haircut)
  - If Mike chooses Kleio, Bree will lose -10 ❤️
- Back to the classics**
- Prerequisite:** Kleio [previewicon=28874847;sizeThumb,inline;20px-Love.png]Love.png >= 60, Chose Bree in the Double trouble event Kleio asks Mike if he prefers Girls with long hair.
- Twintail**
- Prerequisites:** done Back to the classics at least 7 days ago, meet Kleio Kleio let her hair grow out.
- Outcome:** You can now switch between Kleio's hairstyle with twintails or her short hair

## Back to the classics

**Prerequisite:** Kleio ❤️ >= 60, Chose Bree in the Double trouble event Kleio asks Mike if he prefers Girls with long hair.

## Twintail

**Prerequisites:** done Back to the classics at least 7 days ago, meet Kleio Kleio let her hair grow out.

**Outcome:** You can now switch between Kleio's hairstyle with twintails or her short hair.

---

## Kylie - Story Event



Kylie is the younger sister of my ex-girlfriend, Alexis. She is crazily hung up on me, and acts jealous every time she sees me with other women. This could be trouble!"

Kylie is the younger sister of Mike's ex-girlfriend Alexis. She has a special stat called Yandere (💧) which represents how her jealousy can make her violent. Yandere is primarily raised when Kylie witnesses Mike interacting with other girls, such as kissing them while she is there. There are also random events on dates with Kylie that can raise Yandere, and during her events Yandere can increase dramatically depending on Mike's choices. Once raised, Yandere cannot be lowered except when Kylie gives Mike her cookies or if you manage to unlock the Taming Harem with Ayesha.

**Note:** If you do not want Kylie to interfere with your playthrough, you can easily avoid her completely. Her second event will only trigger if you go to the university on Tuesday or Friday.

The higher Kylie's Yandere, the more obsessed she becomes with Mike and the more psychotic she behaves. Mike can help her overcome her tendency for violence, or he can report her to the police and have her imprisoned. Kylie's arrest is a requirement if you want to unlock Camila as a romance option.


After a successful date, Kylie can have sex in the missionary, cowgirl and doggy position. At 🧠 >= 15 you can give her cunnilingus, at 🧠 >= 30 she can give you a BJ. She also has a bondage option (🧠 >= 75).


## Kylie's introduction

**Prerequisites:** University, 10:00-17:00,  $\geq 7$  days played


Kylie sees Mike at the university and re-introduces herself. The last time Mike knew Kylie, she was a little girl, but now she is a very attractive adult. Mike is conflicted about her, but she is cute and bubbly.

## Kylie's crush

**Prerequisites:** done Kylie's introduction, University, Tue or Fri,   $\geq 30$ , Mike meets Kylie at the university, where she admits that she had a crush on him all the way back when he was dating Alexis.



**Outcome:** Kylie becomes generally available and starts stalking Mike. Kylie  max set to 20.

## Kylie phone sex


**Prerequisites:** Kylie is not in prison, 19:00-24:00, Kylie   $\geq 20$   
Mike calls Kylie (click on her icon) and Kylie masturbates while he is on the phone with her.

**Outcome:** Kylie  max set to 50

## Kylie gets jealous

**Prerequisites:** Kylie is not in prison, Kylie   $\geq 25$ , Kylie present, talk or compliment any other girl with   $\geq 25$  (except Minami)

Kylie sees Mike chatting with another girl. She confronts him about it.


Mike can say she's just a friend, or tell Kylie he likes the other girl, fueling her jealousy (+10 ).

**Outcome:** Whoever Mike interacted with becomes Kylie's target. You can change the target by kissing another girl in front of Kylie. To start the Taming Harem, Kylie has to target Ayesha.

Depending on Mike's answer, the next event will play out differently:

## Kylie asks for study help

**Prerequisites:** done Reconnecting with Alexis, done Kylie gets jealous at least 3 days ago and said target was just a friend, Kylie is not in prison, University

Kylie runs into Mike and asks him for help with her studies. If he accepts they go and he gives her some pointers. If they refuse, she gains +5  and storms off. Alexis shows up and offers some advice

on dealing with her.

## Kylie peeps on Mike

**Prerequisites:** done Kylie gets jealous at least 3 days ago and said he liked target, Kylie is not in prison, Bedroom, 22:00-04:00



Mike tries to get some work done late at night, and discovers Kylie peeping on him. He can let her in or not, and either way she acts creepy.

**After you finish either of these events, Kylie's story can develop into two possible directions: Mike can support Kylie in the endeavour to overcome her pathological tendencies (Reform Path), or let her go down the violently jealous route (Yandere Path).**


## Kylie - Reform path

**Note: For Kylie to get better, Mike has to commit to their relationship and keep Kylie's  below 25. Otherwise Kylie will return to her Yandere path!**

## Trying to change



**Prerequisites:** done Kylie asks for study help or Kylie peeps on Mike,   $< 25$ , Kylie   $\geq 40$ , interact with Kylie

Kylie apologises to Mike for her obsessive behaviour. She promises to see a therapist if Mike agrees to become her boyfriend.





If Mike agrees, her status changes to girlfriend and  max is set to 90. If he refuses, the Reform Path ends.

**Outcome:** Kylie  max set to 60





## Dealing with the demons

**Prerequisites:** done Trying to change at least 3 days ago, agreed to become her boyfriend,  < 25, Kylie  >= 50, Coffeeshop, Kylie present  
Kylie tells Mike about the improvements she is making since going to therapy.

## Confession





**Prerequisites:** done Dealing with the demons at least 3 days ago,  < 25, Kylie  >= 60, interact with her  
Kylie confesses to Mike she realised what she was feeling before was not love but obsession.  
**Outcome:** Kylie  max set to 75,  max set to 75

## Proud

**Prerequisites:** done Confession at least 3 days ago,  < 25, Kylie  >= 75, interact with her  
Mike tells Kylie he is proud of her improvement and of being with her.  
**Outcome:** Kylie  max set to 100,  max set to 50



## Kylie - Yandere path

## Mine alone




**Prerequisites:** done Kylie asks for study help or Kylie peeps on Mike, Kylie is not in prison,  >= 25, Kylie  >= 40, interact with Kylie  
Kylie demands that Mike commits exclusively to her. If Mike agrees, her status changes to girlfriend and she loses -10 . If he refuses, she gains +10 .

**Outcome:** Kylie  max set to 60


## Sabotage

**Prerequisites:** done Mine alone or Trying to change at least 3 days ago,  >= 25, Kylie  >= 50, Kylie is not in prison, Bedroom, 14:00-18:00  
Mike catches Kylie in his room as she is punching holes in his condoms.

## Gaslighting

**Prerequisites:** done Sabotage at least 3 days ago,  >= 35, Kylie  >= 60, Kylie is not in prison, Bedroom, 23:00-04:00  
Kylie wants to meet up. When Mike confronts her about what happened, she pretends not to know what he is talking about and offers him a BJ instead.  
If Mike agrees, he will believe that they can overcome their issues (ends the event chain). If he refuses, she acts all calm and says he will be hearing from her soon.  
**Outcome:** Kylie  max set to 75

## Assault

**Prerequisites:** done Gaslighting at least 3 days ago and refused Kylie,  >= 60, Kylie is not in prison, Bedroom, 20:00-23:00

Kylie comes to Mike's house and attacks either Bree or Sasha with a knife. Mike realizes she has gone completely insane.

**Outcome:** Kylie ❤️ max set to 100

## Kylie - Stalking events

### Stalking

**Prerequisites:** Kylie is available, front porch, 00:00-06:00

Mike starts to see someone on the front porch at night, but that person will be gone by the time Mike can get out there.

**Outcome:** Kylie will disappear for 1-7 days without any option to contact her.

### Kylie is a stalker

**Prerequisites:** Kylie 📺 >= 25, installed the camera >= 7 days ago, Bree & Sasha are at home, living-room, 10:00-18:00

Mike gets annoyed by the fact that something wakes him up at 03:00 every night and overhears a conversation of his roommates about the lights going on at that time. Mike decides to check the camera footage in order to find out what is going on.

**Outcome:** The police station becomes available.

### Talk with Kylie about the camera footage

**Prerequisite:** done Kylie is a Stalker

Mike has an urgent wish to die and talks with Kylie about the camera footage. Kylie tries her best to convince Mike that she is sorry for what she did telling him she was just passing by on that day and that it led to her doing it every night. Kylie promises Mike that she won't show up at 03:00 at his house anymore.

**Outcome:** Removes the police station temporarily (you can get access again through the other camera event)

### Kylie's night assault

**Prerequisites:** Kylie 📺 >= 50, Kylie ❤️ >= 50, 00:00 - 06:00, opened the door when she was in front of the house once

When Mike hears a strange sound in front of the house he can open the front door and check for himself what's going on.

If you decide to open the door you will trigger an event where Kylie tases Mike and tries to force him into having sex with her. Mike has the option to shout for help or stay silent and endure it.

**WARNING:** If you shout for help when you don't have both Bree and Sasha at ❤️ >= 75, the one with more ❤️ will come to check on you and will be murdered by Kylie.

**Outcome:** Kylie gets pregnant if she is successful. If you installed a camera at the front porch, you will have evidence to report Kylie to the police.

### Kylie attacks Bree



**Prerequisites:** Kylie 📺 >= 50, Kylie ❤️ >= 50, Bree is Kylie's target, both are in the same location

Mike hears someone fighting in the distance. He soon recognizes that the voices are those of Kylie and Bree.

He can either decide to intervene and help Bree or to hide and watch.

	Kylie	Bree
Help Bree	+10 📺	+5 ❤️ +5 🗣️
Do nothing	-	-5 ❤️

## Kylie's Christmas murder

**Prerequisites:** Home, Christmas, 06:00 - 12:00, Kylie is targeting a girl, Kylie  >= 90, Kylie   
>= 25, Kylie is not in prison  
Kylie brings Mike his Christmas present. At first Mike is excited, but then he discovers it's Bree's severed head. Mike responds poorly and Kylie murders Mike.  
**Outcome:** Game over

### Kylie - Prison events

## Report Kylie to the police


**Prerequisites:** done Kyli's night assault or Kylie is a stalker  
Mike goes to the police station in order to report Kylie. Mike tells Sargent Camila Foglio everything he knows and hands her the evidence. After a while she calls him to tell him that Kylie will be put in prison.  
If one of the following conditions is true Kylie will get arrested:

- You have evidence that she stalked Mike
- She raped Mike
- She tasered Mike
- She killed Sasha or Bree


After you reported it to the police you'll have to wait >= 7 days to hear from the police if they arrested Kylie or not.

**Outcome:** Kylie is in prison



## Orange is the new Black

**Prerequisites:** done Kylie got arrested, completed Camila prison visit, Kylie  >= 50, visit the police station  
Mike gets a letter from Kylie and decides to visit her to. If Mike does not accept her proposal the event chain will end here.

## Behind bars



**Prerequisites:** done Orange is the new Black, accepted her proposal, Kylie  >= 50, visit the police station  
Mike comes in to take responsibility for the proposal he made

## Oral attention


**Prerequisites:** done Behind bars >= 1 day ago, Kylie  >= 50 &  >= 40, Sunday, 10:00 - 18:00  
Mike visits Kylie a third time to fulfill his carnal desire.

### Kylie - Sex events

## University BJ

**Prerequisites:** Kylie  >= 50 &  >= 50, Kylie is at the university, study with her, 20% chance  
Kylie gives Mike a blowjob in an empty classroom.

## Kylie the Voyeur

**Prerequisites:**  >= 25, take Alexis to a date, finish the date successfully and invite her over for hot coffee, **20% chance**

While Mike spends some time alone with Alexis after a date, he feels that something isn't right. He spots someone peeping on them and soon finds out that it's Kylie. Mike can confront Kylie about her peeping on him and Alexis (click on the Alexis icon when interacting with Kylie). She proposes that she will peep again when Mike has sex with someone because he seems to like some audience. If Mike accepts, she gains +5 ❤️, if he declines +10 🗨️.

## Hot tub Sex

**Prerequisites:** Home Date, Kylie ❤️ >=50, Sex with Kylie at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Lavish - Story Event (Part 1)



Lavish is the new office intern. She is young, driven and somewhat innocent. She is determined to succeed and will work for it.

After a date, Lavish will have sex in the missionary position. She will force condom usage unless she has ❤️ >= 90.

Lavish is one of the few characters that which have an additional stat besides ❤️, 🗨️ and 🧠. Like Palla Lavish has a 📊 stat that shows her progress towards promotion but she also has a hidden sleaze stat that gets increased if Mike interacts with her in a certain way.

On a date at home, Mike can ♥♥♥♥ Lavish in the pool.

## Office party

**Prerequisites:** Promoted twice, invited to party by Aletta, Friday 20:00-22:00  
Mike attends an office party. He meets Lavish, Cassidy and Dwayne.

## Lavish's introduction

**Prerequisites:** Work or work hard, done Office Party  
Aletta introduces Lavish as the new intern. Mike is her manager.  
**Outcome:** Lavish max ❤️ set to 10

## Lavish does filing

**Prerequisites:** Work or work hard, done Lavish's introduction, Lavish employed >= 2 days  
Mike admires Lavish's figure as she does filing. He has the following two options to interact with her during that event:

Say nothing	+1 ❤️	-
Oh I'll call	+1 🗨️	+1 Sleaze

## Lavish's first official review

**Prerequisites:** Work or work hard, done Lavish does filing, Lavish employed >= 4 days  
Mike has his first management meeting with Lavish. He tries to figure out if Lavish was flirting

with him. In the meantime, Lavish expresses that she wants more interesting work. He has the following possibilities to interact with her during that event:

Call me {name}	+2	-
Let her stay formal	+2	
Throw in an innuendo	+1	+1 Sleaze
Keep it clean	+1	-

**Outcome:** Lavish gains +5

### Lavish's first project

**Prerequisites:** Work or work hard, done Lavish's first official review, Lavish employed >= 7 days  
 Mike is overwhelmed with work and realizes he can give Lavish some of the work. He can choose to give her an easy but important project, a hard but less important project, or do the work himself.

Harder Project +10

Easier Project +5

The outcome of the project ( gain) is part of the next paragraph, the table is there to provide information about the amount you'll gain later.

**Outcome:** Lavish max set to 15.

### Lavish turns in her project

**Prerequisites:** Work or work hard, done Lavish's first project, 2 days later

If Mike assigned her a project, he gets the results here.

If he did not give her a project, she asks for one. She explains that she is ambitious. If Mike has flirted with her, she can promise ambiguous favors for good projects.

<b>Gave her the harder project</b>			<b>+10 </b>
I'm Impressed	+5	-	
Play it cool	-	-	
Make an innuendo out of it	+3	+1 Sleaze	
<b>Gave her the easier project</b>			<b>+5 </b>
Compliment her	+3	-	
Play it cool	-	-	
Make an innuendo out of it	+3	+1 Sleaze	
<b>Give her a project</b>			
Like a kiss?	+3	+1 Sleaze	
I'll keep that in mind	+3	-	

**Outcome:** Lavish max set to 20, she gains points depending on which project Mike gave her.

### Lavish's next project

**Prerequisites:** Work or work hard, done Lavish turns in her project, Lavish employed >= 14 days  
 Mike offers Lavish a project. You can choose from the following interactions:

Hug her back +5 ❤️ -

Grab her ass +4 🗨️ +1 Sleaze

Outcome: Lavish max ❤️ set to 30

## Lavish turns in her next project

**Prerequisites:** Work or work hard, done Lavish's next project, 7 days later

Lavish turns in her next project. Mike can compliment her work or not, and be sleazy or not. If Mike has been sleazy in previous reactions, she is more obvious about showing off for him.

Great work +2 ❤️ - - +10 🗨️

Not bad - +2 🗨️ - +10 🗨️

You deserve a naughty reward<sup>1</sup> +1 Sleaze +5 🗨️

Let it go - - - -

Unless you want me to - - +2 Sleaze -

**If you choose this option you can choose one of the two below**

Outcome: Lavish max ❤️ set to 40

## Lavish at the pub

**Prerequisites:** Pub, interact with Lavish, done Lavish turns in her next project

Mike interacts with Lavish in a less formal setting. It becomes clear that Lavish is willing to offer sex for status at work.

**Only relevant if she calls Mike Mr. {last name} at work**

I like it when you call me that outside work +2 🗨️ +1 Sleaze

**Call me {name}**

In general +2 ❤️ -

Outside of work +2 🗨️ -

**Just say Hi**

Following the initial interaction Mike can either compliment her looks or her work:

Compliment her looks +1 ❤️ +1 Sleaze






Compliment her work +1 ❤️ -

Outcome: Lavish max ❤️ set to 50

## Lavish seeks a promotion





**Prerequisites:** Work or work hard, done Lavish at the pub, Lavish days employed >= 21

Lavish tells Mike that she wants to apply for his old job. Mike can encourage her or discourage her. In some circumstances she'll straight up promise him sex

Dialogue choice	Result		
Of course	-	-	-
Anything for you, sweetheart	+2  <sup>2</sup>	+1 	+1 Sleaze
Absolutely (if  >= 20)	+5 	-	-
You could be (if  >= 10)	-	+2 	-
I don't know (if  >= 5)	-5 	-	-
No	-10 	-	-
Yes	+2 	-	-
No	-	-	-
I will help	-	-	-
I will not help	she will be gone forever		
Whatever I want? Like ... sex? (Sleaze <= 10)	Current sleaze + 2, or set to 20 (whichever is larger), promised sex		
I'll help but you'd better pay up (Sleaze >= 10)	+10 Sleaze		

## Lavish needs guidance

**Prerequisites:** Work or work hard, done Lavish seeks a promotion, Lavish days employed >= 28  
Lavish needs help with a technical screening for the interview. Mike can help and potentially ask for (and receive) a kiss.

I'll help	+5 	-	+15 
I can't	-10 	-	-
I'll help... for a kiss (if she promised sex)	+2 	+5 Sleaze	+10 


## Lavish needs coaching

**Prerequisites:** Work or work hard, done Lavish needs guidance, Lavish days employed >= 30  
Lavish asks for coaching for her upcoming interview. Mike can help or not, can ask for a kiss (or another kiss)

Fine	+5 	-	+15 
I can't	-10 	-	-
For another kiss (kissed her once before)	+2 	+5 Sleaze	+10 
I'll help... for a kiss (didn't kiss her before)	+2 	-	+10 


## Lavish - Story Event (Part 2)

### Aletta asks Mike about Lavish

**Prerequisites:** Work or work hard, done Lavish needs coaching, Lavish days employed >= 35  
Lavish has passed all the interviews and Aletta asks Mike's opinion.  
In this event a temporary stat (convinced) will be introduced. At the end if the Amount of convinced points +  is >= 50 Lavish will get the job.

There are multiple options depending on Lavish's work performance and how many sleaze points Mike gathered:

Fantastic (only available if  >= 50 or sleaze > 20)


If her  is > 50, convinced will be increased by +10 points

She's ok, I guess  
+2 convinced points will be gained  
I wouldn't hire her  
No: This does not influence anything  
Yes: If Mikes sleaze points > 20, convinced will be increased by +10 points


After Lavish gets her promotion, Aletta informs Mike that she's moving the position to work under him, so Mike will still be Lavish's boss.

### Lavish got the job

**Prerequisites:** Interact with Lavish, done Aletta asks Mike about Lavish, Lavish was hired.  
If Lavish was hired, she'll thank Mike for his help, kiss him if she promised to do so earlier (and say there's more coming).


**Outcome:** Lavish max  set to 70, is now kissable and datable.

### Working together

**Prerequisites:** Lavish  >= 70, done Lavish got the job, work or work hard  
Lavish works together with Mike and helps him solve a problem.


**Outcome:** Lavish  max set to 75

### Trouble at the restaurant

**Prerequisites:** Lavish  >= 75, done Working together, restaurant date  
Someone is causing trouble during Mike's date with Lavish.

**Outcome:** Lavish  max set to 80

### Lavish's presentation

**Prerequisites:** Lavish  >= 80, done Trouble at the restaurant, (Shiori, Aletta, Audrey & Lavish are in the office), Aletta's office

Lavish holds a presentation at work with little Freudian Slip at the end.

**Outcome:** Lavish will disappear for some time.

### Hide and Seek

**Prerequisites:** done Lavish's presentation >= 3 days ago, work or work hard  
Lavish has been avoiding Mike for some time after the incident at the presentation. Mike finds her and talks with her about what happened.


**Outcome:** Lavish  max set to 90

### Papers to Sign

**Prerequisites:** done Hide and Seek >= Wait about a week, work or work hard  
Mike gets called into Aletta's office. Once there, he finds Lavish there as well and Aletta tries to trap the two of them into signing papers declaring they are a couple and therefore the company is not responsible.

**Outcome:** Lavish  max set to 100.

### Lavish - Disciplining Lavish at work

Those events are not relevant for increasing her  cap or progressing her main story.

### Lavish spanking start



**Prerequisites:** Done Shiori#Shiori scolding 5 and Shiori#Shiori shows off 3, Lavish  >= 45 & 


>=25, Lavish is at work

Call Shiori to your office, choose "Don't you think you need to be punished" in the "♥♥♥♥" menu.



Lavish catches Mike spanking Shiori.

## Lavish Office Blowjob


**Prerequisites:** Mike is in his office, no girls are currently in Mike's office, Lavish  >= 50 &  >=50, Lavish is at work

**Outcome:** Lavish blowjob get's unlocked in the "♥♥♥♥" menu while at work. Lavish  max set to 60.



## Lavish spanking 1

**Prerequisites:** Done Lavish spanking start at least 2 days ago, Mike is in his office, work or work hard, Lavish  >= 55 &  >= 60, Lavish is at work

Lavish asks Mike for spanking sessions.



**Outcome:** Lavish spanking get's unlocked in the "♥♥♥♥" while at work. Lavish  max set to 70.

## Lavish spanking in the office

**Prerequisites:** Done **Lavish spanking 1** at least 3 days ago, Done Lavish Office Blowjob, Mike is in his office, Lavish  >= 62.5, had sex with Lavish at least once, has Stamina 

Choose "Spank her" in the "♥♥♥♥" menu while Lavish is in your office. (Can only be done once per day)

## Lavish spanking 2


**Prerequisites:** Done **Lavish spanking 1**, Mike is in his office, work or work hard, Lavish  >= 65 &  >= 70, Lavish is at work, Done **Lavish spanking in the office** at least 3 times, Mike didn't spank Lavish on the same day

Lavish confesses that she's addicted to getting spanked.

Outcome: Lavish  max set to 100

## Lavish - Sex Events



### Hot tub Sex


**Prerequisites:** Home Date, Lavish  >=50, Sex with Lavish at least once, Hot tub repaired

During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Lavish - Other Events

### Lavish's lucky panties

**Prerequisites:** Lavish  &  >= 50, Mike's birthday or Christmas, already received Lavish's tie, interact with her

The second present you get from Lavish are her lucky panties. Those boost your  and you need them and a four leaf clover to gain access to Emma if you have chose the "I'm unlucky" trait at the beginning of the game.

**Outcome:** You'll get Lavish's panties and gain a permanent +1 

---

## Lexi - Story Event



Lexi is a trailer park trash, drug addicted prostitute. She isn't smart, but she can be sweet. Her initial encounters can cost Mike money.

After a date, Lexi can do BJ and standing positions. Mike can give her drugs to change the experience a little. This has different dialogue if she is pregnant.

### Alley encounter

**Prerequisites:** Street 22:00-04:00, min 9 days played, > 250

Mike runs into Lexi in an alley on the street. While interacting with her, he is jumped by the thug Danny. Lexi suddenly asks Danny for help, and there is a fight.

Mike can win this fight with 50 , or 25 + Martial Arts skill. If Mike has already defeated Danny (in Audrey's scene or in Samantha's scene) Danny will not attack, and instead defers to Mike.

If Mike loses the fight, he also loses 500 (or all his money if he has less).

**Outcome:** Potential loss of 500

### Nightclub BJ

**Prerequisites:** Nightclub, done Alley encounter

Mike meets Lexi in the nightclub, who offers him a BJ in the bathroom.

If this BJ is not accepted, Lexi leaves the game.

If the BJ is accepted, Lexi steals Mike's wallet and up to 500

**Outcome:** 500 lost OR Lexi permanently leaves game.

### Lexi appears

Lexi now has two different events you can use to unlock her. It uses the in-game season to decide which of the events you'll see.

### Pool time fun

**Prerequisites:** Living room 20:00-24:00, done Nightclub BJ, not done Meeting at the mall

Season: Spring/Summer, has Stamina

Mike gets a phone call from Lexi, who is right outside the house. She talks her way into being invited in and gets some sexy time in the pool.

**(Lexi can't get pregnant during this event (she starts on the pill by default)).**


**Outcome:** Lexi becomes available. Lexi max set to 50.

### Meeting at the mall


**Prerequisites:** Ground floor of the mall 12:00-18:00, done Nightclub BJ, Season: Winter & Day <

25, has Stamina 

Mike gets a phone call from Lexi. She wants to talk to him at his house but Mike thinks some neutral ground is the better option. Lexi thanks Mike for the day in her own way.

**Outcome:** Lexi becomes available. Lexi max  set to 50.

## Looking for Lexi

**Prerequisites:** done Pool time fun, Lexi   $\geq 50$ , Days passed since Lexi went missing  $\geq 7$  (there is no notification for her being removed from the map!), Friday or Saturday 17:00 -24:00  
Mike has had a hard week and begins to think about Lexis body. He tries to contact her multiple times without any luck and starts to look around for her.

You need to look for her at the following places : **Mall, Park, Dark Alley, Nightclub**


## Mike finds Lexi

**Prerequisites:** done looking for Lexi, Mon-Fri 10:00-14:00, car/sports car, City  
Mike installs a tracking app and finds out where Lexi is. He sees that she is not living a very luxurious life. She tells Mike that Danny threatens to kill him if she keeps seeing him.


Mike has can choose between 2 options:

He can back off which results in Lexi being removed from the game

Stand up to Danny


**Outcome:** Lexi max  set to 60


## Danny and his friends visit for a cup of tea

**Prerequisites:** days passed  $\geq 3$ , done Mike finds Lexi , Lexi   $\geq 60$ , living-room  
Danny visits Mike at home and forcefully enters his house. He tells Mike that he should have stayed away from Lexi and will pay the price.

There are 2 Options Mike can choose:


Use Brain:


If   $< 50$ , Mike will lose 500  and Lexi will be gone forever

If   $\geq 50$ . Mike will successfully convince Danny to drop it


Use Brawn (the following values may be lower with the martial arts skill)

If   $< 50$ , Mike will lose 500  and Lexi will be gone forever

If   $\geq 50$ , Mike will successfully scare off Danny


**Outcome:** Lexi max  set to 70


## Lexi calls Mike


**Prerequisites:** days passed  $\geq 3$ , done Danny comes over, wake up at 07:00, Lexi   $\geq 70$ ,  
Untypically for Lexi, she calls Mike early in the morning. Turns out that instead of Lexi, Danny is talking to Mike. He blackmails Mike into meeting with him. As soon as Mike arrives he gets attacked by Danny and they fight.

There are 2 possibilities how this will end:

The following values may be smaller with the marital arts skill

If Mike's   $< 75$  Mike will not survive the fight

If Mike's   $> 75$  Danny will not survive the fight


**Outcome:** Lexi max  set to 80

## Hide the evidence

This event has two locations where it can trigger. The events are slightly different but the outcome is the same.


**Prerequisites:** done Lexi calls Mike, Forrest OR Beach 20:00 - 06:00, Dannys corpse is in Mikes inventory

Mike and Lexi get rid of the evidence either in the forrest or on the beach.

**Outcome:** Lexi max  set to 90

## Aftermath

**Prerequisites:** done Hide the evidence, interact with Lexi  
Lexis and Mike talk about what had to be done.

**Outcome:** Lexi max  set to 100


## Lexi - Pimping

### Celebration time (avoidable NTR)

**Prerequisites:** done Meet the CEO, didn't finish Cassidy's story, didn't have sex with Aletta, had sex with Lexi, promoted, 12:00 - 16:00

Mike is celebrating his promotion with Dwayne and Aletta and they meet Lexi in the pub.

## Lexi meets Jack

**Prerequisites:** Mall date with Lexi, 5% chance, Lexi  > 75  
Mike and Lexi meet Jack at the mall, who pervs on her a bit.



## Jack asks about Lexi

**Prerequisites:** 16:00-17:00, 5% chance, done Lexi meets Jack  
Jack calls up Mike and asks if he's serious about Lexi. If he says no, he offers money for Lexi.

Mike can accept for 500 .

## Mike pimps Lexi

**Prerequisites:** Talk to Lexi, done Jack asks about Lexi

Mike tells Lexi he's pimping her out, and he'll give her half of the 500 . She agrees for a mere 10  lost.




## Lexi prostitution (avoidable NTR)

**Prerequisites:** Street, 15:00-17:00, done Mike pimps Lexi  
Lexi and Jack meet up, and Jack gets what he paid for.

**Outcome:** 250  gained.


## Lexi - Slave


### Lexi meets Sasha

**Prerequisites:** Mall date, Lexi  >= 75 &  >=25, Sasha  >= 75 and Sasha present in clothes shop


Sasha sees Lexi on a date with Mike.


If Sasha has agreed to be Mike's slave, she is meek and asks if Lexi pleases him.


If she is not, she is angry and loses 20 .

**Outcome:** If Sasha is Mikes sex slave Lexi's  will be set to 50

## Lexi gives herself to Mike

**Prerequisites:** Lexi  >= 50, Talk to Lexi, done Lexi meets Sasha while Sasha was slave, While talking to Lexi, she offers herself to Mike. Mike can accept or refuse her request to become his slave.

**Outcome:** If Mike accepts her as a sex slave: Lexi max  set to 90, her status gets updated to sex slave.

**To increase her  to 100 check the collaring table**

## Dance with Sasha and Lexi

**Prerequisites:** done Lexi meets Sasha, gift Sasha the sexy dress, take Lexi on a date at the nightclub at Saturday, Sasha is at the nightclub  
Lexi and Mike will meet Sasha while they dance in a nightclub.

## Dance with Sasha (threesome)



**Prerequisites:** done dance with Sasha and Lexi, take Sasha to a date at the nightclub on Saturday, Lexi is at the nightclub  
Mike goes on a date with Sasha in the nightclub. After a while Lexi joins them on the dance floor and both girls decide that Mike needs to do some work too.

## Dance with Sasha or Lexi (Foursome)



**Prerequisites:** done Dance with Sasha (threesome), done Samantha wants to know the truth, take Sasha or Lexi to a date at the nightclub on Saturday, Sasha, Lexi and Samantha are at the nightclub  
Mike goes on a date with Lexi or Sasha in the nightclub.  
If you've chosen Lexi, Sasha will join them on the dancefloor (or the other way around).  
After a short while Samantha joins the group. If Mike is in a non-exclusive relationship with Samantha they decide to leave the nightclub to have some fun in Mike's bedroom together.  
If Mike is in an exclusive relationship with Samantha, she will get furious and leave forever.  
Outcome: Depending on your relationship with Samantha, you'll either see the foursome or lose Samantha.

## Lexi - Sex Events


### Nightclub fun

**Prerequisites:** Nightclub, Lexi present or on date, sex with Lexi at least twice, Lexi  > 37,  
Lexi  > 25  
At the nightclub, Mike can ask Lexi for a BJ from the interact menu.

### Beach sex

**Prerequisites:** Beach, Lexi present or on a date, sex with Lexi at least twice, Lexi  > 37,  
Lexi  > 25  
At the beach, Mike can ask Lexi for Sex from the interact menu.

### Hot tub Sex

**Prerequisites:** Home Date, Lexi  >=50, Sex with Lexi at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Blowjob Alley

**Prerequisites:** Lexi ❤️ >=50, between 0am and 5am, not on a date, Lexi is not at the dark alley.  
Mike goes to the dark alley, gets blow by Lexi.

## Lexi is still dealing

**Prerequisites:** Street 00:00-05:00, Lexi ❤️ >= 75  
(this event is not repeatable)

Mike catches Lexi in the street, still dealing drugs even after he told her not to.  
He punishes her with his ♥♥♥♥.

**Lexi can't get pregnant from this event.**

## Lexi - Other Events

### Pregnancy request

**Prerequisites:** Status is girlfriend, days since status changed >= 7, not pregnant already, Lexi is present

She proposes to Mike to impregnate her.

**Note:** This is just a conversation for love points. You can't get her pregnant without going down the slave route to take her off the birth control.

---

## Morgan - Story Events



**In-game description:** "Morgan is old friend from school. I always thought Morgan was a boy, but it turns out Morgan is a girl!"

Mike knew Morgan in school, but he thought she was a boy, even though she clearly is not.

**Masculine:** This statistic can be adjusted by choosing weaker or more feminine options for her in various chat dialogues. As her masculine trait goes down, her outfits change.

After a date, Morgan will do sex in the missionary position. She'll require a condom if ❤️ < 75. She has different sex dialogue depending upon how masculine she is.

### Morgan's introduction


**Prerequisites:** Go on a date with any girl at the Cinema or go to the cinema alone before you get a phone call from Kleio

Mike sees Morgan, who he remembers from school, and has weird feelings because he thinks she's a guy.


### Morgan is a girl?!

**Prerequisites:** Pub, done Morgan's introduction

Mike meets Jack and Morgan and learns that Morgan is a girl.

**Outcome:** Morgan max  set to 10, Morgan becomes available


### Apologize to Morgan

**Prerequisites:** Morgan   $\geq 10$



Talk with Morgan about the fact, that Mike thought she was a boy.

**Outcome:** Morgan Max  set to 25 , drinks can be offered at 20 

### Pub date

**Prerequisites:** Morgan   $\geq 25$


Invite Morgan to a Date in the Pub (this is a requirement for story progression with Morgan).

**Outcome:** Morgan max  set to 30, you can kiss Morgan once you reach 27 

### Restaurant date

**Prerequisites:** Morgan   $\geq 30$ , done pub date


Invite Morgan to a date in the Restaurant (this is a requirement for story progression with Morgan).

**Outcome:** Morgan max  set to 40

### Cinema date 1


**Prerequisites:** Morgan   $\geq 40$ , done restaurant date

Invite Morgan to the Cinema (this is requirement for story progression with Morgan).

**Outcome:** Morgan max  set to 50


### Yet another date

#### Waterpark date

**Prerequisites:** done cinema date, not done Mall date, Morgan   $\geq 50$ , Spring/Summer season, Saturday/Sunday afternoon date

Invite Morgan to the Waterpark (this is a requirement for story progression with Morgan).


#### Mall date

**Prerequisites:** done cinema date, not done Waterpark date, Morgan   $\geq 50$ , Winter season & day between 18 - 25, Saturday/Sunday afternoon date


Mike and Morgan do some Christmas shopping in the mall. Morgan has a bit of a problem with the huge crowd in the mall.

Mike can either:



calm Morgan down: (+2  +2 )


leave the mall with her to help her (-5 )

The choice does not change the outcome.

**Outcome:** Morgan max  set to 60

## Cinema date 2

**Prerequisites:** Morgan   $\geq 60$ , done yet another date,   $\geq 90\%$  during the date. Invite Morgan to the cinema at the evening (this is requirement for story progression with Morgan).

**Outcome:** Morgan max  set to 70


## Aquarium meetup

**Prerequisites:** Morgan   $\geq 70$ , 12:00-17:00

Morgan calls Mike and asks him to come to her workplace, the aquarium, because she has a surprise for him.


**Outcome:** Morgan  max set to 80

## Old times

**Prerequisites:** Morgan   $\geq 80$ , Morgan is in the pub, interact with her  
Jack sees Mike and Morgan kissing in the pub.

**Outcome:** Morgan  max set to 90


## Dream come true

**Prerequisites:** Morgan   $\geq 90$ , interact with Morgan  
Mike and Morgan confess their feelings for each other.

**Outcome:** Morgan  max set to 100

## Morgan - Sex Events

### Hot tub Sex

**Prerequisites:** Home Date, Morgan   $\geq 50$ , Sex with Morgan at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.  
The second only means to get her pregnant.

## Morgan - Morgan's Outfits

### Morgan's outfits

Morgan has a unique gameplay mechanic that allows the player to influence how she looks. That is accomplished through increasing/decreasing her masculinity stat. The table below shows her different outfits and until which masculinity score she will wear them. The best to lower her masculinity score is to call her once a day to chat and choose the feminine response. You can also buy her drinks at the pub and the same thing then.

Score	Hairdo	Makeup	Casual	Date	Gym	Swimsuit
>= 80	Boy	No				
>= 60	Boy	No				
>= 50	Girl	No				

>= 40	Girl	No				
>= 20	Girl	Yes				
< 20	Girl	Yes				

### Palla - Story Event (Part 1)



Palla is a model and Audrey's best friend. She is a confusing mix of ♥♥♥♥♥ and sweet, difficult to get to know.

After date sex with Palla, she will ♥♥♥♥ in the doggy position. Anal sex will increase her Sub.png rapidly.

### Palla's introduction

**Prerequisites:** Mall 14:00-18:00, > 10 days played

Mike sees Audrey talking to a cute redhead in the mall, and Audrey introduces her best friend, Palla.

### Changing room sex

**Prerequisites:** Clothes shop, 🌟 >= 50

Palla sees Mike in the clothes shop and demands he buy her a dress she wants. Mike can pay or refuse. Either way she goes to try the dress on and taunts him about following her.

If Mike follows her, they have anal sex while Palla pretends not to want it.

**Outcome:** Palla becomes available. Palla Max ❤️ set to 5, Palla max ❤️ set to 60.

## Discussing the changing room

**Prerequisites:** Coffee shop, done Changing room sex

**Note:** Having had sex is not required to trigger this.

Palla confronts Mike in the coffee shop to discuss what happened. If Mike paid for the dress and did not accost her, she offers to pay him back. If they had sex, she berates him.

Mike has two responses when asked to apologize.

Apologize - No change in Palla's stats

Not a chance - Palla gains +6 🗨️

Either way she vacillates between being mean and sweet, and eventually leaves awkwardly.

## Meet Palla in the coffee-shop

**Prerequisites:** Discussing the changing room done, Palla is not in the coffee shop, Palla ❤️ >= 5,

🗨️ >= 20

Mike meets Palla in the coffee shop. As she spots Mike she greets him with a wrong name and orders him to buy her coffee.

He can choose between 3 different choices which all have a different outcome:

Buy her the drink: -5 ❤️ & -10 🗨️

♥♥♥ off: [Fine]: Same as buy her a drink | [No] + 2 🗨️

Did you call me ♥♥♥♥?: [Worth it]: +3 Love.png +5 Sub.png | [Not Worth]: -5 ❤️ +5 🗨️

**Outcome:** Depends on the choice and Palla max Love.png set to 10 ❤️

## Meet Palla in the clothes-store

**Prerequisites:** Done second coffee shop encounter, Sasha is in the clothes-store & Palla not, Palla

❤️ >= 10

Palla is at the clothes-store where Sasha works and rants about some clothes that she can't find in the store. At some point both of them realize that Mike is there too.

He can choose between 3 different choices which all have a different outcome:

Defuse the situation: [Palla] -5 ❤️ -5 🗨️ | [Sasha] -2 ❤️

Escort Palla out: [Palla]+2 🗨️ | [Sasha] +5 ❤️

Stay out of it: [Palla]: -5 ❤️ -10 🗨️ | [Sasha]: -3 ❤️

**Outcome:** Depends on the choice and Palla max Love.png set to 15 ❤️

## Meet Palla in the nightclub

**Prerequisites:** done Meet Palla in the clothes-store, Palla ❤️ >= 15, nightclub, Palla is at the nightclub, **interact with Palla**

Mike sees Palla giving the bartender a death glare because she does not like the way the bartender made her drink. The bartender offers Mike a free drink and he has to make a choice:

Accept the drink +2 🗨️

Decline drink -3 ❤️ -10 🗨️

If Mike decides to accept the drink he has multiple choices in the following discussion:

You counted cute twice -1 ❤️ -1 🗨️ OR Not as cute as the bartender +2 🗨️

For a dance? Sure (ends the event)

You'll have to do more than that ----> Yes +4 🗨️ OR No -3 ❤️ -10 🗨️ (ends event)

I don't think so

Just don't feel like it (ends event)

Because you're being a ♥♥♥♥♥

Still no -5 ❤️ -5 🗨️ (end of event)

I have to see this ----> Blue Hawaiian +10 🗨️ OR Blue Hawaii (ends event)

**Outcome:** Depends on your choice and Palla , Palla max ❤️ set to 20

## Buy Palla a drink at the pub

**Prerequisites:** done meet her in the nightclub, Palla ❤️ >= 20, **interact with her and offer her a drink**

Mike offers Palla a drink in the pub, he mocks her with the blue hawaiian drink from the bar and she demands from him that he apologizes.

If he does so: -5 ❤️ -10 🗨️.

If he doesn't apologize it will not have any consequences.

They keep on talking and Palla asks why Mike puts up with her and why exactly he bought her the drink.

Her he can choose different answers:

want to ♥♥♥♥ your ass again (only if he had sex with her in the clothes-store): +2 🗨️

Watching you be a ♥♥♥♥♥: -

I kind of like you: -5 ❤️ -10 🗨️

I was bored: -2 🗨️

**Outcome:** Depends on your choice and Palla max ❤️ set to 25

## Palla - Story Event (Part 2)

### Buy Palla another drink at the pub

**Prerequisites:** done buy her a drink at the pub, Palla ❤️ >=25, **interact with her and offer her a drink**

Mike tries to invites Palla to a drink again and has to choose if he tells her to:

Stop being ♥♥♥♥♥♥: +3 🗨️

Please take the drink:

Mike notices that Palla is unusually quiet today and asks her if something is wrong. She asks him what's up between him and the girl he is seeing (this has some unique dialog for the following girls: Hanna, Bree, Audrey, and Sasha). She asks Mike if he lets her watch the next time he and his girlfriend have sex.

If he says yes: -5 ❤️ -10 🗨️

If he says no: +2 🗨️

**Outcome:** Depending on your choice and Palla max ❤️ set to 30

## Workout with Palla

**Prerequisites:** done second pub event with Palla, Palla ❤️ >= 30, Palla is at the gym, **interact with her and train together with her**

Mike asks Palla if she wants to train with him. She demands that he has to do what she says in order to workout with her.

If Mike accepts that: -3 ❤️ -4 🗨️

If Mike declines the conditions: +2 🗨️

Set the weights where she says: -

Set the weights really high: -5 ❤️ -2 🗨️

Set the weights a little high: +1 🗨️

**Outcome:** Depends on you choice and Palla max ❤️ set to 35

## Palla Coffeeshop event

**Prerequisites:** done workout with Palla, Palla ❤️ >= 35, Palla is in the coffeeshop, 🗨️ >= 10

Mike runs into Palla at the coffeshop and witnesses Palla ending a phone call rather aggressively. She starts insulting Mike after he offers to listen to her problems. He can choose from two Options:

Have it your way: -1 ❤️

Sit down anyway: +2 🗨️

Either option will lead to another decision Mike has to make:

Take the job: -5 ❤️ +1 🗨️

Stick with you principles: +1 ❤️

**Outcome:** Depends on your choice, Palla max ❤️ set to 40

## Palla invites Mike to the nightclub

**Prerequisites:** 24:00-01:00, Palla ❤️ >= 40, done Discussing the changing room

Palla rings Mike up in the middle of the night and demands Mike go and dance with her.

If he refuses, Palla leaves the game.

If he accepts, they dance. If Mike has the dancing skill, Palla is impressed, otherwise she is not.

Then she goes to the bathroom and tells Mike not to follow her in a way that suggests Mike really should follow her.

If he does, they make out a bit until they are interrupted. Palla then runs off, leaving Mike hanging.

If Mike does not follow her, Palla's storyline is temporarily halted.

**Outcome:** Palla max ❤️ set to 60 if he followed her, Palla will allow being kissed and you can now dance with her.

## Learning to dance

**Prerequisites:** Nightclub, Palla ❤️ >= 40, dance with Palla

If Mike does not have the dance skill, Palla will teach him to dance.

**Outcome:** After 4 lessons, Mike gains the dancing skill.

## Palla is not impressed

Prerequisites: Mike did not go to the nightclub OR did not follow her to restroom, interact with Palla

If Mike didn't accede to Palla's whims, Mike and Palla will have an awkward conversation where she is angry with him for turning her down.

If Mike rebuffs her here, she leaves the game. If Mike agrees to give her one more try, 3 days later her max ❤️ will be set to 60 and her storyline can progress.

## Palla discusses the nightclub

**Prerequisites:** Palla present, done Palla invites Mike to the nightclub and followed her to the bathroom. Palla approaches Mike the next time she sees him, and thanks him for coming when she really needed someone. They kiss, then she tries to pull away. Mike can let her for ❤️ gain, or not let her for ❤️ gain.

## Palla invites Mike to the restaurant

**Prerequisites:** done Palla discusses the nightclub, 23:00-24:00, gave flowers to Palla, gave candies to Palla, Palla ❤️ >= 60.

Palla rings Mike up late at night and asks him to come to the restaurant with her. Mike can refuse, and she'll try again. But she will only try 3 times. If he refuses all 3 times, Palla's story will not progress further. If Mike goes, she demands he shower first.

They have a nice date, and it ends with Palla giving Mike a BJ under the table.

**Outcome:** Palla max ❤️ set to 80, Palla is dateable

## Palla discusses sex

**Prerequisites:** Had post-date sex with Palla, Palla present

Palla approaches Mike and assumes Mike is going to dump her now that they've slept together. If Mike chooses not to dump her, they talk about their relationship.

**Note:** Palla needs 🧠 >= 50 and you must selected "I want you to be mine and mine alone" in order to increase Palla max 🧠 to 70. This is needed to progress her storyline further.

**Outcome:** Palla max ❤️ set to 100; Palla max 🧠 may be set to 70.

## Palla boyfriend material

**Prerequisites:** Palla ❤️ >= 70, Palla present, done Palla discusses sex

Palla tries to talk to Mike about their relationship. Mike can establish that they are friends with benefits, or declare he wants her as a girlfriend, something she seems to resist. Mike can establish whether or not she should be allowed to see other men, but only if Palla 🧠 >= 50.

## Palla - Story Event (Part 3)

### Palla establishes boundaries

**Prerequisites:** 24:00, Palla 🧠 >= 70, Palla ❤️ >= 100, done Palla discusses sex

With Palla firmly in love with Mike, she calls to ask if Mike is okay with her dating other people.

If he says no, Palla max 🧠 is raised to 100. Otherwise it stays at 70 🧠.

### Is Palla dating someone else?

**Prerequisites:** Nightclub Mon-Fri 24:00-04:00, done Palla establishes boundaries

Mike sees Palla go into the VIP with someone else. He can try to follow but will be prevented. He has no idea who this mysterious person is.

### Mike meets Palla's mystery man

**Prerequisites:** Electronics shop, done Is Palla dating someone else?

Mike meets Palla's mystery guy, who turns out to be a man named Shawn who works in the electronics shop. Mike gently probes Shawn for information.

### Mike asks Palla about Shawn

**Prerequisites:** Talk menu option for Palla, done Mike meets Palla's mystery man

Mike asks Palla about Shawn and she comes completely unglued.

**Outcome:** Palla disappears.

## Shawn confronts Mike about Palla

**Prerequisites:** Street 20:00-24:00, 2 days after Mike asks Palla about Shawn

Shawn meets Mike in the street and angrily confronts him about what Mike did to hurt Palla. They can fight, but Shawn will always lose.

Shawn reveals he was not actually dating Palla, but instead is her roommate, and she's having trouble paying the rent. Mike can cover her rent by buying weed from Shawn.

## Palla returns

**Prerequisites:** Living room 20:00-24:00, 7 days after Shawn confronts Mike about Palla

Palla shows up at Mike's doorstep, clearly upset. She admits that she's been lying to Mike about her financial well-being, and apologizes.

**Outcome:** Palla is available again.

## Palla explains her situation

**Prerequisites:** Mall ground floor (the floor when you enter the mall), done Palla returns, not on a date

Palla asks Mike to have a coffee with her, and explains that her dreams have been crushed and she's been pretending that her career is great, but it's not. Mike offers to be her agent and help get her career back on track. Palla says she'll need to think about it.

## Mike becomes Palla's agent

**Prerequisites:** 2 days after Palla explains her situation

Palla agrees for Mike to become her agent.

**Outcome:** Mike can give Palla jobs on the smartphone

## Palla - Palla's Career

### Palla's Career

Once Mike becomes Palla's agent, he can get her jobs.

On her smartphone, he can find new jobs for her, as well as assign her to an available job.

While employed, Palla will have a career gain based upon the job. Every week she will get paid, and Mike will take 10% after her expenses. However, each job also has a difficulty. If her career is too low she can get fired.

However, if she gets fired 3 times, Mike can suggest that she does porn. She resists, but Mike can force the issue, and if he does, she can eventually become a porn star. (\*)

The following chart contains all the possible jobs. The minimum career is how high her career needs to be to get the job. The maximum is how far that job can take her. The income is per week, and Career shows how many points of Career per week she can gain.

If her career is less than difficulty + 10, she can get fired. If her career is less than difficulty, she will get fired.

Job	Minimum	Maximum	Difficulty	Income	Career
Nova Sportswear	0	10	0	50	5
Helitoom	10	25	0	200	6
Boréale	10	50	0	50	20
Chronicle Clothing	15	60	10	500	10
Spellbound	15	75	25	750	8
Flair	15	75	25	350	20
Grandeur	35	90	40	1250	5
Prodigy	35	90	45	1000	12
Escape Collection	35	90	50	1500	5
Mind's Eye Clothing	50	95	60	1750	5
Couture par Aurore	50	100	70	2250	5
Anomale	50	100	70	2000	5
hawtbitches*	0	50	0	500	10
sexypalla*	25	60	0	1000	10
onlychix*	50	75	0	1500	6
fickt0ybitches adult*	60	90	0	2000	5
Palla Poundin*	90	100	0	2500	5

## Palla - Sex Events

### Palla mall date ♥♥♥♥

**Prerequisites:** Shopping spree with Palla date, had sex > 2 times  
(Repeatable) Mike can take Palla on a shopping spree, and they can have sex in the changing room.

### Hot tub Sex

**Prerequisites:** Home Date, Palla ♥ >=50, Sex with Palla at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

### ♥♥♥♥♥ Harem with Audrey

**Prerequisites:** Palla restaurant date, Palla ♥ >= 80, Audrey ♥ >= 70, Palla & Audrey 🧠 >= 50, done Palla establishes boundaries  
During a Date in the Restaurant Palla and Audrey planned a surprise for Mike.

## Palla - Other Events

### Pregnancy Request

#### **Palla pill talk on**

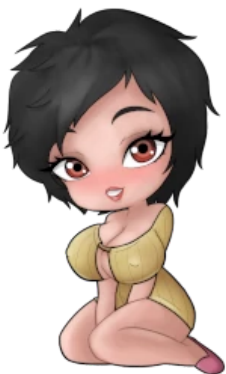
**Prerequisites:** Palla 🧠 > 50, Command Palla to go off the pill  
At first Palla can not go pregnant, because she is on the Pill. If MC demants, her to go off the Pill, she will refuse.  
If Mike pushes the issue, she says she'll think about it.

### Palla pill talk off

**Prerequisites:** Pallas Career must be at 📅 >75  
If you get Palla employed and get her career up to 75, she'll call Mike and say she'll maybe answer differently if he asks again.  
After that she stops take the Pill and can now go pregnant.

---

## Shiori - Story Event



**In-game description:** "Shiori is my secretary at work. She is honestly not very good at her job, but she is sweet and seems to really like me."

Shiori is hired as Mike's new secretary, though her competence is questionable at best. She makes up it in her absolute devotion to her boss.

**Note: If going for a marriage completion run its best to save Shiori for NG+2 or 3**

### Shiori's introduction

**Prerequisites:** Personal office, work or work hard  
After his first promotion, Mike gets his own office. When he works, he is introduced to his new

secretary, Shiori. He has the option to allow her to call him "Sir" (thereby accepting her as his secretary).

If you choose "No" he will not offer Shiori an position in the company and therefore she will not become his secretary. (Choosing this option leads to her not appearing in the game).

**Outcome:** Shiori starts with 25 🧠, Shiori max ❤️ set to 10.

## Shiori scolding 1

**Prerequisites:** Work or work hard, Shiori Love.png  $\geq 10$

Mike scolds Shiori for poor performance as a secretary.

**Outcome:** Shiori max ❤️ set to 15

## Shiori gets coffee

**Prerequisites:** Work or work hard, Shiori ❤️  $\geq 15$

Shiori gets coffee for Mike. He can take it black or milky. Milky leads to... milk fun, later.

**Outcome:** Shiori max ❤️ set to 20

## Shiori shows off

**Prerequisites:** Work or work hard, Shiori ❤️  $\geq 20$ , done Shiori scolding

Shiori comes into the office and wants to bring some of the documents to the archives.

**Outcome:** Shiori max ❤️ set to 37. datable at 25 ❤️, can be kissed at 28 ❤️

## Babysitting

**Prerequisites:** Talk to Shiori in the office, Shiori ❤️  $\geq 37$

Shiori asks Mike if he might be able to babysit her son Kanta.

The actual event will happen the same day between 19:00 and 22:00 o'clock if Mike accepts her request. If you miss the event, you will have to talk to Shiori again to start the event again.

If your ❤️ with either Sasha or Bree is  $< 75$  ❤️ or Mikes ⚡  $< 5$ , the event will end will have a bad ending.

**Outcome:** +5/-5 ❤️ (Good/Bad end), Shiori max ❤️ set to 50

## Shiori shows off 2

**Prerequisites:** Work or work hard, Shiori Love.png  $\geq 50$ , done babysitting

Shiori talks to Mike in his office.

**Outcome:** Shiori max ❤️ set to 55.

**To increase Shiori's ❤️ to 60 you have to invite her to a date and trigger the after date scene.**

## Go to the Strip club

**Prerequisites:** Strip club 22:00 - 23:00 Shiori ❤️  $\geq 60$ , done Shiori shows off 2, had sex with Shiori once. Mike visits the Strip club and sees, that Shiori is working there. She spots Mike in the crowd.

## Shiori works as a stripper

**Prerequisites:** Go to your office, Shiori ❤️  $\geq 60$ , done Go to the Strip club

Shiori will talk with Mike about her working at the Strip club.

**Outcome:** Shiori max ❤️ set to 65.

## Get a lap dance from Shiori

**Prerequisites:** Strip club 22:00 - 23:00, Shiori ❤️ >= 65, done Shiori works as a stripper  
Go to the Strip club and get a lap dance. This should trigger Shiori's lap dance scene.  
**Outcome:** Shiori max ❤️ set to 70.

### Shiori's situation

**Prerequisites:** Be at work, Shiori ❤️ >= 70, done Get a lap dance from Shiori  
Go to work. When in your office, call Shiori in and interact with her. She will talk with Mike about her past.  
**Outcome:** Shiori max ❤️ set to 75.

### Shiori is not at work

**Prerequisites:** Shiori ❤️ >= 75, done Shiori's situation, work or work hard  
Mike gets worried about Shiori because she does not show up at work. He calls her to check if she is ok.

### Shiori shows up again

**Prerequisites:** done Shiori is not at work, Time < 12:00, work or work hard  
Shiori is back in the office and Mike sees that something is wrong with her. He orders her to his office and she tells him the reason she couldn't come to work the other day.  
**Outcome:** Shiori max ❤️ set to 80

### Talk to the manager

**Prerequisites:** Shiori ❤️ >= 80, done Shiori shows up again, Time < 22:00, go to the Strip club  
Mike goes to the Strip club to talk to the manager of that place. He talks with the manager about Shiori's debt and the manager tells Mike that he is not the one she has to repay the debt to but that he has to make sure she does.  
Mike can choose to tell the manager that he will be back with the money or that he will think about it.  
**Outcome:** Shiori max ❤️ set to 85

### Pay off the manager

**Prerequisites:** done talk to the manager, 🟩 >= 10k, at the Strip club  
Mike shows up in the Strip club again and pays Shiori's debt.  
**Outcome:** Shiori max ❤️ set to 90, you won't find her in the Strip club anymore.

### Tell Shiori about her debt

**Prerequisites:** Shiori ❤️ >= 90, done pay off the manager, use the Shiori icon when talking to her.  
Mike talks to Shiori and tells her that he paid off her debt.  
**Outcome:** Shiori max ❤️ set to 100

### Shiori - Shiori work issues

#### Shiori's son sick

Shiori will tell Mike, "I just got a call saying my son is sick. Please may I go home to care for him?"  
If Mike says Yes, Shiori will gain one ❤️ and Mike will lose 5% work.  
If Mike says No, Shiori will lose one ❤️.

#### Shiori asks about files

Shiori will ask Mike, "What do you want me do with all of those files?"

Mike has three options.

Archives - Nothing happens

Aletta - Shiori gains one 🧠.

Me - Shiori gains one ❤️

### Shiori can't find files

Shiori will tell Mike, "I can't find the files for the Murdock case..."

Mike has three options.

Archives - Nothing happens

Aletta - Shiori gains one 🧠.

I'll search - Shiori gains one ❤️.

### Shiori asks for a raise

Shiori will tell Mike, "Things are really tight for me at the moment...can I have a raise?"

If Mike says Yes, Shiori will gain one ❤️ and Mike will lose 5% work.

If Mike says No, Shiori will lose one ❤️.

### Shiori - Disciplining Shiori at work

**Those events are not relevant for increasing her ❤️ cap or progressing her main story.**

### Shiori scolding 2

**Prerequisites:** Work or work hard, Shiori ❤️ >= 20 & 🧠 >= 40, done Shiori scolding

Mike scolds Shiori for poor performance as a secretary again, this time threatening severe punishment if it happens again.

### Shiori scolding 3

**Prerequisites:** Work or work hard, Shiori ❤️ >= 30 & 🧠 >= 50, done Shiori scolding 2

Mike has had enough of Shiori's poor performance, he can spank her to discipline her.

**You have to spank her if you want to see Shiori scolding 5!**

### Shiori scolding 4

**Prerequisites:** Work or work hard, Shiori ❤️ >= 40 & 🧠 >=60, done Shiori scolding 3

She seems not to be learning her lesson. He can spank Shiori again.

**If he does not spank her here you can't trigger Shiori scolding 5!**

### Shiori scolding 5

**Prerequisites:** Work or work hard, Shiori ❤️ >= 50 & 🧠 >=70, spanked her at least twice, done Shiori scolding 4

Mike spanks Shiori again. She still isn't learning her lesson. Or is she?

### Shiori office BJ

**Prerequisites:** Work or work hard, Shiori ❤️ >= 60 & 🧠 >= 50, done Shiori scolding 5

Mike rewards Shiori with his ♥♥♥♥. Aletta enters Mike's office while she's under the desk, and Mike manages not to let on to Aletta what's going on.

### Shiori - Sex Events

## Office fun time

**Prerequisites:** Shiori ❤️ >= 62, Shiori is in Mikes office, done Shiori shows off 3  
Mike can ask Shiori to have sex with him in his office.

## Beach sex

**Prerequisites:** Beach, Shiori present or on a date, sex with Shiori at least once, Shiori ❤️ >= 62.  
Mike can ask Shiori to have sex with him on the beach.

## Hot tub Sex

**Prerequisites:** Home Date, Shiori ❤️ >=50, Sex with Shiori at least once, Hot tub repaired  
During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

## Shiori - Other Events

### Enable anal sex

**Prerequisites:** Shiori 🍆 > 50 or had sex with her, have a butt plug  
Gift Shiori the butt plug. She will accept it if you meet the requirements and after that we will accept anal sex request during the after date scene.

### The meeting

**Prerequisites:** Audrey & Aletta ❤️ >= 25, done Babysitting, Time < 10, work or work hard  
They have a morning meeting where Shiori has a little accident.

### Shiori lap dance

**Prerequisites:** Finished "Get a lap dance from Shiori"  
Go to the Strip club a second time and get another lap dance. This time Mike will get a special lap dance from Shiori.  
Shiori can't get pregnant from this event.  
**Outcome:** +5 🍆

### Shiori coffee 2

**Prerequisites:** Work or work hard, Shiori ❤️ >= 55 & 🍆 >= 50, done Shiori coffee, requested "milky", Shiori is at work  
Shiori provides Mike with coffee, creamed with her own breast milk while Mike watches.

### Shiori shows off 3

**Prerequisites:** work or work hard, Shiori ❤️ >= 60, done Shiori shows off 2, gifted her the butt plug. Shiori has a little accident in Mikes office (again).

-----

## Home Harem - (Part 1)

The Home Harem consists of the girls living in Mike's household. The members that start the Home Harem with Mike are his roommates Bree and Sasha. It can be expanded to include Mike's adopted sister Minami as well as Samantha and Lexi if he can convince them to move in with them. This makes the Home Harem the largest of the harems currently available in the game, with a variety of possible ending combinations. It is also the only harem that can be played in the public version of the game.



## Bree & Sasha Events

### **Forming the harem**

In order to unlock the home harem you must meet the following criteria:

	❤️	🧠	🔗	Had sex
<b>Bree</b>	>= 75	>= 45	>= 25	with both of them within 7 days
<b>Sasha</b>	>= 75	>= 45	>= 25	

Be aware, if you trigger the confrontation with Sasha and Bree without fulfilling the requirements for the love points (❤️) girl points (🧠) or kink points (🔗) then one or both of the girls will leave. If both girls have < 75 ❤️ they will both leave. Otherwise the girl with the lower ❤️ will leave.

**Warning:** If you've got both of them pregnant and didn't already form the home harem you'll trigger an event which leads to both of them leaving forever.

### **Beach date**

**Prerequisites:** Car/Sports car, Bree & Sasha & Mike are at home, 08:00 - 20:00, Summer  
Bree and Sasha want to go on a date to the beach with Mike. If Mike refuses Bree and Sasha both lose -5 ❤️.

Mike has to make a few decisions during that date:

	Bree	Sasha
Help Bree	+1 ❤️	-1 ❤️
Help Sasha	-	+1 ❤️
Bree's sandwich	+1 ❤️	-1 ❤️
Sasha's wrap	-1 ❤️	+1 ❤️
Do it yourself	+2 ❤️	+1 ❤️
Make Bree do it	-3 ❤️ +1 🧠	-
Lick it yourself	+2 ❤️ +5 🧠	-
Make Sasha do it	+1 ❤️ +5 🧠	+2 ❤️

### Shower girl on girl

**Prerequisites:** bedroom 20:00-22:00, Bree 🧠 >= 50, Sasha 🧠 >= 50  
Mike watches Bree and Sasha have sex in the shower.

### TV 3BJ

**Prerequisites:** Sasha ❤️ >= 75, Bree ❤️ >= 75, watch TV with both  
If Mike watches Porn with both of them, they will give him a tag team BJ.

### Birthday 3BJ

**Prerequisites:** Living room on Mike's birthday 14:00-18:00, Sasha ❤️ >= 75, Bree ❤️ >= 75  
This special tag team BJ happens only on Mike's birthday. You can find his birth date in the phone.

### ♥♥♥♥♥♥

**Prerequisites:** Sasha collared, Bree collared, Sasha 🧠 >= 90, Bree 🧠 >= 90, watch TV (both present)  
Mike can take both girls for a walk on their leashes.

### ♥♥♥♥♥♥ 2

**Prerequisites:** Sasha collared, Bree collared, Sasha 🧠 = 100, Bree 🧠 = 100, watch TV (both present)  
Mike takes his ♥♥♥♥♥♥ for a walk, and they give him a double blowjob.

### Threesome (repeatable)

**Prerequisites:** any room of the house, 20.00-0.00, Bree & Sasha at home, ask either of them to have sex with you. You can ask either Bree or Sasha if they want to have fun (the other one asks to join if she is at home). If you asked Bree if she want's to ♥♥♥♥ and Bree 🧠 >= 25 you can choose that Sasha uses a strap-on.  
The scene is different depending on who you ask. There is also a different scene if you are in the bathroom.

### Troublesome sister

**Important:** In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!  
For example: If you are currently doing the event Minamis Request you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the foursome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

### **Minami snooping around**

**Prerequisites:** Already formed the home harem, Had a threesome with Bree & Sasha the night before, Had sex with Minami before once, wake up 07:00 - 09:00, times denied Minami < 3  
Minami is trying to figure out what is going on between Mike, Sasha and Bree. She bursts into Mike's room after he had some fun with Bree & Sasha.

If Mike tells Minami that he is not in the mood that will lead to 2 new options he can choose from:

He deny that there is anything between him and the girls. Minami will get angry and storm out of his room. (increases times denied by +1)

If he tells her that he sleeps with Bree and Sasha, Minami will leave his room. (this will lead to Minami's request)

"Come here": Mike sleeps with Minami to distract her. (increases times denied by +1)

### **Minami's request**

**Prerequisites:** done Minami snooping around, 🧐 >= 25, ❤️ >= 75, 08:00 - 22:00, 3 days passed since Minami was snooping around, denied Minami < 3

Minami asks Mike if she can be part of the fun he has with Sasha and Bree.

Mike can either tell her that he can't do that or that he will ask Bree and Sasha.

**Outcome:** Depending on your answer you either have to convince Bree and Sasha or if you refuse, the event Intruder will trigger

## Home Harem - (Part 2)

### **Ask them for approval**

**Prerequisites:** done Minami's request, 3 days passed after you talked to Minami

**You have to ask them individually OR you can ask both at the same time (if they are in the same room)!**

### **Ask both of them together**

**Prerequisites:** Bree & Sasha are in the same location, you didn't talk with them individually before this event

Mike talks with both of them at the same time and tries to convince them that it's a good idea for Minami to join the harem:

If either Bree's or Sasha's 🧐 is < 51 both of them don't want Minami to join the harem and the event will fail.

If both of their 🧐 is >= 51 they will accept the proposal that Minami joins the harem.

### **Ask Bree/Sasha individually**

**Prerequisites:** Either Bree or Sasha is present, you didn't ask both of them together before this event, 08:00 - 22:00

(The conditions in this event are valid for both of them)

Mike talks to Bree/Sasha and asks each of them individually if they think that it's a good idea for Minami to join the harem.

If Bree's and Sasha's 🧐 is < 50 both of them don't want Minami to join the harem and both will deny the request.

If one of them has at least 50 🧐 they will help you convince the other one that it's a good idea for Minami to join the harem.

### **Ask Samantha**

**Prerequisites:** Samantha is part of the home harem, 08:00 - 22:00, Samantha is in the same room

Mike asks Samantha if she is ok with Minami joining the harem.

### **Convince Bree/Sasha**

**Prerequisites:** Bree & Sasha are in the same location, talked with Bree and Sasha individually, one

of them refused to let Minami join, 08:00 - 22:00

Mike and Bree or Sasha (depending on which one accepted the proposal) will talk with the one who refused to let Minami join and convince her to change her mind.

**Outcome:** If you convinced both of them that it's a good idea, Minami will officially be part of the home harem.

### **Intruder**



**Prerequisites:** During "Minami's Request", both Bree and Sasha refused to let Minami join, or Mike told her that she can't join, have a threesome with Bree and Sasha

Minami will burst into the room and takes part in the threesome without getting invited.



Mike can either tell Minami to get out which will block Minami from joining the home harem. The other option Mike has in that Situation is to tell Minami that she'll get what she deserves which leads to her joining the home harem.


**Outcome:** Depending on your choice, you still have to ask Samantha if she is part of the home harem or Minami won't join at all.

### **Good morning BJ**

**Prerequisites:** Minami is part of the home harem, everyone's  >= 75, Minami's  >= 25, wake up 06:00 - 10:00. Minami, Sasha and Bree decide that it's a good idea to wake up Mike in a very special way.

### **Minami's introduction ritual (foursome)**

**Prerequisites:** done Strap-on fun or Sasha loves her toys or Threesome (Bree's  >= 25 for the last one. You have to choose Sasha uses the strap-on scene once in threesome.), everyone's 

>= 75, Minami's  >= 25, Minami joined the harem, 20:00 - 23:00, all three are at home, interact with Minami

Bree, Minami, Sasha and Mike share some quality bonding time together.

The scene can be repeated if all three are at home and you ask either of them to have fun with you.

### **The one that joined the fun**

**Important:** In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!

For example: If you are currently doing this event Minamis Request you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the foursome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

### **Ask the girls**

**Prerequisites:** Samantha accepted a non-exclusive relationship (finish any path except path C), If Minami is not part of the home harem: Mike has to talk to Bree and Sasha to ask them if it's ok that Samantha joins the home harem.

If Minami is part of the home harem: Mike has to ask Bree, Sasha and Minami if they are ok with Samantha joining the home harem.

**Outcome:** They will always accept.

### **Mike's Angels**

**Foursome prerequisites:** Minami IS NOT part of the home harem, Sasha and Bree are at home, call Samantha from MC's home before 19:00

**The quintuple prerequisites:** Minami IS part of the home harem, all girls are at home, call Samantha from MC's home before 19:00

Samantha will show up and all four will have some fun in Mikes bedroom. (You can only see the scene with Minami or the scene without her for now)

**Outcome:** Samantha moves in with Mike and officially joins the home harem

### **Mike's living the dream**

**Important:** In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!

For example: If you are currently doing this event Minamis Request you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the threesome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

### **Lexi's Trailer burned down**

**Prerequisites:** done Dance with Sasha or Lexi (Foursome), Lexi present

The next time you meet Lexi, she tells you that her Trailer burned down. Mike can choose between the following two options:

1) Tell her "Of course you can come!"

Mike decides that he needs to help Lexi, but he has to speak to his housemates (including Samantha if she's already part of the Home Harem) before.

2) Tell her "It's not possible"

This will end the quest currently, Lexi will not move into Mike's house

### **Ask the girls**

**The conditions listed here are valid for all girls that are part of the home harem at the point you try to finish this event.**

**Prerequisites:** Accepted Lexi to move in in Lexi's Trailer burned down, 08:00 - 22:00, talk with Bree/Sasha/Minami at home, talk with Samantha

Depending on which girls are already part of the home harem, Mike has to talk to Bree, Sasha, Minami and Samantha if Lexi is allowed to move in.

### **Lexi moves in**

**Prerequisites:** Done ask the girls, 08:00 - 17:00

Lexi moves into the house and sleeps on one of the sofas from now on.

### **Sixsome**


**Prerequisites:** Bree/Sasha/Minami/Samatha and Lexi joined the home harem, Livingroom,

Saturday 12:00 - 18:00

Mike's living the dream...

## Home Harem - (Part 3)

### **Possible combinations**

**Prerequisites:** The girls  > 97, Wedding ring amount has to be equal to the amount of girls you want to marry

It's possible to marry many different combinations of the home harem. There are 3 different ending categories (small, medium, big) and the full harem.

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually.

## Small Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✗	✗	✓

## Medium Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✗	✓	✓
Combination 2	✓	✗	✓	✗	✓
Combination 3	✓	✓	✗	✗	✓

## Big Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✓	✓	✓
Combination 2	✓	✓	✗	✓	✓
Combination 3	✓	✓	✓	✗	✓

## Full harem

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✓	✓	✓	✓

## Home Harem - Beach Dates

Once the home harem is formed, the girls will ask you to go to the beach during summer.

You need to have a car.

Each scene is repeatable once a week. This cooldown with start if you accept OR refuse the presented dates.

The game will let you set up a date regarding the following checks:

- Home harem members who are home and awake
- Check members combinations in this list having a beach date scene implemented in-game
- Exclude scenes already triggered or refused during last week
- Show the menu

### Lexi, Minami, and Samantha Beach Date

The Best Choices are:

- Choose a Different spot ( Req. 🌟  $\geq 75$ )
- Go for a stroll (Req. 🌟  $\geq 80$ )
- Apply sunscreen on all of them ( Req. 🌟  $\geq 95$ )

### Samantha and Sasha Beach Date

The best choices are:

- Help them (Req. 🏋️  $\geq 75$ )
- Play in the sea (Req. 🌟  $\geq 80$ )
- Suggest a photo-shoot (Req. 🌟  $\geq 95$ )

### **Bree and Lexi Beach Date**

The best choices are:

Use a parasol (Req. 🌿 >=75)

I need sun cream too! (Req. 🌿 >=80)

Play in the sea (Req. 🌿 >=95)

### **Available scenes**

- Bree, Sasha
- Bree, Lexi
- Lexi, Minami, Samantha
- Samantha, Sasha

## Home Harem - Other Events

### **Nice Collar**

**Prerequisites:** Collar Bree or Sasha (not Both), be in a room with both.

Bree will react to Sasha's collar or Sasha will react to Bree's collar.

### **A request for a pet**

**Prerequisites:** Sasha and Bree are home, Be home in the afternoon or evening

Sasha and Bree ask Mike to get a pet. Sasha wants a cat and Bree wants a dog. Mike gets to choose to who to side with or to have no pets.

### **Going to the Animal Shelter**

**Prerequisites:** Done a request for a pet, Sided with Bree or Sasha, Be home in the morning or afternoon, 7 day after the request.

Mike goes to the animal shelter with Bree or Sasha.

**Outcome:** A dog or cat will be add to the household.

### **Name the pet**

**Prerequisites:** Sasha and Bree are home, Be home in the afternoon or evening, 3 Days after picking up the pet

Mike, Sasha, and Bree name the pet.

### **Caught peeping by Lexi**

**Prerequisites:** Don't have the sneaky skill, Lexi Sub.png < 90, Lexi is in the Home harem, Lexi is home but not in the bathroom and not sleeping.

Knock on the bathroom door and take a peek while somebody is showering. **(There is only a 33% chance to trigger this event.)**

---

## Band Harem + Endings

The **Band Harem** is formed by Sasha, Anna and Kleio, the members of the band The Deathless Harpies. **In order to unlock the harem scenes, you do not have to play through the Battle of the Bands storyline.**



## Band events

### **Mike joins the band**

**Prerequisites:** done Sasha has a band, had the guitar skill, Map, Friday 20:00-21:00, not cheated on Sasha. Sasha introduces Mike to Anna and Kleio and they ask him to join the band. If he says he is okay with cross-dressing, the band events play out a little differently.

**Outcome:** Anna and Kleio unlocked, Studio unlocked

### **Band practice**

**Prerequisites:** Studio, Wednesday or Friday, 18.00-22.00, 🏠  $\geq 1$ , ✂  $\geq 3$ , ⚡  $\geq 3$ , Sasha, Kleio and Anna present

Mike and the other band members prepare for the Battle of the Bands event. Their practice progresses 10% with every session.


The first round of battle of the bands will happen seven weeks after the first practice session.


### **First gig**

**Prerequisites:** Studio, 41 days after first practicing, practice with the band

A week before the first round, Sasha tells the band they have landed a first gig for practice.

**Outcome:** Whether the performance is a success depends on the amount of practice:

Practice  $\geq 50\%$  gives the girls +5 

Practice  $\geq 25\%$  gives the girls +2 

### **Battle of the Bands round one**

**Prerequisites:** Studio, Friday, days played  $\geq 45$ , done First gig  $\geq 7$  days ago, 🏠  $\geq 1$ , 🎸  $\geq 3$ , ⚡  $\geq 3$ , click on the guitar icon.

At the beginning of the event Sasha will tell the band members that they will have to compete in two rounds. In order to move on to the second round, the band needs a BoB score of at least 75%.

The base score is calculated on the amount of practice you had. It gets modified depending on your reaction as well as your 🌟 :

BoB score +10% if you react positive; BoB score -10% if you react angry.

BoB score +20% if 🌟  $\geq 75$ ; BoB score +10% if 🌟  $\geq 50$ ; BoB score -10% if 🌟  $< 50$ .

### **Battle of the Bands round two**

**Prerequisites:** Studio, Friday, days played  $\geq 55$ , successfully finished round one  $\geq 14$  days ago, 🏠  $\geq 1$ , 🎸  $\geq 3$ , ⚡  $\geq 3$ , click on the guitar icon.

In order to win the second round of Battle of the Bands, the band needs a BoB score of 100%.

Again, the base score is calculated on the amount of practice you had. It gets modified depending on your 🌟 and 🎸 :

BoB score +10% if 🌟  $\geq 75$ ; BoB score -10% if 🌟  $< 75$ .

BoB score +10% if 🎸  $\geq 75$ ; BoB score -10% if 🎸  $< 75$ .

If they win the Battle of the Bands, the band will celebrate in a restaurant and in the nightclub. If one of the girls is your girlfriend or sex slave, you will take her home.

If the band harem has already been formed with Anna and Kleio, Mike will have a threesome with them.

### **Band harem**

In order to unlock the band harem you must meet the following criteria

	❤️	👯	had sex
Anna	$\geq 75$	45	with both of them within 7 days
Kleio	$\geq 75$	45	
Sasha	$\geq 75$	45	with all three within 7 days (after finishing the threesome event)

### **Kleio & Anna showdown**

**Prerequisites:** had sex with Anna & Kleio within the last 7 days

Kleio and Anna found out that Mike is sleeping with both of them. If both girls meet the criteria, they will agree to stay and form the Band harem.

If only one of the girls meets the criteria, she will give Mike up to the other one and leave the game permanently. If neither meets the criteria, both will leave.

Once you have successfully started the band harem you can overhear a conversation between Kleio and Anna in the pub (you have to interact with one of them) about anal sex.

### **Threesome**

**Prerequisites:** done Kleio & Anna Showdown, Kleio & Anna ❤️  $\geq 85$ , Studio

Anna and Kleio will approach you at the studio and tell you that you are taking them to dinner and you will be given the option choose a day.

It is possible to fail the date with Kleio and Anna, the description and table below will show you how to avoid that. For this you need to get a "date score" of 3 (DS, not the same as in a regular date):

The first thing that can help you to successfully get through the date is your choice of clothes.

Fancy clothes	+0 DS	Military fatigues	+0 DS	Leather jacket	+2 DS	Else	-1 DS
---------------	-------	-------------------	-------	----------------	-------	------	-------

The girls will make a comment that changes depending on the clothes you wear during the date. After that you have to make a few decision during the date in order to increase the DS.

Decision 1	Kleio	Anna	DS	Decision 3	Kleio	Anna	DS
Order fruit cocktails	-	+5	+1	Try to calm both girls	+2	+2	+1
Order beers	+5	-	+1	Return Anna's attention	-5	+5	-
Order spirits	+2	+2	+1	Return Kleio's attention	+5	-5	-
Order tap water	-5	-5	-1	Return both's attention ( $\geq 50$ )	+5	+5	+2
Decision 2	Kleio	Anna	DS	Decision 4	Kleio	Anna	DS
Reach for knife and fork	+2	-2	-	Offer to pick up the bill ( $\geq 150$ )	+2	+2	+1
Reach for chopsticks	-2	+2	-	Claim to have no money	-2	-2	-1
-	-	-	-	Suggest they split the bill ( $\geq 50$ )	-	-	-

### **Sasha showdown**

**Prerequisites:** done Band Harem threesome  $\geq 7$  days ago; won Battle of the Bands; not cheated on Sasha; had sex with Sasha, Kleio & Anna within the last 7 days

A week after the threesome, Sasha will confront you about how you, Anna and Kleio have been spending time together. So long as Sasha meets the criteria, she will ask to join. If Sasha does not meet either of the criteria she will leave the game permanently. If Sasha meets one of the criteria she continues as normal.

### **Foursome the first**

**Prerequisites:** done Sasha showdown, 20:00-22:00, livingroom

Kleio and Anna will come to Mike's and Sasha's place and have some fun.

### **Foursome the second**

**Prerequisites:** done Foursome the first, all members of the band harem are in the studio, 20:00-24:00. After a long practice session they decide that it's time for some relaxing at Mike's house.

# Endings

---

## Anna & Kleio

---

**Prerequisites:** done Kleio & Anna showdown; Anna ❤️ > 97.5; Kleio ❤️ > 97.5; 2 wedding rings

To get Anna's ❤️ above 95 you have to finish her event [the concert](#).

To get Kleio's ❤️ above 95 you have to finish her event [Kleio needs help](#).

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually. If you successfully proposed you will see the Wedding scene the following Sunday and after that the epilogue in which you can see their children if they were pregnant during the wedding ceremony.

## Band ending (Sasha, Anna & Kleio)

---

**Prerequisites:** done Sasha showdown; Anna ❤️ > 97; Kleio ❤️ > 97; Sasha ❤️ > 97; 3 wedding rings

To get Anna's ❤️ above 95 you have to finish her event [the concert](#).

To get Kleio's ❤️ above 95 you have to finish her event [Kleio needs help](#).

To get Sasha's ❤️ above 90 you have to finish her event [Confessing your feelings](#).

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually. If you successfully proposed you will see the Wedding scene the following Sunday and after that the epilogue in which the *Deathless Harpies* go on a tour together.

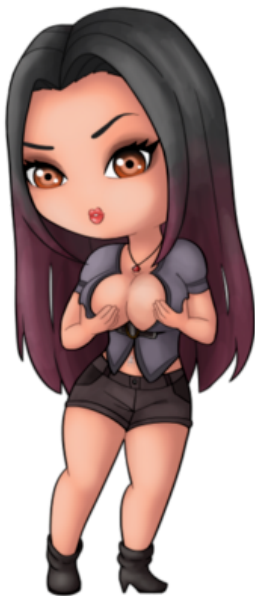
-----

## B.itc.h.y Harem

The ♥♥♥♥♥ Harem consists of Audrey, Palla and Cassidy.

To achieve the ♥♥♥♥♥ harem you have to meet the following requirements:

	❤️	💍
Palla	>=80	>=50 (>=45 for Cassidy)
Audrey	>=70 (>=80 for Cassidy)	>=50 (>=45 for Cassidy)
Cassidy	>=80	>=45





**Palla/Audrey threesome**

**Prerequisites:** Palla restaurant date, Palla ❤️ >= 80, Audrey ❤️ >= 70, Palla & Audrey 🧑🏻 >= 50, done Palla establishes boundaries  
 While on a date with Palla, Palla gives Mike a BJ. However, Audrey shows up and sits down. She makes a scene when she discovers Palla under the table, and they are kicked out of the restaurant.  
 Eventually it turns out Palla and Audrey set this up in advance, and they both agree they should be punished. Mike can walk out here. Or Mike can take them home.  
 Mike can spank either or both of them, and then there is a threesome scene.

**Palla apologizes for Audrey**

**Prerequisites:** Palla present, done Palla/Audrey threesome, did not walk out  
 Palla explains what her plan actually was, apologizes for Audrey's behavior, and asks Mike if he wants to do it again. If he answers yes, Mike can have Palla and Audrey threesomes by asking her on a date and including Audrey.

**Palla asks if Mike is mad**

**Prerequisites:** Palla present, done Palla/Audrey threesome, walked out on them.  
 Palla asks if Mike is mad and seems genuinely sorry and humble about it. She explains she thought Mike would really like a threesome and wanted to be dramatic, and blames Audrey for screwing it up. She asks Mike if he'd like that threesome. If he answers yes, he can arrange it by inviting her and Audrey on a date together.

**Cassidy/Audrey showdown**

**Prerequisites:** Palla and Audrey are already part of the ♥♥♥♥♥ Harem, Mike is in his office at work, Cassidy's status is either girlfriend or pet, Cassidy and Audrey are at work, Mike had sex with Cassidy and Audrey in a timespan of 7 days  
 Mike ♥♥♥♥♥ Audrey while Cassidy watches. Depending on the girls stats the following could happen:

Outcome	Requirements
Successful showdown	Audrey and Cassidy ❤️ >= 80, 🧑🏻 >=45
Cassidy leaves the game	Successful showdown requirements are not true, Audrey ❤️ > Cassidy ❤️
Audrey leaves the game	Successful showdown requirements are not true, Audrey ❤️ < Cassidy ❤️

(If their ❤️ are equal and they do not meet the Successful showdown requirements it's random who leaves)

**Cassidy/Palla showdown**

**Prerequisites:** Palla and Audrey are already part of the ♥♥♥♥♥ Harem, Mike is on a date with

Cassidy at the nightclub, Mike had sex with Cassidy and Palla in a timespan of 7 days  
 Mike and Cassidy meet Palla at the nightclub.

Outcome	Requirements
Successful showdown	Palla and Cassidy ❤️ >= 80, 🧠 >=45
Cassidy leaves the game	Successful showdown requirements are not true, Palla ❤️ > Cassidy ❤️
Palla leaves the game	Successful showdown requirements are not true, Palla ❤️ < Cassidy ❤️

(If their ❤️ are equal and they do not meet the Successful showdown requirements it's random who leaves)

**Cassidy joins the ♥♥♥♥♥ Harem (hidden event)**

**Prerequisites:** Done Cassidy/Audrey showdown and Cassidy/Palla showdown  
 If both showdowns are done, Cassidy automatically joins the ♥♥♥♥♥ harem. There's no indication this happens (but Cassidy's 🧠 should get locked at that point)

**Foursome Request**

**Prerequisites:** Done Cassidy joins the ♥♥♥♥♥ Harem, Audrey/Palla/Cassidy are part of the ♥♥♥♥♥ Harem, Mike is not on a date, Mike visits the mall or the nightclub  
 Audrey and Palla want to talk to you about Cassidy.

Dialogue option	Outcome
Agree to ask Cassidy	Audrey ❤️ +2, Palla ❤️ +2
Refuse to ask Cassidy	Audrey ❤️ -4, Palla ❤️ -4, Cassidy leaves the Bitchy Harem

**Mike asks Cassidy about the foursome**

**Prerequisites:** Done Foursome Request, Audrey/Palla/Cassidy are part of the ♥♥♥♥♥ Harem, Mike is not on a date, Cassidy is present and Mike talks to her

**Outcome:** If Cassidy ❤️ >= 80 and 🧠 >= 45, she will agree, otherwise she leaves the ♥♥♥♥♥ harem and loses -10 ❤️

**Nightclub encounter**

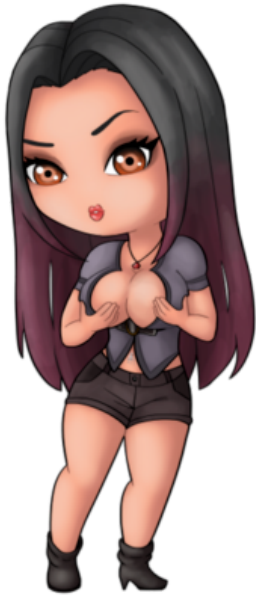
**Prerequisites:** Done Mike asks Cassidy about the foursome, Cassidy agreed to the foursome, Mike goes on a date with Cassidy and dances with her  
 Cassidy and Mike meet Palla and Audrey at the club.

**Jealous Harem**

The jealous harem consists of Audrey and Sasha.  
 To activate the event chain to achieve this harem you have to meet the following conditions:

	had sex	🧠
Sasha	✔️	<=75
Audrey	✔️	-


Invite Sasha to a date in the nightclub. This event will only trigger if Audrey is also at the club at the same time. You can check Audrey's time schedule (currently, Sunday 12 AM to 5 AM) to see if when she is in the club.




## Initial events

**The nightclub**

In the nightclub Sasha hears a song she wants to dance to, so she drags Mike onto the dance floor. Mike can soon feel someone pressing their body against his own which turns out to be Audrey instead of Sasha. Sasha gets mad, turns around and starts to storm off. Audrey realizes what just happened and steps aside to allow Mike to follow Sasha. He reaches Sasha and has to decide if he either admits that he cheated on Sasha or not.

If Mike admits that he cheated on Sasha, she will get mad at him and storm off, resulting in -5 




If Mike denies that he cheated on Sasha, she won't get mad at him but she will leave and her  will be decreased by -10

**Apologize to Sasha**

After Sasha found out about Mike cheating on her with Audrey, Mike need to find someone to talk. Therefore Mike has to talk to Samantha to progress (**you have to at least show Samantha the evidence that Ryan cheated on her!**) OR (**you have to be on Samantha's Revenge Path**). In the Dialog with Samantha she tells Mike that the only one who can resolve this problem is Mike himself. After Mike talked to Sasha the problem is resolved and Sasha won't tell Mike to piss off anymore.

**Harem events**

After you finished the initial events there are a few more conditions required to progress:

			
Sasha	>=50	40	>=75
Audrey	>=50	40	-

**Audrey has a proposal**

To progress further in the event Mike has to go to to work and either work or work hard while Audrey is also present. She will put Mike in an situation where he can't escape from her and asks him why he is avoiding her lately. She proposes to Mike that he, Sasha and Audrey should have a threesome.

If Mike doesn't accept the proposal then the jealousy harem will end right there.

**Talk to Sasha**

After Mike has accepted the threesome idea from Audrey he has to talk to Sasha (you should see an extra icon when talking to her). They will talk about the incident at the nightclub again before Mike asks Sasha if she would be ok with having a threesome. Sasha accepts after thinking about and Mike tells Sasha that because Audrey is the new one in this situation, she will be in an inferior position.

**Talk to Audrey**

After Mike has Sasha's blessing for the threesome, he tells Audrey the good news (talk to her at work, there should be an extra icon). Audrey somehow has predicted, that Sasha would accept this proposal and the they agree to meet on the next Saturday at Mike's house at 14:00.

**The threesome**

(you need to manually trigger the event by clicking on the date icon) Mike and Sasha sit in the living room waiting for Audrey to show up.

-----

**Office Harem Part 1**

The Office Harem consists of the girls working with Mike in the office: Aletta, Audrey, Lavish and Shiori (if you lose one of them the Office Harem is still possible to get).

In order to unlock the Office Harem you have to finish Cassidy's storyline and become the CEO of the company, making you the girls' superior.

## Office events

### **Become the CEO**

**Prerequisites:** done get rid of Dwayne, days passed  $\geq 7$ , personal office, work or work hard  
Cherie will come into Mike's office and offers him a position as CEO of the company.  
Mike can accept that offer and become the CEO or he can decline it. If Mike does not accept the position as CEO the Office Harem events will stop at this point.

**Outcome:** depending on your choice Mike will become CEO or not.  
After Mike becomes CEO he has 7 days until the business partners from another company come to close a contract with him.  
During those 7 days Mike can place a spy cam in the office to record the meeting (you can't place the camera after 7 days passed anymore).




### **The Horny Vikings**

**Prerequisites:** done Become the CEO, days passed  $\geq 7$ , personal office, work or work hard  
The three representatives of the other company come to Mike's office to close the contract. Unfortunately for Mike they have an extra condition on what is supposed to happen before they seal the deal. They laid eyes on Mike's co-workers, especially on Audrey, Lavish and Shiori. They give Mike the choice to arrange that they have some fun with one of the girls or Mike will lose the contract. Mike now has 6 different choices: (note that you can only pimp girls which are not hidden on the map or gone forever)



- Offer all three of them
- Offer one of the girls (Audrey, Shiori, Lavish or Aletta)
- Refuse the offer

If Mike refuses the offer and he placed the camera in the office before this event he will use the footage of the camera to convince the customer that they should close the deal without any extra favor and that they should also pay his bonus.  
If Mike refuses the offer without placing the camera before the meeting he will lose the deal and the money.


### **Offer all three of them**

**Prerequisites:** Each girls   $\geq 75$  OR one of the girls   $\geq 75$  and Mike's   $\geq 90$   
If you fulfill the conditions then they will accept Mike's offer to entertain the guests.  
If not you will lose the deal with the customer.

### **Offer one of the girls**

**Prerequisites:** Chosen girls   $\geq 75$  OR Mike's Charm.png  $\geq 90$   
If the girl's Sub.png is at 75 or above she will accept Mike's proposal and help him seal the deal.  
If the girl's Sub.png is below 75 but Mike's  is  $\geq 90$  he'll try to bribe the girls to accept the deal.  
If none of the above is true she will get mad and Mike will lose the deal with the customer.



### **After deal scene**

**Prerequisites:** offered one of the girls or all of them  
The customers will talk to Mike about his great effort to close the deal and will grant him a bonus of 10000 .

If Mike bribed Aletta, Shiori or Lavish they will lose 50 Love.png. If Mike bribed Audrey she will take half of the bonus payment.

## Harem events



To form the harem you have to do a series of events for each girl that you want to add to the harem.

		
Audrey	$\geq 70$	$\geq 25$
Lavish	$\geq 70$	$\geq 25$
Shiori	$\geq 70$	$\geq 25$

## Audrey & Shiori

### Coffee surprise

**Prerequisites:** both are at work, 06:00 - 11:00, had sex with them within a 7 days time span  
Shiori walks in on Mike and Audrey starting to have some fun time.

If their  &  meet the conditions in the table above they decide to share Mike. Otherwise the harem won't be formed but no one leaves forever.

### Audrey & Shiori threesome

**Prerequisites:** done coffee surprise, days passed  $\geq 1$ , they decided to share Mike, both are at work, work or work hard, 06:00 - 11:00

Audrey and Shiori show up in Mike's office to have some fun.



Mike can choose if he wants to f.u.c.k Shiori or Audrey.

The one you decide to c.um i.nside of can get pregnant during this event!

## Office Harem Part 2

### Lavish

#### Lavish & Shiori Showdown

**Prerequisites:** Lavish  < 50 OR Shiori  < 50, had sex with them within a 7 days time span  
Lavish finds out about Mike fooling around with Shiori behind her back.

**Outcome:** Lavish will be gone forever

#### Trouble at the restaurant (Audrey)

**Prerequisites:** invite Lavish to a restaurant date, had sex with them within a 7 days time span  
Mike goes on a restaurant date with Lavish until Audrey shows up.


If you choose not to stop Audrey, Lavish will join the office harem and accept Audrey as a partner in the Harem.

If you choose to stop Audrey Lavish will not join the office harem.

#### Office fun time (Audrey)



**Prerequisites:** done Trouble in the restaurant  $\geq 2$  days prior, both are at work, work or work hard. Mike orders Audrey & Lavish into his office and they do some team building










### **Trouble at the Office (Shiori)**

**Prerequisites:** done Audrey & Shiori Threesome, Shiori's & Lavish's  > 50, both are in the office, work or work hard  
Mike decides it's time for more team building and calls Shiori and Lavish to his office.

### **Three times the trouble**

**Prerequisites:** done Trouble at the office + Trouble at the restaurant + Audrey & Shiori threesome, had sex with them within a 7 days time span  
Mike and Audrey are out on a beach date together and without Mike knowing Audrey also invited Lavish and Shiori.

To successfully finish this event each girl has to have at least  >= 70 &  >= 25

- If Lavish's  >= 60 BUT Lavish's  < Shioris' , Lavish will be gone forever
- If Shioris'  >= 60 BUT Shioris'  < Lavish's , Shiori will be gone forever
- If Both have  < 60 they will both be gone forever. The same is true if both of them are between 60 - 70  and have the same  value.



**Outcome:** They will accept or depending on your LP, one of them or both of them will be gone forever

### **Three times the fun**

**Prerequisites:** done Three times the trouble >= 2 days ago, all are in the office, work or work hard. Mike is doing more team building with the girls.

## Aletta



### **Aletta & Shiori/Lavish Showdown**

**Prerequisites:** Aletta  < 50 & Shiori/Lavish  < 50, Aletta is not part of the Harem, had sex with them within a 7 days time span  
This event can happen if you fooled around with one of the girls mentioned in the prerequisites. Aletta and found out about Mike fooling around with one of the other girls in the office.

- If Mike is the CEO of the company, Aletta will be gone forever
- If Mike is not the CEO, Mike will be fired


**Outcome:** Depending on being a CEO or not Aletta will be gone forever or Mike will be fired.

### **Work place efficiency**

**Prerequisites:** Mike is CEO, done Three times the fun, everyone is at the office, work/work hard, had sex with them within a 7 days time span  
Aletta is holding a meeting about a new study that shows how polyamory relations in a work place can help boost productivity.  
To successfully finish this Aletta has to have at least  >= 70 &  >= 25 otherwise she will not join.

## Management options

### **Change the work attire**

**Prerequisites:** became CEO  
If you are in Mike's office you'll see the command menu symbol. By clicking on it you'll open a dialogue that will give you the option to enforce a certain work attire in your office for each girl individually.  
You can only command a girl to wear the new work attire if her  >= 50.

---

## Criminal Harem

**The Criminal Harem consists of the policewoman Camila Foglio and the games two less than law abiding citizens, Kylie and Lexi.**

**If already involved with Lexi**

### Go find Lexi to the police station

**Prerequisites:** Had sex with Camila  
Lexi wants MC to bail her out.

**Agree:** -1000 🇺🇸

**Refuse:** Lexi -25 ❤️

**Outcome:** "Talk to Camila about Lexi bail" appears in tracker.

### = Talk to Camila about Lexi bail

**Prerequisites:** Completed Go find Lexi to the police station, interact with Camila.  
Regardless of whether you actually paid Lexi's bail or not, Camila acts like you did

**Lie:** Camila -25 ❤️

**Tell the truth:** Camila leaves the game

**Outcome:** Criminal Harem is stopped.

---

## College Harem

### The science project

**Prerequisites:** kitchen, 07:00 - 10:00, Had sex with Anna & Bree within 7 days, Bree is in the kitchen

Mike meets Bree in the kitchen and she looks a bit tired. He asks her what is wrong and she tells him that there is a science competition coming up at their university. Mike proposes, that Bree should work together with Anna for this competition.

### The meeting

**Prerequisites:** done The science project, university, Bree and Anna are at the university  
Mike helps Bree and Anna to form a team for the science competition.

### Lab rat

**Prerequisites:** done The meeting, livingroom, Bree is in her bedroom  
Mike hears a loud scream from Brees room and runs to the maiden in distress. He can choose one of the following options:

Option	Bree	Anna
Barge into the room	+6 ❤️ +1 🗨️	+2 ❤️ +1 🗨️
Knock on the door	+2 🗨️	+4 ❤️
Listen at the door	-6 ❤️ -1 🗨️	-2 ❤️ -1 🗨️

Once they all processed the situation Bree and Anna ask him if he would be willing to partake in some hands-on experiment.

- If Brees > 50 & Annas > 50, there will be an additional bj scene.

After the first experiment turns out to be a success, they start preparing for the second phase of it.

Option	Requirement	Bree	Anna	Additional Information
I have a bad feeling about this	-	-6  -1	-6  -1	The event ends here
Go easy on me	> 60	+6  -1	+6  -1	The event continues
I'm ready	> 60	+2  +3	+2  +3	The event continues

- If Brees Sub.png < 50 & Annas Sub.png < 50 the event will end no matter what was chosen before.

They continue the second part of their experiment until they have gathered enough data.

### Presenting the results

**Prerequisites:** done Lab rat, university, Bree is NOT pregnant, Bree & Anna are at the university Mike meets Bree and Anna and they show him a video about the presentation of experiment.

-----

### Pixie Harem

**Pixie Harem** is a story line that you can follow after you finished the following events for Kleio and Morgan

#### Prerequisites:

- Kleio event: Hang with Kleio at the mall
- Morgan event: Cinema date.

This is relevant, because Kleio will talk with you, about a bad breakup she had with her girlfriend that cheated on her. Morgan on the other hand will tell Mike about the first time you met her at the cinema. She will tell him how she cheated on her girlfriend with the girl Mike saw her at the cinema with.

### An unexpected Encounter

**Prerequisites:** Hang with Kleio at the mall (Kleio) and Cinema date (Morgan) done, Morgan, Kleio and Mike are at the pub (also triggers if Mike is on a date with Morgan or Kleio at the pub if the other girl is present!)

During this event Mike learns that Morgan and Kleio were together. Here Mike can choose to take either the side of Morgan, Kleio or he can choose to take neither Morgan's or Kleio's side.

#### Outcome:

Dialogue option	Prerequisites	Outcome
Take Morgan's side	Morgan  >= Kleio	Kleio  -=10
Takes Kleio's side	Kleio  >= Morgan	Morgan  -=10
Don't pick a side	Mike's  >= 50	Kleio  -=2.5, Morgan  -=2.5

### Talk with Kleio and Morgan

**Prerequisites:** An unexpected Encounter done, interact with the girls and choose "About

Morgan"/"About Kleio", Mike's >= 50, current girl's >= 50 (depending on the girl you're currently talking to)

Mike talks to Kleio and Morgan (not at the same time) about their relationship.

**Note:** If you talked to the second girl (order doesn't matter) and all three of you are at the pub the **Confrontation** event will automatically trigger! (So make sure to check the Criteria of the next event!

### Confrontation

**Prerequisites:** Done Talk with Kleio and Morgan, Mike had sex with Kleio and Morgan at least once, Mike, Morgan and Kleio are at the pub (also triggers if Mike is on a date with Morgan or Kleio at the pub if the other girl is present!)  
Morgan and Kleio confront Mike at the pub.



Criteria

			
<b>Kleio</b>	>=63	>=45	>=25
<b>Morgan</b>	>=63	>=45	>=25



**Outcome:**

- If you don't meet the requirements in the table you have to choose one of them, the other one will leave the game permanently.
- If you meet the requirements it will automatically lead to both of them accepting to share Mike.

### Threesome

**Prerequisites:** Done Confrontation, Kleio  >= 50, Morgan  >= 50, offer both of them a drink at the pub 2 times on the same evening (advance the time in between)  
Mike has a few drinks with Morgan and Kleio, when you end the interaction for the last drink, the event will trigger.

### Repeat the Threesome

**Prerequisites:** Done **Threesome**, Kleio  >= 50, Morgan  >= 50, all three of you are at the pub, interact with either Morgan or Kleio and choose "♥♥♥♥ Morgan and Kleio"  
(**Note:** If you played the **Threesome** event before version 22.9.0 you have to replay it again for the "♥♥♥♥ Morgan and Kleio" option to show up!)






### Threesome #2

**Prerequisites:** Done **Repeat the Threesome**, all three of you are at the pub  
Morgan and Kleio propose another Threesome. Mike can accept if his sexperience is >= 20.

-----



## Taming Harem

The Taming Harem was added in version 20.10.1 . It's one of the hardest harems to unlock since you have to play in a certain way otherwise you will completely block off the harem.  
The Taming Harem contains of Kylie and Ayesha and has the following conditions in order to unlock it:

				had sex
<b>Kylie</b>	>=50	>=25	>=25	
<b>Ayesha</b>	>=50	<=75	-	

**IMPORTANT:** There are two ways you can get Kylie to target a person.

- Through the jealous event (choose 'I kinda like her' during the jealous event) when you talk to Ayesha!
- If you kiss someone in front of Kylie the target flag will also change. So if you kiss Ayesha in front of Kylie she will be set as a target (Only if the dialogue about Kylie is being triggered!).

When you talk to any of the girls in front of Kylie, her  stat will increase but if you form the taming harem it will decrease the  stat if you talk to Ayesha in front of her.


## Harem events

### Initialize the harem

**Prerequisites:** fulfill the requirements above, both of them are in the gym, Kylie has Ayesha as a target

Kylie will go after Ayesha in the shower of the gym. Mike hears the fight and recognizes the voices of the girls fighting. He decides to intervene.

### Restaurant date (repeatable)







**Prerequisites:** start the Taming harem, Kylie's & Ayesha's   $\geq 35$ , both are in the same place,

interact with one of them, 18:00 - 21:00,   $\geq 200$ , have stamina (eggplant symbol)


If you play on a fixed schedule you can initiate this event when you talk to one of them in the Gym at 18:00 on a Wednesday and click on the icon that looks like the head of either Kylie or Ayesha.

The three of them will go on a restaurant date together. Mike hopes that this will improve the relationship between Kylie and Ayesha in order for them to get along. He is the last one to arrive at the restaurant and sees that both of them just sit there in silence. When Mike calls over a waitress to order drinks for them the waitress focuses only on Mike and ignores the two girls sitting at the same table as him.



Mike has multiple options on how to handle the situation:

	Kylie	Ayesha
Let Kylie rage at the waitress	-4  +2 	-
Let Ayesha put Kylie in her place	+4 	-8 
Take control of the situation	+4 	+4 



Finishing this event for the first time will automatically lead to the threesome. If you repeat this event you can either choose to go home (which leads to the threesome scene) or to go to the nightclub with them.

If you decide to go to the nightclub with them you need an additional amount of 200 .



Everything is pretty uneventful until they enter the nightclub and Mike has to decide if he either goes and grabs a drink for Ayesha or goes onto the dance floor with Kylie.

	Kylie	Ayesha
Go to the bar	-	+1 
Go to the dance floor	+1 	-

They start to dance and Mike realizes that they are both trying to get his attention and he has to decide on who of them he focuses.

	Kylie	Ayesha
Dance with Ayesha	-	+1 
Dance with Kylie	+1 	-

As it gets late Mike has to decide if they should stay a bit longer or if they should call it a night.

	Kylie	Ayesha
Stay longer	-	-1 
Call it a night	-1 	-

No matter which of the above decisions you make they will come back home with Mike and the threesome scene will start.

Mike can decide during the threesome scene if he wants to go for another round with the girl he didn't pick first. The consequence for the girl you didn't please that night is shown in the table below.

	Kylie	Ayesha
Deny her tonight	-2 ❤️ +6 🧠	-5 ❤️ +6 🧠

## Fashion Harem

The Fashion Harem was added with version 22.4.0 of the game.

The Fashion harem contains of Sasha and Palla. The first event of the harem is part of the popularity poll in which the Patreon supporters could vote for their favorite girl.

## Events

### Only One Queen

**Prerequisites:** done meet Palla in the clothes-store, be at home, Sasha's ❤️  $\geq 25$ , Sasha is in the clothes-store, Didn't cheat on Sasha, Palla & Sasha are available, not on a date, had sex with them within a 7 days time frame

While Mike is browsing through some ratings for the clothes-store Sasha works in he can decide to either visit her, praise her at home or do nothing.

If Mike does not visit her the event ends here.

If Mike decides to visit Sasha he will hear a some strange noises from the staff only are of the clothes-store.

- If Mikes does not Investigate the event will end here
- If Mike Investigates and his 🧠 is  $< 50$  or he does not have the sneaky skill the event ends without a scene
- If Mike passes the check, he will see Sasha working hard for customer satisfaction

After a successful sneak attempt Mike has to decide if he wants to only watch the scene in front of him or if he wants to try and convince them to let him participate.

If Mike's 🌱 is  $< 60$  he will be sent away

If Mike passes the charm check he will partake in the customer satisfaction process

Outcome: Sasha and Palla will both gain +2 ❤️, +2 🧠 and +10 🧠

## Gamer Harem

**A harem involving Bree and Kat (meaning this harem is exclusive to Gamer Bree)**

### Bree & Kat Events

### Forming the harem

In order to start the gamer harem you must meet the following criteria:

Bree: ❤️  $\geq 75$ ? 🧠  $\geq 50$ ? 🧠  $\geq 50$ ?

To start the harem you must be on the Gamer Bree path and must have met Thyra in Offline meet up. You must then go into the living room at home when only Bree is there in the afternoon on the weekend (12PM and 4PM both work). Kat will interrupt while playing games with Bree at home and you must accept her request to join you in order to start the harem. During the event you will be given the option to have sex with either Kat or Bree during the threesome.

Bree doesn't technically have to have greater than 75 ❤️ for this event but it is a pre requisite for



the Offline meet up event.

This is the only event in the harem so far.

---

## Sporty Harem



### **Swimsuit Contest**

**Prerequisites:** Hanna's   $\geq 60$ , Ayesha's   $\geq 60$ , Mike takes Hanna on a date at the mall, Ayesha is at the mall  
Hanna challenges Ayesha for a swimsuit contest.  
(This event doesn't establish the Harem)

### **Ayesha & Hanna Showdown**

**Prerequisites:** Had sex with Hanna and Ayesha at least 3 times, Hanna, Ayesha and Mike are at the gym, had sex with Hanna and Ayesha in the timespan of one week

#### **Harem Criteria**

		
Hanna	$\geq 65$	$\geq 45$
Ayesha	$\geq 65$	$\geq 45$

**Outcome:** If Mike meets the criteria listed above the Sporty Harem will be formed. If one of the girls doesn't meet the criteria the girl will leave the game. If both don't meet the criteria both will leave the game!

### **Private class with Hanna or Ayesha (or both?)**

**Prerequisites:** Ayesha & Hanna Showdown done at least 1 day ago, Hanna, Ayesha and Mike are at the gym  
Hanna and Ayesha want Mike to join their private classes.

---