

Superhuman v0.96 Walkthrough

Made by the combined effort of [bjhbjh1234](#) and [Ploot Ploot](#)

{Event Name}: Go to Event. Sometimes might have Dead End name in it, which means do nothing}

[Variable]: Sets variable to true unless otherwise noted.

[Money]: Changes your current amount of money.

[MC's stats]: Increases/decreases stat. Includes moral, corrupt, skill, power, evolution, slut, kill, public, gov, and train.

[Char Points]: Increases/decreases character points

[Char/Other Event]: Increases event point

[Misc.]: Miscellaneous events

Sections:

Repeated Menus (Daily Menus)

Main Story

Character Stories (Liz, etc.)

Other Stories (Cheerleader, etc.)

Beginner's Guide – Ploot Ploot (scroll to the very bottom) WARNING SPOILERS!!! READ ONLY IF YOU HAVE PLAYED THE A MAJORITY OF THE DAYS OR DON'T CARE ABOUT SPOILERS!!! (this is a walkthrough to be frank)

Repeated Menus

Note: These events will have "Y: X". X will stand for the day(s) available, and Y will stand for the session number. Also, you must go in order of event number (the Y), but some events do not use every number (like training goes from 4 to 7), and you can lock yourself out of some routes (like Angelina's). I do not guarantee that all the days are correct as the dev adds new events to past days, but they should be somewhat accurate.

1. Day to Day Menu

- a. Look for Deryl {LookDeryl X}
 - i. 1: 1-10
- b. Train my abilities {Train X}
 - i. 1: 1-
 - ii. 2: 2-48
 - iii. 4: 4-48
 - iv. 7: 7-48
 - v. 8: 8-48
 - vi. 9: 9-48
 - vii. 42: 42-
 - viii. 43: 48-
 - ix. 44: 52-
 - x. 45: 64-
 - xi. 47: 68-
 - xii. 48: 68-
 - xiii. 51: 68-
 - xiv. 52: 68-
 - xv. 57: 68-
- c. Visit Liz and Amber {VisitLA X}
 - i. 1: 1-
 - ii. 2: 1-
- d. Just relax
 - i. Always
- e. Walk/Wank/Amber {VisitAmber X}
 - i. 3: 3, 7, 15-
 - ii. 4: 15-
 - iii. 5: 15-
 - iv. 6: 15-40, 43-
 - v. 7: 45-
 - vi. 9: 45-
 - vii. 11: 45-
- f. Toilet/Glory Hole {GloryHole X}
 - i. 2: 3-48
 - ii. 3: 3-
- g. Shops

Note: Choice 'e' requires [LA] == 2.

- i. Day 9 onwards
- h. Therapy
 - i. Day 15-24
 - ii. Never changes any variable

Note: Choice 'i' requires [VisitEm] >= 5.

- i. Gym {Gym X}
 - i. 15: 15-
 - ii. 16: 21-
 - iii. 17: 21-
 - iv. 19: 45-
 - v. 21: 45-
- j. Emily {VisitEm X}
 - i. 12: 15-
 - ii. 13: 21-
 - iii. 14: 21-
 - iv. 15: 21-
 - v. 16: 35-
 - vi. 17: 35-
 - vii. 19: 35-
 - viii. 20: 35-
 - ix. 22: 35-
- k. Frat House {ZombieEvent X}
 - i. 25: 29-
 - ii. 26: 29-
 - iii. 27: 29-
 - iv. 28: 68-
 - v. 29: 68-
- l. Cheerleaders {CheerLeaderHunt X}
 - i. 18: 35-40, 42-
 - ii. 21: 42-
 - iii. 24: 42-
- m. Campus/Demi {DemiEvent X}
 - i. 24: 35-40, 43-
 - ii. 26: 35-40, 43-
 - iii. 23: 40-41
 - iv. 27: 49-
 - v. 28: 49-
 - vi. 29: 49-
 - vii. 30: 49-
 - viii. 31: 49-
 - ix. 33: 49-

2. Afternoon to Afternoon Menu

- a. Go See Emily {VisitEm X}

- i. 2: 2-
 - ii. 3: 8-
 - iii. 9: 9-
 - iv. 10: 10-
 - v. 11: 11-
 - vi. 18: 36-
 - vii. 21: 51-
 - viii. 23: 68-
- b. Find Deryl/Cheerleader {CheerLeaderHunt X}
 - i. 2: 2-
 - ii. 3: 3-
 - iii. 7: 7-
 - iv. 8: 8-
 - v. 10: 10-
 - vi. 11: 11-
 - vii. 15: 15-
 - viii. 16: 16-
 - ix. 17: 36-
 - x. 19: 36-
 - xi. 20: 36-
 - xii. 22: 42-
 - xiii. 23: 42-
 - xiv. 25: 42-
- c. Just relax
 - i. Always
- d. Train abilities {Train X}
 - i. 3: 3-
 - ii. 15: 15-
 - iii. 21: 21-
 - iv. 22: 23-
 - v. 46: 68-
 - vi. 49: 68-
 - vii. 50: 68-
 - viii. 53: 68-
 - ix. 54: 68-
 - x. 55: 68-
 - xi. 56: 68-
 - xii. 58: 68-
- Note: Choice 'e' requires [VisitLiz] == 1.**
- e. Liz {VisitLiz X}
 - i. 3: 3-
 - ii. 4: 7-
 - iii. 5: 15-41, 43-45, 49-
 - iv. 6: 15, 21-41, 43-45, 49-

- v. 7: 28-41, 43-45, 49-
- vi. 8: 36-41, 43-45, 49-
- vii. 9: 63-
- viii. 10: 63-
- f. Campus/Demi {DemiEvent X}
 - i. 18: 18-
 - ii. 21: 21-
 - iii. 22: 23-
 - iv. 23: 23-
 - v. 25: 42-
 - vi. 32: 68-
- g. Frat house/Zombies {ZombieEvent X}
 - i. 25: 25
 - ii. 28: 63-
- h. Amber {VisitAmber X}
 - i. 8: 45-
 - ii. 10: 45-
 - iii. 12: 45-
 - iv. 13: 45-
 - v. 14: 45-
 - vi. 15: 45-
- i. Gym/Angelina {Gym X}
 - i. 18: 63-
 - ii. 20: 63-
 - iii. 22: 64-
 - iv. 23: 64-

3. Night to Night Menu

- a. News [News++]
 - i. Some news events will have different dialogue based on variables, but these events do not change any variable themselves.
- b. Bed
- c. Jack off
 - Note: Choice 'i' if [CheerHunt] >=2 && [Dildo].
 - i. 1: 9-

Note: Cannot buy items again and will subtract the number from your money total.

4. Shop

- a. Condoms [Condoms] [\$15--]
- b. Laptop [Laptop] [\$1500--]
- c. Camera [Camera] [\$3000--]
- d. Dildo [Dildo] [\$100--]
- e. Big Dildo [BigDildo] [\$200--]
- f. Buttplug [ButtPlug] [\$150--]

- g. Vibrator [RemoteVibe] [\$300--]
- h. Onahole [Onahole] [\$100--]
- i. Sculpture [CrackedFace] [\$2000000--]

5. Prison Menu

- a. Showers/Poker {FuckBoiEvent X}
 - i. 1: 56-59
 - ii. 2: 56-59
- b. Looking at me {PrisonGuard X}
 - i. 1: 56-59
 - ii. 2: 56-59
- c. Cop wants to see me {PrisonBrianna X}
 - i. 1: 56-59
 - ii. 2: 56-59
- d. Visitor {PrisonAlice X}
 - i. 1: 56-59

6. After Prison Menu

- a. Train {Train X}
 - i. 1: 60-
 - ii. 42: 60-
 - iii. 43: 60-
 - iv. 44: 60-
 - v. 15: 60-
 - vi. 21: 60-
 - vii. 22: 60-
- b. Gym {Gym X}
 - i. 18: 60-
- c. Frat House {ZombieEvent X}
 - i. 25: 60-
 - ii. 26: 60-
 - iii. 27: 60-
- d. Fanclub/Demi {DemiEvent X}
 - i. 27: 60-
 - ii. 28: 60-
- e. Cheerleader/Jess
 - i. 24: 60-
 - ii. 11: 60-
 - iii. 15: 60-
 - iv. 16: 60-
 - v. 17: 60-
 - vi. 19: 60-
 - vii. 22: 60-
 - viii. 25: 60-

- f. Liz {VisitLiz X}
 - i. 9: 60-
 - ii. 10: 60-
 - g. Just sit
 - h. Take up a disguise
7. Wanted Menu
- a. See Jess and Tess {Cheerleader Epi}
 - b. See Liz {Liz Epi}
 - c. See Amber {Amber Epi}
 - d. See Emily {Emily Epi}
 - e. See Demi {Demi Epi}
 - f. See Angelina {Gym Epi}
 - g. Relax
8. Hero Menu
- a. Wander Around {DeusEvent X}
 - b. Computer Room {ClarkEvent X}
 - c. Know anyone else {AngEnd}
 - d. Mia [MiaEvent X]
 - e. Del {DelEvent X}
 - f. Cafeteria {MalikEvent X}
 - g. Alice {AliceEvent X}
 - h. Michael {MichaelEvent X}
 - i. News {NewsEvent X}
 - j. Phone {PhoneEvent X}

Main Story

1. Jordan: "Can't come soon enough if you ask me,"
 - a. Does not matter
2. Deryl: "Maybe even land ourselves a sugarmomma!"
 - a. Does not matter
3. MC: "Uh..."
 - a. Does not matter
4. Dave: "Actually, do you wanna take her off me hands [name]?"
 - a. Does not matter
5. MC: "Dave you fucker, trying to dump this chick on me."
 - a. Does not matter
6. Thought: "Should I help her out, or..."
 - a. Does not change any variable in the long run
7. MC: "Well... he-"
 - a. Does not matter
8. MC: "But... do I go left or right? It's been ages since I've ridden down here..."
 - a. Go left [FMonster]
 - b. Go right
9. Thought: "Everything goes black and all I can think is..."
 - a. Does not matter
10. Thought: "Turning around I see a girl in what looks like some sort of cheerleading"
 - a. Does not matter
11. MC: "I've never had tits before... this could be a fun opportunity."
 - a. Have a play
 - i. It was just me playing with myself [PJared]
 - ii. It's Amber's body reacting
 1. Fuck yeah [FJared]
 - a. Sub-choices do not matter
 2. Nah
 - b. Forget it
12. MC: "I could..."
 - a. Does not matter

13. Day to Day Menu

14. MC: "(Shit, she asked me a question didn't she? What should I say...)"

a. Does not matter

15. MC: "(Wow, Liz must really have been worried.)"

a. Does not matter

16. MC: "Oh, right. This is Deryl, he's..."

a. Does not matter

17. Ella: "Who?"

a. Does not matter

18. MC: "(What do I do! What do I....)"

Note: Will get Dead End if you fight if you did not train before.

a. I FIGHT!!!!

[FoughtThugs] [Skill++] [Power++]

i. First choices do not matter

ii. 2nd Choice

1. Kill them

[Kill++] [Power++] [Corrupt++]

2. Let them go

b. I RUN!!

19. MC: "Could she be the one in trouble?"

a. Does not matter

20. Day to Day Menu (Day 2)

21. Afternoon to Afternoon Menu

22. Night to Night Menu

23. Day to Day Menu (Day 3)

24. Afternoon to Afternoon Menu

25. Night to Night Menu

26. Day to Day Menu (Day 4)

27. MC: "(Do I try and use my superhuman strength)"

a. Full strength

[Power++]

b. Technique

[Skill++]

28. Afternoon to Afternoon Menu

29. Night to Night Menu

30. Daryl: "I'm getting a beer."

[VisitElla++]

- a. Does not matter

31. MC: "Ok. What should I do?"

- a. Stripper
- b. Boys

[MetStrip++]

32. MC: "(Why is she saying it like that?)"

- a. Does not matter

Note: If [Power] > 6 && [Train] != 0, then [Power+=2].

33. MC: "(Should I ask?)"

- a. Does not matter

34. MC: "(I guess I can take a look around. Might find something interesting.)"

- a. Search everything

Note: If [Train] == 0, then Dead End 2.

35. Thought: "Then again, I'm clearly not going to get any of the answers"

Note: If [Power] > 6 && [Train] != 0, then Dead End 3 if you chose a. To further explain, you will get a dead end if you have power greater than 6 and training greater than 0 if you choose to fight Ella. You will also get a dead end if you have training equal to 0.

- a. Fight her
- b. Don't fight her

36. Ella: "Ask."

- a. Ask all questions

37. Day to Day Menu (Day 7)

38. Afternoon to Afternoon Menu

39. Night to Night Menu

40. MC: "That's a nice outfit you got there. Really compliments your um...."

- a. Does not matter

41. Day to Day Menu (Day 8)

42. Afternoon to Afternoon Menu

43. Night to Night Menu

44. Thought: "...Right?"

- a. Does not matter

45. Day to Day Menu (Day 9)

[\$50++]

46. Tiff: "No. We'll meet up at my house next time,"

- a. Does not matter

47. MC: "But how should I handle him?"

[\$200++]

- a. Beat him
- b. Steal it

Note: Choice 'c' only if [CheerHunt] >=2.

- c. Turn into a chick

48. Afternoon to Afternoon Menu

49. Night to Night Menu

50. Day to Day Menu (Day 10)

51. Afternoon to Afternoon Menu

52. Night to Night Menu

53. Day to Day Menu (Day 11)

54. MC: "(Although.... I could try and aim for the other strap....)"

- a. Does not matter

55. Afternoon to Afternoon Menu

56. Night to Night Menu

Note: Choice 57 only if [CheerHunt] >= 6.

57. MC: "HMMMMMMMMM."

- a. Chick
- b. Dude

[PartyF]

Note: Choices will be the same, but events will play out differently based on futa or female route.

58. Party Choices

- a. Pool Table [PoolDerly++]
 - i. Choice 1
 - 1. Put Down \$50 [\$50--] [PoolBet]
 - 2. Do not bet
 - ii. To win, do not jump the ball
 - 1. Get [\$100++] if win
- b. Dance Floor [DanceFloor++]
- c. Drink [GrabDrink++]
 - i. Choices do not matter
- d. Somewhere Quiet [SomewhereQuiet++]
 - i. Will get [\$200++] if have sex with Tess
- e. Amber? [Tord++]
 - i. Choices do not matter on futa route
 - ii. Will get [\$250++] if [GrabDrink] != 0 on male route.
- f. Shots [Shots++]
- g. Look around [IsJake++]
- h. Bathroom {Continues Party}

59. MC: "Is he killing people? He must be!"

- a. My Fault
- b. Should have killed him [Corrupt++]

Note: Will get Dead End 4 if [Train] <= 4.

60. MC: "(Fucking hell! What do I do?)"

- a. Deal with the horde {Dead End 4}
- b. Run past and kill Kenny

Note: Choice 61 only if [Corrupt] >= 1.

61. MC: "It almost feels as though they want something from me..."

- a. Put him out of his misery
Note: Dead End 5 if you chose 'b' if [Power] < 8.
- b. Follow the feeling...
 - i. Purge it [KennyEaten] [Corrupt++]
 - ii. Let it overtake you {Dead End 5}

Note: Will get [Power++] by default.

62. MC: "(It's not so much the people that died, rather it's that...)"

- a. My fault [MyFaultKenny]
- b. I almost died

63. MC: "I..."
a. Does not matter

Note: Will Get [LizSponsorTalk] if [VisitLiz] >= 2.

Note: Choice 64 only if [NTRLiz].

64. MC: "..."
a. Does not matter

65. Day to Day Menu (Day 15)

66. MC: "No, no, no. That's obviously a..."
a. Girl [DemiGirl]
b. Guy

67. Afternoon to Afternoon Menu

68. Night to Night Menu

69. Day to Day Menu (Day 16)

70. Afternoon to Afternoon Menu

71. Night to Night Menu

72. Day to Day Menu (Day 17)

73. Afternoon to Afternoon Menu

74. Night to Night Menu

75. Day to Day Menu (Day 18)

76. Afternoon to Afternoon Menu

77. Deryl: "I don't know man, it's up to you..."
a. Normal Self
b. Appear as Hero [TVHero]

78. Deryl: "Sooner or later, there is probably going"
a. Does not matter

79. Deryl: "Is she hot?"
a. Does not matter
80. Tiff: "It means everything."
a. Does not matter
81. Tiff: "What?"
a. Does not matter
82. Tiff: "Are you going to deny it?"
a. Lie
b. Truth [Tiffany++]
83. MC: "I-"
a. Survive
b. Power [Tiffany++]
c. Help
84. Alaric: "Who's this Tiffany?"
a. Polite
b. Rude
c. Stake your claim [Tiffany++]
85. Claudia: "I hope we can talk again sometime."
a. Absolutely [Claudia++]
b. Yeah, maybe
86. MC: "(Do I turn him down and go as Hero?....)"
a. Go as hero [TVHero]
b. Go as yourself
87. MC: "(I've had a lot of shit on my mind lately,)"
a. Does not matter
88. Alice: "Easy, right?"
a. You are crazy [MoneyAlice]
b. Won't break a sweat [Alice++]
89. MC: "....."
a. Does not matter
90. MC: "(Maybe I can find out...)"
a. Does not matter

91. Day to Day Menu (Day 21)

92. MC: "(Haha, wow, this chick is losing it.)"

- a. Offer yourself
 - i. Take off your shirt
 - ii. Nah
- b. Ignore her

[Brianna++]

93. Afternoon to Afternoon Menu

94. Night to Night Menu

95. Day to Day Menu (Day 22)

Note: Choice 96 only if [TVHero].

96. TVHero Choices

- a. "Well...."
 - i. Hero
 - ii. Not a hero
 - iii. Shrug
- b. Murders
 - i. Looking into them
 - ii. Cops
 - iii. Shrug
- c. Obeying law
 - i. Not Bound
 - ii. Respect
 - iii. Shrug
- d. "Sure."
 - i. Need Me
 - ii. Protect you

[Public+=10] [Gov-=10]

[Public-=10] [Gov+=10]

[Public+=10] [Gov-=10]

[Public-=10] [Gov+=10]

[Gov-=10]

[Gov+=10]

[Public+=10]

[Public+=10]

Note: Choice 97 only if not [TVHero].

97. Normal TV Choices

- a. "Me? Uh, alright..."
 - i. Stick with story
 - ii. Embellish
- b. "Surely if he was truly interested"
 - i. Interject and insult
 - ii. Interject and defend
 - iii. Ignore
- c. Is not legal
 - i. Yes
 - ii. No

[Public+=5] [Gov-=5]

[Jess++]

[Public+=5]

[Public+=5]

[Jess++]

- iii. Let the others [Public+=5]
- d. "Is there anything else you'd like to say before the show ends?"
 - i. We Need [Public+=5] [Gov-=5]
 - ii. Hero

98. Day to Day Menu (Day 23)

99. Afternoon to Afternoon Menu

1. Night to Night Menu

2. Day to Day Menu (Day 24)

3. Afternoon to Afternoon Menu

4. Night to Night Menu

5. Back to Party House

- a. Kitchen [TherapyKitchen++]
- b. Upstairs [TherapyHall++]
 - i. "What Did you say to me" if [Power] >= 8.
 - ii. Choices do not affect anything.
- c. Bedrooms [TherapyStairs++]
- d. Head back

6. Afternoon to Afternoon Menu (Day 25)

7. Tiffy: "We're going monster hunting."

- a. What?
- b. Do it [Tiffany++]
- c. Hang up

8. MC: "Uh..."

- a. Does not matter

9. Afternoon to Afternoon Menu (Day 28)

10. Day to Day Menu (Day 29)

11. Afternoon to Afternoon Menu

12. Night to Night Menu

13. Day to Day Menu (Day 30)

14. Afternoon to Afternoon Menu

15. Night to Night Menu

16. Day to Day Menu (Day 31)

17. Afternoon to Afternoon Menu

18. Night to Night Menu

19. Day to Day Menu (Day 32)

Note: If [Train] ≥ 9 , then [Poker] and [\$1000++].

20. Alice Party Events

- a. What the hell [AlicePartyDemi++]
- b. Find Deryl [AlicePartyDeryl++]
 - i. Does not matter
- c. Sorority House [JaredAlParty++]
- d. Emily [AlicePartyJess++]
 - i. Does not matter
- e. Drink [AlicePartyJake++]
 - i. If tell Jake about virginity, will get [Jake++] if lose to Chrissie or [Jake+=2] if lost it to Liz.
- f. Wrapping up

21. Alice Father: "Here. You can have it, wear it tonight,"

- a. Does not matter

22. Klaus: "And who's this?"

- a. Rude [Alice++]
- b. Polite

23. Casino Menu

- a. Blackjack Table [BlackJack++] [\$100--]
 - i. Hit twice to get [\$200++]
- b. Michael [CasinoMichael++]
 - i. I am [Crime]
 - ii. I don't care [Crime]
 - iii. Maybe not
- c. Alice [CasinoAlice++]
 - i. Does not matter
- d. Bar [CasinoBrianna++]

e. Phone Call

24. Klaus: "***whisper*** Yes, I've known about you for some time now,"

- a. Attack
- b. Do nothing

25. Alice: "Well? Can I count on you?"

- a. Yes [TeamAlice] [Alice++]
- b. You're not powerful enough

Note: Choice 26 only if [Poker].

26. MC: "Oh. In that case I'll take a..."

- a. If do not drink or [Power] \geq 13, then [WinPoker].

27. Alice: "You alright?"

- a. Does not matter

28. MC: "Alice...."

- a. She's dead huh? [Moral--]
- b. She's ... she's dead. Dammit [Moral++]

Note: If [Train] \leq 7, then Dead End 7 or Dead End 8 if also [Power] $<$ 9.

29. Alice: "What? No. I just passed out."

- a. Does not matter

30. Alice: "The least I could do after you fought so hard to protect us from Klaus."

- a. I didn't do it for you
- b. I guess so [Alice++]

31. MC: "...."

- a. Thank you [Alice++]
- b. Let's just go

Note: Will get [Alice++] if [Train] \geq 10.

32. Alice: "Right... you lost to Klaus, didn't you?"

- a. Does not matter

Note: Will get [Skill++] by default. Will get [Power++] if [Power] \leq 9.

33. Alice: "Just take it. You've worked more than hard enough for me. It's yours."

- a. True
- b. Thank you

34. Day to Day Menu (Day 35)

35. Alice: "Do you think you can win if you fought him again?"

- a. Does not matter

36. Day to Day Menu (Day 36)

37. Deryl: "Psshhh, consent? Sexual harassment?"

- a. Does not matter

38. Alice: "Well, back to business..."

- a. Peek
 - i. Join
 - ii. Stop this
- b. Don't peek

[Alice++], [AliceSmallGuys] if [Alice] >= 2

39. Afternoon to Afternoon Menu

40. Night to Night Menu

41. Day to Day Menu (Day 37)

42. Alice: "Hang on, can I see how fast you can heal?"

- a. Does not matter

43. Afternoon to Afternoon Menu

44. Night to Night Menu

45. Day to Day Menu (Day 38)

46. Thought: "Alice looks up at me confidently,"

- a. Pure luck
- b. Good job

[Alice++]

47. Alice: "I guess. What did you think of my new move?"

- a. It was good
- b. Meh
- c. Why before me?

[SpecialMoveJ]

48. Afternoon to Afternoon Menu

49. Night to Night Menu

50. Day to Day Menu (Day 39)

51. Claud: "MC It's me? Claudia, remember?"

- a. Who?
- b. I remember [Claudia++]

52. MC: "Oh, sure..."

- a. Want me to show you the place [Claudia++] [TourClaudia]
- b. See ya
 - i. Got other plans {Choice 54}
 - ii. I guess [TourClaudia]

53. Amber: "Seriously MC? Going for highschool girls now?"

- a. Does not matter

54. MC: "....."

- a. Does not matter

55. Afternoon to Afternoon Menu

56. Night to Night Menu

57. MC: "It'll be fine, as long as we follow my plan..."

- a. Hookers
 - i. Fuck him [Slut++]
 - ii. Let's not
 - 1. Kill him [Corrupt++]
 - 2. Knock him out
- b. Prisoner
 - i. Choice 1
 - 1. Squeeze [Alice--]
 - 2. Want her?
 - ii. If [Corrupt] >=2, then [Corrupt++].

58. MC: "Yeah, pretty much."

- a. I do not need you [Corrupt++]
[Power++] if [Corrupt] == 0
- b. Ask him your questions

59. Danica: "Now that that's out of the way, how about we have a chat?"

- a. Attack
- b. Hear what she says {Dead End 9}

60. MC: "(What should I do?)"
- a. Charge her {Dead End 10}
 - b. Wait here {Dead End 10}
 - c. Run away?

61. MC: "(I've got her on the ropes now.)"
- a. Finish her! {Dead End 10}
 - b. Find out how her powers work

62. MC: "T-this can't be, am I.... going to-"
- a. Kill her
 - b. Spare her [Danica++]

63. Alice: ".....Sorry. This was my fault."
- a. Does not matter

Note: Will get [Power++] and [Skill++] by default.

64. Day to Day Menu (Day 41)

65. Klaus: "Hmmm... I saw that you did quite the number"
- a. Does not matter

Note: Choice 66 only if [Train] >= 9; else, {Dead End 11}.

66. MC: "(Dammit! I have to fix this... but with Klaus here-)"
- a. Attack {Dead End 11}
 - b. Focus

67. MC: "(Is this what I get for thinking I didn't need Ella's help? I'm a disgrace.)"
- a. Does not matter

68. MC: "(But what do I choose....)"
- a. Below collar {Dead end 11}
 - b. Above collar [CutHead]

69. MC: "Scared?"
- a. Does not matter

Note: Choice 70 only if [Danica] < 1.

70. MC: "I don't suppose that telling me all this is the only reason you came here?"
- a. Does not matter

Note: Choices 71- only if [Danica] >= 1.

71. MC: "Huh? That? Well..."

- a. You're hot
- b. Do not like killing
- c. I dunno

[Danica++]

72. MC: "Fine, fine. How about instead you..."

- a. Does not matter

73. MC: "...What?"

- a. Does not matter

74. Markus: "And please, keep her safe."

- a. Does not matter

Note: Will get [Corrupt+=2] and [DanicaEaten] if [Danica] < 1.

75. MC: "(But I won't be beaten again.)"

- a. Range
 - i. Force {Dead End 12}
 - ii. Poison {Dead End 12}
- b. Close combat
 - i. Size and power {Dead End 13}
 - ii. Agility and power

76. Klaus: "Your body seems resilient enough. How about it, want to be my test dummy?"

- a. Does not matter

77. Thought: "The surging plasma pushes forward, but Alice,"

- a. Help Alice
- b. Go after Klaus {Dead End 14}

78. Thought: "Why am I fighting again?"

- a. Myself [Moral--]
- b. People [Moral++]

79. Thought: "I recognize the feeling; it's happened to me before."

- a. God [Corrupt++]
- b. Now or never

Note: Will get [Evolution++], [Power+=20], and [Alice+=10] by default.

80. Alice: "And me as well."

- a. Does not matter

81. Day to Day Menu (Day 42)

82. Afternoon to Afternoon Menu

83. Night to Night Menu

84. Day to Day Menu (Day 43)

85. MC: "(Unless...)"

- a. Ask her out
 - i. No harm
 - ii. You are right
- b. I'm not interested

[AliceDate]

86. Afternoon to Afternoon Menu

87. Night to Night Menu

88. Day to Day Menu (Day 44)

89. MC: "Haha, sure, sound like a great idea."

- a. Ask Jake
- b. Let's go

[Jake++]

90. MC: "....."

- a. You should come too Jake
- b.

[Jake++] [JakeBeach]

91. Afternoon to Afternoon Menu

92. Night to Night Menu

93. Day to Day Menu (Day 45)

94. MC: "....."

- a. Put a stop to it
- b. Lucky tomorrow

[ChrisBF] [Christie++]

95. Afternoon to Afternoon Menu

96. Night to Night Menu

97. Day to Day Menu (Day 46)

98. Afternoon to Afternoon Menu

99. MC: "To my bedroom of course."

- a. Pass
- b. OK [Christie++]
 - i. Yes [Christie++]
 - ii. No

1. Night to Night Menu

2. Beach Menu

- a. Pier [BeachPier++]
- b. Sun tan [BeachTan++]
 - i. Choices do not matter
- c. Time to get wet [BeachWet++]
 - i. Does not matter
- d. Beach [BeachWander++]
 - i. Does not matter
- e. Bar [BeachBar++]
 - i. Does not matter
- f. Goth things [BeachShade++]
 - i. Both choices
 - 1. Yours [Christie++]
 - 2. Ella's [Ella++]
- g. Exercise [BeachExercise++]
 - i. Take pill [MichaelPill] [Michael++]
 - ii. Do not take pill
- h. Showers [BeachShowers++]
 - i. If peek, {Dead End 15}
- i. Eat
 - i. Jake and Mia [Mia++] [Jake++] [JakeBeach]
 - 1. 1st choice does not matter
 - 2. 2nd choice
 - a. Of course I am
 - b. Not particularly [Jake++]
 - c. Don't answer
 - ii. Quiet Place [Deryl++]

3. Deryl: "And... say you find out who did it, what then?"

- a. Does not matter

4. MC: "Err..."

- a. Looking around [Claudia++]
- b. Following Claudia

5. Tiff: "...That's right. What did you think?"

- a. Nice
- b. Creepy
- c. Rich

[Tiffany++]

6. Tiff: "If all goes well, we'll be able to observe"

- a. Civilians
- b. Dad

[Moral++]

[Tiffany++]

7. Day to Day Menu (Day 46)

Note: If [VisitZombie] == 0, then [ZombieNew].

8. Ella: "Doll! That's it. How's my favorite doll?"

- a. Does not matter

9. Afternoon to Afternoon Menu

10. Night to Night Menu

11. Day to Day Menu (Day 46)

12. MC: "...."

- a. Does not matter

13. Bailey: "Of course Master. You're the strongest, so you're in charge."

- a. Kill her

[VisitZombie+=100] [Corrupt++];

[Corrupt++], [BaileyEaten] if not

[ZombieNew]

- b. Alright

14. Afternoon to Afternoon Menu

15. MC: "Wait, Is it even a she?"

- a. Does not matter

16. MC: "Fuck. How am I going to go about this..."

- a. Giant
- b. Speed and flight
 - i. More mass
 - ii. Continue

{Dead End 16}

17. Thought: "Rather, it seems like... an offer?"

- a. Take the hand
 - i. Ask all questions
 - ii. Attack
 - 1. Go wild [Corrupt++] [KillCrowd] [Public-=50]
 - 2. Minimum [Public+=50]
 - Note: Choice 'iii' only if [Corrupt] >= 7.**
 - iii. Submit to me [Corrupt++] [Public+=50]
- b. End it
 - i. Go wild [Corrupt++] [KillCrowd] [Public-=50]
 - ii. Minimum [Public+=50]

Note: Will get [Power+=3] by default.

- 18. MC: "...."
 - a. Kill him {Dead End 17}
 - b. It's all yours

19. Day to Day Menu (Day 51)

20. Afternoon to Afternoon Menu

21. Night to Night Menu

22. Day to Day Menu (Day 52)

23. Afternoon to Afternoon Menu

- 24. MC: "....."
 - a. I'll get whoever did this [Mia++]
 - b. Don't suppose

- 25. MC: "(Great, now what do I do?)"
 - a. Get involved [Ella++]
 - b. Do not [Ella--]

- 26. Hobo: "That's right. And who's that?"
 - a. Does not matter

- 27. Ella: "Disgusting fuck has been stinking"
 - a. Does not matter

- 28. MC: "Erm..."
 - a. Does not matter

29. MC: "(For fuck's sake...)"

- a. Does not matter

30. Ella: "Oh, good. Did you want to stay to eat?"

- a. Yes
 - i. Ask all questions
- b. No

31. MC: "Maybe..."

- a. Fine
- b. Feels like
 - i. Body [Tiffany++] [TiffanyDeal]
 - ii. Money [SexTiff]
 - iii. Love [MoneyTiff]
 - iv. Power [Tiffany++] [LoveTiff]
 - v. Sister [PowerTiff]

32. MC: "Umm..."

- a. Lie
- b. Tits [Slut++]
- c. Kill him [Corrupt++] [Power++] [EatResearch]

33. MC: "*yawn* But... Was I thinking about anything important?"

- a. Does not matter

34. MC: "....."

- a. Does not matter

35. MC: "(What could have gotten me arrested?)"

- a. Does not matter

36. Bitch Breaker: "So bitch, are you ready to be broken in?"

- a. Does not matter

37. Prison Menu (Day 56)

38. Prison Menu

39. Prison Menu (Day 57)

40. Alpha Breaker: "Don't get smart with me boi! You fucking killed him didn't you!!"

- a. Does not matter

41. Prison Menu

42. Prison Menu (Day 58)

43. Prison Menu

44. MC: "(That bitch...)"

- a. Mia and Deryl [MiaDerylJake++]
- b. Why [WhyPrisonJake++]
 - i. Fight her [Jake+=2]
 - ii. Weak [Jake-=2]
- c. Too scared to fight me? [ScaredFightJake++];
[Jake--] if [Corrupt] >= 6
- d. You're a piece of shit [ShitJake++] [Jake-=2]
- e. I thought we were friends [ShitJake++] [Jake+=2]
- f. You know I could escape
 - i. [PrisonBreak] if [Jake] >= 3.
 - 1. Prison Menu (Day 59)
 - 2. "Whatever, I'll just fuck you up again."
 - a. Kill him [Corrupt++] [KillAB]
 - b. Spare him
 - 3. [Power+=5] by default
 - 4. "..."
 - a. Dispose of him [Corrupt++]
 - b. Fuck you as you are
 - c. Fuck you as a girl
 - d. No charge
 - ii. Morgue
 - 1. "Unless..."
 - a. Does not matter
 - 2. [Power+=5] by default

45. After Prison Menu (Day 60)

46. After Prison Menu

Note: [KillINTR] by default.

47. After Prison Menu

48. After Prison Menu

49. After Prison Menu

50. Alice: ".....So what do we do?" (Day 61)

- a. Does not matter

Note: Will get [KillJakeMen++] and [Corrupt++] if [Corrupt] >= 3.

51. Jake: "Take him out."

- a. Kill [Corrupt+=3] [KillJakeMen+=2]
- b. Avoid casualties
 - i. Turn them against Jake {Dead End 18}
 - ii. Make them leave

Note: Choice 52 only if [Jake] < 3.

52. Jake: "...It doesn't matter. As long as she's alive."

- a. Does not matter

Note: Choice 53 only if [Jake] >= 3.

53. Jake: "Well, it's not even a question."

- a. I'd try and save you both [Jake+=3]
- b. Maybe...

54. MC: "(Do I want to kill them? Or should I just go straight for Jake?)"

- a. Take them out first
- b. Go straight for Jake {Dead End 19}

55. MC: "(That way I can keep them open to avoid Deryl's attacks,)"

- a. Attack Deryl {Dead End 20}
- b. Attack Jake

56. Jake: "I've let her down enough..."

- a. Kill Jake [JakeEaten] [Corrupt++]
- b. Spare Jake

57. MC: "....."

- a. Doll proxies [DollDeryl++]
- b. Jake's mind control [JakeContrDeryl++]
- c. Ask about Ella [AskEllaDeryl++]
- d. I'll take you down {Continue}
- e. I'll fix you up [Deryl++] {Continue}

58. MC: "(Should I fuck with them?)"

- a. Does not matter

59. Deryl: "MC..."

- a. Does not matter

Note: Will get [Power+=4] by default.

60. Day to Day Menu (Day 63)

61. Afternoon to Afternoon Menu

62. Night to Night Menu

63. Day to Day Menu (Day 64)

64. Afternoon to Afternoon Menu

65. Daryl: "So how's it been going [name]?"

a. Does not matter

66. Christie: "Unless you want me to?"

a. Does not matter

67. Christie: "But the last couple months you've been the one hassling me. What gives?"

a. Does not matter

68. MC: "....."

a. Tell her

[ChrisKnows]

b. Don't

Note: Choice 'c' only if [Corrupt] >= 12.

c. Kill her and take her memories

[Corrupt++] [ChrisKilled]

69. Day to Day Menu (Day 65)

70. Afternoon to Afternoon Menu

71. Night to Night Menu

72. Day to Day Menu (Day 66)

73. MC: "Hmmm..."

a. I get it

[Michael++]

b. I don't get it

Note: Will get [Skill++] by default.

74. Night to Night Menu

75. Day to Day Menu (Day 67)

Note: {Dead End 19} if [ChrisKilled].

76. Ella: "Mhm."

- a. Does not matter

77. Ella: "Go on then. Ask away."

- a. Ask first 5 questions
 - i. Sub-choices do not matter
- b. Ask for her help with Deryl [Ella++] {Continue}
- c. Tell her you're going to stop her {Continue}
- d. Don't say anything [Ella++] {Continue}

78. Mia: "A-And... friends?"

- a. Sure [Mia++]
- b. More like acquaintances

79. Day to Day Menu (Day 68)

80. Afternoon to Afternoon Menu

81. Night to Night Menu

82. Day to Day Menu (Day 69)

83. Afternoon to Afternoon Menu

84. Night to Night Menu

85. Day to Day Menu (Day 70)

Note: If [MoneyTiff], then [\$10000000++].

86. Afternoon to Afternoon Menu

87. Night to Night Menu

88. Day to Day Menu (Day 71)

89. Tiffany: "*shrug* It was always going to happen eventually. ..."

- a. Aren't you mad you're being forced?
- b. Whatever you say [Tiffany++]

90. Tiffany: "You'll be brought into the fold eventually, ..."

- a. How much time? [Tiffany++]
- b. I don't think so

Note: Choice 90 only if [Tiffany] >= 3.

91. MC: "Err, good to know...."

- a. Do it [VirginTiff]
- b. Refuse

92. Day to Day Menu (Day 72)

93. Afternoon to Afternoon Menu

94. Day to Day Menu (Day 73)

95. Deryl: "Well yeah. Let's face it pal, your grades could use it."

- a. Fine. Just for a little
 - i. Sub-choice does not matter
- b. Nah, I think I'm good

96. Afternoon to Afternoon Menu

97. Night to Night Menu

98. Day to Day Menu (Day 74)

99. MC: "I wonder...."

- a. Open the package {Dead End 23}
- b. Just deliver it

1. Shopkeep: "Make your choice."

- a. Horn [Power+=10] [ShopHorn]
- b. Eye [ShopEye]
- c. Mask {Back to Choice 99}

2. Afternoon to Afternoon Menu

3. Night to Night Menu

4. Day to Day Menu (Day 75)

5. MC: "(Maybe I've become a little too corrupt....)" or "(But....)"

- a. Yeah, I feel my humanity slipping [Deryl++] [DerylCold]
 - i. Sub-choices does not matter
- b. No, I feel pretty much the same

6. Afternoon to Afternoon Menu
7. Final Menu (Day 76)
- c. This includes the daily and afternoon menus.
 - d. This repeats until you tell it to.
 - e. **Also! Some of the events in the final loop repeat more than they are stated in the walkthrough, such as the training, they will happen more times than stated here and down in the training events section!**
8. MC: "Looks like I've got a bit of time. Let's go find my friends."
- f. Gunshop [MicMall++] [MallEv++]
 - g. Sex shop [DjMall++] [MallEv++]
 - i. Does not matter
 - h. Karaoke rooms [EmMall++] [MallEv++]
 - i. Cinemas [AliceMall++] [MallEv++]
 - j. Arcade [DerylMall++] [MallEv++]
 - i. Alice's basement [DerylGift++] [DerylQuest++]
 - ii. Powers [DerylPowers++] [DerylQuest++]
 - iii. Ella [DerylBeach++] [DerylQuest++]
 - iv. Whole Story
 - k. Pawn Shop [PawnMall++] [MallEv++]
 - l. That's everyone
9. MC: "(I need to move now-)" (Day 77)
- a. Kill the cops and escape [Corrupt++] [KillCopsEscape]
[Public-=200] [Gov-=200]
 - b. Transform into a fly and escape {Bad End 23}
 - c. Armor up and escape [Public+=100] [Gov+=50]
10. Valrav: "Then why, pray tell, hast thou approached me?"
- a. Does not matter

Note: {Dead End 24} if [Train] < 33.

11. MC: "Um..." (Day 78)
- a. Does not matter
12. MC: "What happened to the mall after I left?"
- a. Did our friends get out alright? [Deryl++]
 - b. Did the cops come after me?

[HeroPublic] if [Gov] >= 150 or [Public] >= 200.

13. Deryl: "*whisper* Come on!!"

- a. Does not matter
14. Deryl: "D-Dad wait! Don't break it-"
- a. Does not matter

15. Wanted Menu (day 79)

16. Wanted Menu

17. Wanted Menu (Day 80)

18. Wanted Menu (Day 81)

19. Wanted Menu

20. Wanted Menu (Day 82)

Note: Choice 21 only if [AliceDate].

21. Alice: "Tell me MC, if I were to give you my heart,"

- a. I could [Alice++]
- b. I couldn't [AliceDate = False]

22. MC: "Mhm, enjoy that." (Day 83)

- a. Does not matter

23. MC: "Alright, let's go find something fun to do."

- a. More drinking!! [MoreDrinkBoys++] [TheBoySend++]
 - i. Sub-choices do not matter
- b. Is that a fight? [DarylFightBoys++] [TheBoySend++]
- c. What the fuck is Deryl doing? [DarylTrickBoys++] [TheBoySend++]
- d. Who's Jordan talking to? [JordanArgueBoys++] [TheBoySend++]
 - i. Just leave him
 - ii. Help him out with your hot body
 - 1. Titjob Jordan [JordanBig] [Slut++]
 - iii. Help him out with your powers [JordanBig]
- e. Where are Liz and Amber? [LABoys++]

24. Xanthe: "Hero is with you, it's long past time we had a talk." (Day 84)

- a. Does not matter

25. Xanthe: "No, we need this monster alive."

- a. Fine, lets hurry up
- b. I still haven't even agreed to join you
 - i. Yes

ii. No

{Dead End 31}

Note: If [Skill] >= 19, then [ValWin++].

Note: If [Power] >= 80, then [ValWin++].

26. MC: "No, we need this monster alive.

a. Rush it down

b. Keep your distance

[ValWin++]

27. MC: "(The question now is,)"

a. Go all out

b. Be cautious

[ValWin++]

28. Valravn: "Allow me to hear thy name."

a. Does not matter

29. MC: "(I NEED TO-)"

a. I need to evolve

b. I don't need to evolve

{Dead End 25} if [ValWin] < 4.

[ValWin++]

{Dead End 25} if [ValWin] < 3

Note: if [ValWin] >= 4, then [Nico++].

Note: Choice 30 only if [AliceDate].

30. Alice: "No... not like last time."

a. Does not matter

31. Alice: "Maybe. But I don't like being restricted,"

a. Neither do I

b. It's worth it if we get stronger though

[LikeHero]

32. Xanthe: "That is all for now. Any questions?"

a. Does not matter; ask all

33. Narrator: "After having waited outside for maybe ten or fifteen minutes,"

a. Does not matter

34. Alistair: "May I ask why you chose to join these people Hero?"

a. Forced

b. Powerful

c. Right thing

[Dexter++]

35. MC: "Uuh. I'm supposed to talk to the superhumans out there. ..."

a. Confidently back HERO

[Supremacy=1] [Public+=50] [Gov-=50]

[Dexter++] [Xanthe++] [HeroRecruit++]

- b. Talk about the terror of the monsters [Supremacy=2] [Public+=50] [Gov+=50]
[Xanthe++] [HeroRecruit++]
 - c. Superhumans are the future [Supremacy=3] [Public-=50] [Gov-=50]
[Bernard++] [Xanthe++] [HeroRecruit++]
[Nico++]
 - d. Give a few half-hearted words [Supremacy=4]
36. MC: "Err..."
- a. Killing [HeroGoal=1]
 - b. Protecting [HeroGoal=2]
 - c. Taking over [HeroGoal=3]
37. Hero Menu (Day 86)
38. MC: "Still, you never know..."
- a. With Helmet {HelmetBed}
 - b. No Helmet {NoHelmetBed}
39. Hero Menu (Day 87)
40. Narrator: "My body coats itself in my black armor,"
- a. Close range [Power++] [Skill++]
 - b. Long range
41. Hero Menu
42. MC: "Still, you never know..."
- a. With Helmet {HelmetBed}
 - b. No Helmet {NoHelmetBed}
43. Hero Menu (Day 88)
44. Hero Menu
45. MC: "Still, you never know..."
- a. With Helmet {HelmetBed}
 - b. No Helmet {NoHelmetBed}
46. Hero Menu (Day 89)
- Note: Will get [Power++].
47. Hero Menu

48. MC: "Still, you never know..."
- a. With Helmet {HelmetBed}
 - b. No Helmet {NoHelmetBed}
49. Hero Menu (Day 90)
50. Alice: "What about you MC? What do you think?"
- a. Does not matter
51. Hero Menu
52. MC: "Still, you never know..."
- a. With Helmet {HelmetBed}
 - b. No Helmet {NoHelmetBed}
53. Laurie: "Tell me about it"
- a. Does not matter
54. William: "Especially you Hero"
- a. Does not matter
55. MC: "And I'm...."
- a. Does not matter
56. William: "H.E.R.O, a whole organization of people like you."
- a. Does not matter
57. Brianna: "H-Huh? Well...."
- a. Does not matter
58. Brianna: "Obviously it'd be better"
- a. Sway more people [Xanthe++] [HeroRecruit++]
 - b. Say nothing
59. William: "Or was it just circumstance that forced your hand?"
- a. Knew [Public-=50]
 - b. Just circumstance [Public+=50]
60. William: "Is it all about hunting monsters first and saving people second?"
- a. Saving People [Public+=50] [Dexter++]
 - b. Killing monsters
 - i. Sure [Public+=50] [Gov-=50] [Xanthe++]
 - ii. No [Public+=50]
 - iii. IDC

Note: Choice 61 if [KillCopsEscape].

61. "Now Hero, your response?"

- a. Remorse
- b. Justify
- c. Brush it off

[KillTV++] [Brianna-=2]
[Public+=50] [Brianna++]
[Public+=50] [Gov+=50]
[Public-=50] [Brianna--]

Note: Choice 62 if you did not get choice 61.

62. William: You think you're above the law?"

- a. Yes
- b. No

[Xanthe++]

Note: Choice 63 if [KillJakeMen] >= 2.

63. William: "What do you have to say to this?"

- a. There were in my way
- b. It wasn't me
- c. They were being controlled

[KillTv++]

[Public-=100]
[Brianna++]

Note: Choice 64 if you did not get choice 63.

64. William: "An attack on our democracy itself,"

- a. That wasn't me
- b. Who cares?
- c. I stopped the terrorist

[Brianna++]

Note: Choice 65 if [MinyakMurder].

65. William: "Oh no? So"

- a. That's not my fault
- b. I didn't mean to
- c. Whatever

[KillTv++]

[Brianna++]

Note: Choice 66 if you did not get Choice 65.

66. William: "Did you not think of who you could hurt?"

- a. What more did you want from me?
- b. Saving lives

[Brianna++]

[Public+=50]

67. Cole: "It means that if you fought that thing..."

- a. Does not matter

68. Cole: "She won't beat it, at best they'll..."

- a. Attack them
- b. Don't attack

[NicoAssist] [Nico+=2]

69. MC: "(Huh, she looks pretty good...)"

- a. Introduce yourself

- b. Ask how old she is [Nyx++]
- 70. Lucius: "And who's this thing? You're an ugly one, aren't you?"
 - a. Does not matter
- 71. Lucius: "But, unlike the drab garbs they get to wear..."
 - a. It's ugly
 - b. Looks good, I guess [Lucius++]
- 72. MC: "(Crap, I guess that's why I'm here.)"
 - a. Be entirely open [ExposeElla]
 - b. Keep as much to yourself as possible [Ella++]
- 73. Xanthe: "No need for that. I'll purge it..."
 - a. I'd rather just cut it out
 - b. Fine [Power--]
- 74. Teacher: "Hey, pay attention, this lesson is important!"
 - a. Go back to sleep [DanicaDream=1]
 - b. Pay attention to class
- 75. Hero Menu (Day 93)
- 76. Night Hero Menu
- 77. Hero Menu (Day 94)
- 78. "My armor protects me almost entirely from the barrage..."
 - a. Just sit here and take it [Power++]
 - b. Go on the attack
- 79. Hero Menu
- 80. MC: "Oh, well..."
 - a. Avoid her
 - b. Don't trust anything she says [D++]
 - c. Stick with Charlie [D+=2]
- 81. Night Hero Menu
- 82. Hero Menu (Day 95)
- 83. Deryl "Psssh, these classes are all cut down..."

- a. Pay attention to class
- b. Do the favor

[DerylCloneFavor] [Deryl++]

84. Deryl: "How are you taking it MC?"
- a. Choice Does not matter

Note: Will get [Power++] by default

85. Hero Menu

86. Night Hero Menu

87. Hero Menu (Day 96)

88. Xanthe: "Tell me, are you afraid of spiders?"
- a. Yes
 - b. No

[Xanthe++]

89. Hero Menu

90. Night Hero Menu

Note: Choice 91 only for those who have [AliceDate]

91. Alice: "What do you say? Got some time before the wedding?"
- a. Does not matter

92. Claudia: "*giggle* Sounds nice."
- a. Compliment her dress
 - b. Ask about the church

[Claudia++]

93. Wedding Menu

- a. Buffet
 - i. Does not matter
- b. Reporters
 - i. News: "Well some pretty harsh..."
 1. I don't care
 2. I find it disturbing
 3. We're done here
- c. Garden

[TifWed++] [BuffetTifWed++]

[TifWed++] [ReporterTifWed++]

[Public-=50] [Gov-=50]

[Public+=50] [Gov+=50]

[Public-=20]

[TifWed++] [GardenTifWed++]

- i. Lucius: "But we'll allow you one final..."
 - 1. Am I beautiful? [Lucius++]
 - 2. You're ugly
- d. Wander around [TifWed++] [WanderTifWed++]
 - i. Choices do not matter
-
- e. Open bar [TifWed++] [BarTifWed++]
 - i. Alexis: "....."
 - 1. So, are you a really therapist?
 - a. Sex with multiple women
 - b. Afraid of the future
 - c. I'm good [Alexis++]
 - 2. What's with all the piercings? [Alexis++]

Note: Both choices 1c. and 2. Lead to choice 3
 - 3. Fuck Alexis?
 - a. Let's do it [FuckLexi] [Alexis++]
 - b. Nah, I'm not interested
- f. Explore Cathedral [TifWed++] [ExploreTifWed++]
 - i. Nyx: "Why do you ask? Interested..."
 - 1. Maybe... **Note: If not [Helmet], then [Corrupt++]**
 - 2. No, definitely not
- g. Tiffany [TifWed++] [LookTifWed++]
 - i. You: "Huh? Oh, right-"
 - 1. Congratulations on the marriage
 - a. Traditional way
 - b. Based on love
 - c. Don't believe in marriage [Tiffany++]
 - 2. Beautiful dress

Note: Choice 2a. gives you a sex scene with Tiffany, but only if [VirginTiff]

 - a. Make a move on her
 - b. Just let it be
 - 3. No
- h. Claudia [TifWed++] [LookClaudWed++]
 - i. Claudia: "Eeh, sorry, I guess this dress is..."
 - 1. I like it [Claudia++]
 - 2. Don't sweat it
 - ii. Claudia: "Yeah, both inside and outside, so..."
 - 1. Want to take one? [Claudia++]
 - 2. Cool
 - iii. Claudia: "I kinda just thought that I could..."
 - 1. Any time [Claudia+=2]

- 2. Just try not to cry
- i. Dexter
 - i. Does not matter

[TifWed++] [LookDexWed++]

- 94. Claudia: "Y-Yeah. It's horrible, isn't it?..."
 - a. Does not matter

Note: Get [Power++15] [Skill+=5] by default

- 95. Xanthe: "Once the monster is subdued, the backup..."
 - a. Ask all questions, does not matter

(Day 99)

- 96. Deryl: "You're the hero, you choose."
 - a. Left
 - i. First choice does not matter
 - ii. (She wants me to impregnate...)
 - 1. Deal
 - 2. I'd rather just kill
 - iii. Female: "The choice is yours."
 - 1. Plan
 - 2. Worship
 - 3. Powers
 - 4. Come From
 - 5. Greatest Power
 - 6. Give Strength
 - 7. Improve Skill
 - b. Right
 - i. "It moves on six legs..."
 - 1. Kill it with a Mantis Punch
 - 2. Try to overcome its power

{Dead End 32}

[EllaPlanAglaeC]

[WorshipAglaeC]

[WhyMonAglaeC]

[WhereMonAglaeC]

[GreatestAglaeC]

[Power+=10] [StrengthAglaeC]

[Skill+=3] [SkillAglaeC]

Note: If [ShopEye] you will get a second reward! You can choose another of these options!

Note: if [AglaeCWif == False], then [DerylWin+=1]

- 97. You: "...."

- a. Get help
- b. Figure out a way on your own

{Dead End 33}

Note: If [Helmet == False], then [Corrupt+=5]

98. "However, my regeneration has me..."

- a. The red eyed chimera
- b. That amber crystal {Dead End 34}

99. You: "...."

- a. Hesitate [Deryl+=3] [DerylHesitate]

Note: If [Power] >= 100 , then you can also pick 99a.) and survive (added with 0.96 update)!

- b. Don't hesitate [DerylWin+=1]

Note: If [DerylWin] < 1, then {Dead End 35}

Note: [Moral] check, If [Moral] >= 11, then you will be asked if still fighting for others, else it will be yourself. Will change depending on picking others or self at Evo 2.

1. You: "....."

- a. It's still true [Moral++]
- b. No, I fight for myself [Moral--]

or

- c. No, I have others I fight for [Moral++]
- d. It's still true [Moral--]

2. Choices after do not matter

3. Unknown: "What say you? Will you agree?"

- a. Yes {Dead End 36}
- b. No
- c. I have more questions
 - i. Yes {Dead End 36 plus 37 if [Corrupt] >= 25}
 - ii. No

Note: Will get [Evolution++] , [Power+=200] ,by default; also [DerylWin == 0] .

Note: If [Skill] >= 28, then [DerylWin++].

4. You: "...."

- a. Attack him while he's vulnerable
- b. Destroy it before its finished [DerylWin++]

Note: If [DerylHesitate == True], then [DerylWin++].

Note: If [DerylWin] >= 1, then win, else {Dead End 38}.

5. Derylm: "Perfection is always worth pursuing..."
 - a. Choice does not matter

6. Deryl: "Sorry for the trouble."
 - a. Don't worry about it [Deryl ++]
 - b. You should be

7. You: "I'll help too! C'mon Deryl, let's-"

Note: If [DerylWin] >= 3, then [LaurieDead = False], else [LaurieDead].

(Day 100) Note: Will gain [Corrupt++] if not [Helmet].

8. News: "[hname], are you ok with this?!"

Note: Get 8a. and 8b. if [HeroPublic = False].

- a. Yes [Public-=100] [Dexter++] [Bernhardt++]
- b. We regret what happened [Public+=50]

9. News: "...And what about you [name]?"

Note: Get 9a. and 9b. if [HeroPublic].

- a. We intentionally chose to... [Public-=200] [Dexter--] [Malik++]
- b. We all did our best [Public+=50] [Dexter++]

10. Hero Menu

11. Hero Night Menu

(Day 101) Note: Will gain [Corrupt++] if not [Helmet].

12. Hero Menu

13. Hero Night Menu

(Day 102) Note: Will gain [Corrupt++] if not [Helmet].

14. Welcome Back Events

- a. There's a lake somewhere nearby [LakeBonfire++] [Bonfire++]
 - i. Does not matter
- b. What are those people doing near [CaveBonfire++] [Bonfire++]
 - i. First choice doesn't matter
Note: Only get ii. If you pick "Suicide" option from i.
 - ii. You: "...."
 - 1. Whatever
 - 2. Kill him **Note: Will get [Corrupt++] if not [Helmet].**
- c. Sit near the bonfire [SitBonfire++] [Bonfire++]
- d. Hiking in the dark might be fun [HikeBonfire++] [Bonfire++]
- e. Grab a drink [DrinkBonfire++] [Bonfire++]
 - i. Liz: "I've never really had a..." {Liz Romance Route}
 - 1. Yes [Liz++]
 - 2. No [Liz+=2]
 - ii. You: "....." {Liz NTR Route}
 - 1. No thanks
 - 2. Fine, I'm in [YesNTRLizBon]
- f. Grab some food [FoodBonfire++] [Bonfire++]
 - i. Choice does not matter
- g. Lots of people dancing over there

15. "Should I be grateful? Resentful?"

- a. Grateful [Moral++]
- b. Resentful [Moral--]

(Day 103) **Note: Will gain [Corrupt++] if not [Helmet].**

16. You: "I..."

- a. Probably [DropOut]
- b. No

17. Hero Menu

(Day 104) **Note: Will gain [Corrupt++] if not [Helmet].**

18. Hero Menu

19. You: "Well..."

- a. Ask all questions

20. Hero Menu

21. Hero Night Menu

(Day 105) **Note:** Will gain [Corrupt++] if not [Helmet].

22. Hero Menu

(Day 106)

23. Nathan: "What would you choose?"

- a. Does not matter

24. You: "(Damn, I was just trying...)"

- a. I found a stray puppy
- b. I slept in
 - i. Fuck Him [Slut++]
 - ii. Kill Him [BossMemories]
- c. I was hunting monsters [BossMemories]

25. Note: If not [BossMemories], then [LangdonDiscovery++] and you will go to the male guard. Also 25. only if [BossMemories].

26. You: "(Though Mark also knows...)"

- a. Go to the male guard
 - i. Kill him [LangdonDiscovery++]
 - ii. Seduce him
 - iii. Knock him out [LangdonDiscovery++]
- b. Go to the female guard
 - i. You've already hurt him
 - ii. Your lover is dead anyway [LangdonDiscovery++]
 - iii. Leave him for me
- c. You "I....."
 - i. There's been a murder [LangdonDiscovery++]
 - 1. Kill them [Corrupt+=3] [LangdonDiscovery++]
 - 2. Quietly touch
 - ii. There's been an incident [Corrupt+=3] [LangdonDiscovery++]
 - 1. Kill him
 - 2. Just take his form

27. Search Langdon Menu

Note: for 26a. if [SEastLang \neq 1], then [DietzLang]. And 26a. i only if [DietzLang].

- a. Search north [SNorthLang = 1] [LangdonDiscovery++]
 - i. Dietz "....."

1. Does not matter

Note: If [NorthLang \neq 1], then [JaredChar]. Also 26b. i only if [JaredChar] and you can only attack them if [Power] \geq 310.

b. Search east

[SEastLang = 1] [LangdonDiscovery++]

i. You: "(They're leaving...)"

1. Attack before

{Dead End 39}

2. Leave them

c. Search west

Note: If [LangdonDiscovery] \geq 3, then Langdon will set a trap. And 28/29 only if you have [LangdonDiscovery] $<$ 3.

28. Langdon: "It must be nice..."

a. Does not matter

29. Langdon: "Go ahead."

a. Does not matter

Note: If [LangdonDiscovery] $<$ 3, then you get a reward of [Power+=10] from Nyx.

30. Liz: "We are just a weakness for you... Right?"

a. Does not matter

31. Watch Twins Night Menu

(Day 107)

32. Watch Twins Day Menu

33. Amber: "Happy to be back?"

a. Does not matter

34. Amber: "Hmm.... What do you think [name]?"

a. Does not matter

Note: If [HeroPublic], then [Elijah+=3].

35. Watch Twins Day Menu

36. Amber: "...What would you rather [name]?"

a. Does not matter

37. Watch Twins Night Menu

(Day 108)

38. Watch Twins Day Menu

39. Watch Twins Day Menu

40. Watch Twins Night Menu

(Day 109)

41. You "I see..."

- a. Tell her to fight it
 - i. **Jump to** Force her to fight it
 - ii. **Jump to** Offer to fight it yourself
- b. Force her to fight it
 - i. I don't care
 - ii. I'm in the right
 - iii. I was wrong
- c. Offer to fight it yourself
 - i. Does not matter

[Elijah-=2] [ForceHeroElijah]

[Elijah++]

[Elijah++]

42. Watch Twins Night Menu

(Day 110)

43. Watch Twins Day Menu

44. Watch Twins Night Menu

(Day 111)

45. Ella School Search Menu

- a. Check out the lockers
 - b. Check out the occult room
- Note:** Only get these options if [EmRom].
- i. First choice does not matter
 - ii. Second choice both leads to these options
 - 1. Yeah

[SearchChristieSchool++] [SearchEllaSchool++]

[SearchEmilySchool++] [SearchEllaSchool++]

[EmRom]

2. No

- c. Check out the teacher's office
- d. Check out the back of the school
- e. Finish searching

[\[SearchAmberSchool++\]](#) [\[SearchEllaSchool++\]](#)
[\[SearchLizSchool++\]](#) [\[SearchEllaSchool++\]](#)

Character Events

Deryl Events

1. LookDeryl1 [LDeryl++]
 - a. Choices do not matter

2. DerylEvent1 [VisitDeryl++]
 - a. I'd replace him [DerylFate=1]
 - b. I'd try to coexist [DerylFate=2]
 - c. I'd rejoin with myself [DerylFate=3]

Group Events

1. VisitLA [LA++]
 - a. Choice 1 [Liz++]
 - i. Side with Liz [Amber++]
 - ii. Side with Amber
 - b. Other choices do not matter

2. VisitLA 2 [Liz++] [VisitLiz++] [LA++]
 - a. Does not matter

Emily Events

1. VisitEm 2 [VisitEm++] [Emily++]
2. VisitEm 3 [VisitEm++]
3. VisitEm 9 [VisitEm++]
 - a. Ask all
4. VisitEm 10 [VisitEm++]
 - a. Choice 1 [Emily++]
 - i. Friends
 - ii. That's rough
 - b. Choice 2 [Emily++] [EmHot]
 - i. Sure
 - ii. I'd date her
5. VisitEm 11 [VisitEm++]
6. VisitEm 12 [VisitEm++] [Emily++] [\$40--]
 - a. Offer to pay
 - b. Do not offer to pay
7. VisitEm 13 [VisitEm++]
 - a. MC: "Yep."
 - i. Christie is a bitch
 - ii. She's right you know
 - iii. You ok? [Emily++]
 - b. Emily: "*shrug* Why bother? Jess will do what she wants."
 - i. You kind of let people walk.... [WalkOverEm]
 - ii. Whatever's easier for you
8. VisitEm 14 [VisitEm++]
 - a. Emily: "Do you know what my problem is Rob?"
 - i. Boobs
 - ii. Fat
 - iii. Dumb
 - iv. Weak [Emily++]
 - v. Dad
 - vi. Dog
 - b. Emily: "What about you MC,"
 - i. Does not matter
9. VisitEm 15 [VisitEm++]
 - a. MC: "(So much for standing up for herself.)"

- i. Does not matter

10. VisitEm 16 [VisitEm++]

- a. Jared: "Ugh, you.... Always sticking your nose where it doesn't belong."
 - i. Does not matter

11. VisitEm 17 [VisitEm++]

Note: If [CheerHunt] >= 14, then [Emily++].

- a. Emily: "So you were watching huh?"
 - i. Praise her [Emily++]
 - ii. Make fun of her

12. VisitEm 18 [VisitEm++]

- a. Emily: "Oh yeah...."
 - i. Does not matter

Note: Choice 'b' only if [EmKiss].

- b. Ian: "I'm Ian by the way."
 - i. Correct him
 - ii. Forget it [Emily++]
- c. Emily: "I guess that was me just chickening out again."
 - i. Sounds like it [Emily++]
 - ii. Not necessarily
- d. Emily: "Well, how's your relationship with your father?"
 - i. Bad
 - ii. Good [DadGood]
- e. Emily: "Honestly... I'm getting a little sick of it."
 - i. Time to cut them loose [EmCutDad]
 - ii. Well, they are your parents

13. VisitEm 19 [VisitEm++]

14. VisitEm 20 [VisitEm++]

- a. Emily: "Yeah."
 - i. That's still great
 - ii. I thought you weren't [Emily++]
- b. Emily: "I don't have a choice."
 - i. Does not matter
- c. Thought: "I do wonder what the hell"
 - Note: Choice 'i' only if you have [\$20000].
 - i. Offer to pay instead [Emily+=3]
 - ii. Offer help figuring it out

15. VisitEm 21 [VisitEm++]

- a. MC: "(The only question is, what do I do about it?)"

Note: Choice 'i' if [Corrupt] >= 6.

- i. Kill everyone here [Corrupt++]
 - 1. Give it to him [EmDadGood]
 - 2. Don't trust him
 - ii. Wait until Tom leaves and ask him about it
 - 1. Have Tom give it to Emily [EmDadGood]
 - 2. Give it to Emily
16. VisitEm 22 [VisitEm++]
- a. Emily: "Thank you again MC."
 - i. Does not matter
17. VisitEm 23 [VisitEm++]
- a. Emily: "Yes? At literally every opportunity."
Note: Choice 'i' if [EmKiss].
 - i. No need to be embarrassed [Emily++]
 - ii. I'm just happy to hear you all play
 - iii. So why did you call me here?
 - b. Emily: "MC! What did you think, did you have a good time?"
 - i. Definitely [Emily+=2]
 - ii. Sure [Emily++]
 - iii. Meh {Stops Event}
 - c. Choices do not matter after this
18. VisitEm Epi [VisitEm++]
- a. Choice 1
 - i. Sure [KillErem]
 - ii. Only in self defense

Amber Events

1. VisitAmber 3 [LA++] [VisitAmber++]
2. VisitAmber 4 [VisitAmber++]
3. VisitAmber 5 [VisitAmber++]
 - a. Does not matter
4. VisitAmber 6 [VisitAmber++] [Amber++]
 - a. Stop This [Amber++]
 - b. Watch this
5. VisitAmber 7 [VisitAmber++]
 - a. Lola: "Oh yeah...? This your boyfriend Amber?"
 - i. Yes, I am!
 - ii. No. Not yet [Amber++]
 - iii. No
 - b. MC: "(Goddamit. I need to be able to touch her when I'm talking to her!)"
 - i. Pay up [Amber++] [\$100--]
 - ii. Get Amber to convince her
6. VisitAmber 8 [VisitAmber++]
 - a. Does not matter
7. VisitAmber 9 [VisitAmber++]
 - a. Does not matter
8. VisitAmber 10 [VisitAmber++]
 - a. Neil: "Huh? Oh, it's you."
 - i. Threaten them [Amber++]
 - ii. Persuade them
 - b. MC: "I see..."
 - i. Offer her money [\$500--] [Amber+=3]
 - ii. The life of a college student sucks
 - c. MC: "(Ha, that was a pretty cute reaction. For Amber at least.)"
 - i. Mess with her a bit [Amber++] [MarryAmber]
 - ii. Just get to the point
 - d. MC: "I..."

Note: Choice 'i' only if [Amber] >= 3.

 - i. I love you [Amber++] [KissAmber]
 - ii. I feel the same way
 - iii. I get it, get off me
9. VisitAmber 11 [VisitAmber++]

10. VisitAmber 12 [VisitAmber++]
- a. MC: "Huh."
 - i. Does not matter
- Note:** Choice 'b' only if [KissAmber].
- b. Amber: "I was just surprised to hear that he'd be ok with someone ..."
 - i. Compliment her [Amber++]
 - ii. Tell the truth
11. VisitAmber 13 [VisitAmber++]
- a. MC: "Amber...."
 - i. Does not matter
- Note:** If [KissAmber], will get sex scene.
12. VisitAmber 14 [VisitAmber++]
- a. Dean: "*cough* *wheeze* Y-You, who are-"
 - i. Does not matter
13. VisitAmber 15 [VisitAmber++]
- a. Amber's Mom: "Oh and of course you as well."
 - i. Support Amber [Amber+=3] [SupportAmber]
 - ii. Not my problem
 - b. Any other choice does not matter.
- Note:** Will get [AmberDate] if [KissAmber].
14. VisitAmber Epi [VisitAmber++]
- a. Choice 1
 - i. Less people
 - ii. Protect you [Amber++]
 - b. Other choices do not matter
 - c. If [AmberDate], then [LA++].

Liz Events

1. VisitLiz 3 [VisitLiz = 1]
 - a. Chose NTR route or non-NTR route

2. VisitLiz 4 [VisitLiz++]
 - a. Choice 1 (non-NTR)
 - i. No
 - ii. None of your business [Liz++]

3. VisitLiz 5 [VisitLiz++]
 - a. Choice 1 (non-NTR)
 - i. Make a move [FuckLucy]
 - ii. Not interested in [Liz++]
 1. Choices do not matter

4. VisitLiz 6 [VisitLiz++]
 - a. [Liz++] if on non-NTR route

5. VisitLiz 7 [VisitLiz++]
 - a. Choice 1 (non-NTR Route?)
 - i. Race again?
 - ii. Make a move on her? [Liz++]
 1. Yeah
 2. We'll see [Liz++]

6. VisitLiz 8 [VisitLiz++]
 - a. Choice 1 (NTR Route)
 - i. Kill them [KillINTR]
 - ii. I'm cumming
 - b. [Liz+=5] (Non-NTR route)

7. VisitLiz 9 [VisitLiz++]
 - a. Choice 1 (non-NTR)
 - i. Does not matter
 - b. Choice 2 (non-NTR)
 - i. You will help me
 - ii. You will be taken care of [HelpLucy]

8. VisitLiz 10 [VisitLiz++]
 - a. Choice 1 (NTR route and [KillINTR]) [Power++] [Corrupt++]
 - i. Does not matter
 - b. Choice 2 (Non-NTR path)
 - i. Kill him [EricDead] [Power++] [Corrupt++]
 - ii. Spare him

- c. Choice 3 (Non-NTR path)
 - i. Tell her about the monsters [Liz++]
 - ii. It's nothing
 - d. Choice 4 (Non-NTR path)
 - i. Does not matter
 - e. Choice 5 (Non-NTR path)
 - i. I love you too [LizDate] [GF]
 - ii. Yeah, you're right
9. VisitLiz Epi [VisitLiz++]
- a. Choice 1
 - i. He's a good guy
 - ii. I want him to fuck me [Liz++]
 - iii. Shut up
 - b. Choice 2 (depending on if you [EricDead])
 - i. Health Science
 - ii. Easy Job
 - iii. Marry MC [Liz++]
 - iv. With your talent
 - c. [LA++] if [LizDate].
 - d. Other choices do not matter

Amber/Liz Events

1. Amber/Liz Event 1

[AmberLiz++]

- a. First Choice does not matter

Note: Only get 1b. if you pick "Check it out".

- b. Herom: "You worthless fucking human..."

Note: Only "Intervene" choices will lead to [Amber++].

- i. Intervene

- 1. Side with human

[ShopIncident = 1]

- 2. Side with superhuman

[ShopIncident = 2]

Note: If [HeroPublic] then [ManKilledLA] and [ShopIncident = 3]; else [HeroKilledLA] and [ShopIncident = 4].

- ii. Just Watch

Emily/Christie Events

1. Emily/Christie Event 1 [EmilyChristie++]

a. Choose all

Note: If [EmKiss == True] and [VisitEm >= 17], then [EmRom].

b. Emily: "You really have no..."

i. She's evil

1. Yes

2. No [Emily++]

3. I don't know

ii. Maybe...

1. Yes [Emily++]

2. No [Emily++]

3. I don't know

Angelina/Demi Events

1. DemiAng Event 1

[VisitAngDemi++]

Demi Events

1. DemiEvent 18 [VisitDemi++]
 - a. Choices do not matter

2. DemiEvent 21 [VisitDemi++]
 - a. Strip down [Demi++] [SexDemi]
 - b. Refuse

3. DemiEvent 22 [VisitDemi++]

4. DemiEvent 23 [VisitDemi++]

5. DemiEvent 24 [VisitDemi++]
 - a. Comics [Public+=30]
 - b. Costumes [Gov+=30]
 - c. Both [Public+=15] [Gov+=15]

6. DemiEvent 25 [VisitDemi++]
 - a. Choices do not matter

7. DemiEvent 26 [VisitDemi++]

8. DemiEvent 27 [VisitDemi++]
 - a. I guess so [Demi++]
 - b. I wouldn't say that

9. DemiEvent 28 [VisitDemi++]
 - ~~a. 1st Choices does not matter~~
 - ~~b. 2nd Choice~~
 - ~~i. Suppress Demi [ControlDemi = False]~~
 - ~~ii. Control Demi~~

10. DemiEvent 29 [VisitDemi++]
 - a. Thought: "It's clear I hit a big nerve."
 - i. Taunt her
 - ii. Let it go
 - iii. Placate her [QuitClubDemi]

11. DemiEvent 30 [VisitDemi++]
 - a. Demi: "Hehe....?"

Note: Choice 'i' only if [Corrupt] >= 6.

 - i. Kill Demi [Corrupt++] {End Demi Route}
 - ii. Just admit it

- 12. DemiEvent 31 [VisitDemi++]
- 13. DemiEvent 32 [VisitDemi++]
 - a. Demi: "Please, Pleeaaase don't hurt her! ..."
Note: Choice 'i' only if [Corrupt] >= 6.
 - i. Kill Clover [Corrupt++] {End Demi Route}
 - ii. Spare her
 - 1. Clove's right [CloverJail]
 - 2. It's not your fault [Demi+=3]
 - 3. Just forget about it [Demi++]
- 14. DemiEvent 33 [VisitDemi++]
 - a. Demi: "It's all up to you!!"
 - i. Love and yaoi [Public+=100]
 - ii. Harrass the cops [Gov-=100]
 - iii. Teach the haters [Public-=100]
 - iv. Write letters to the government [Gov+=100]
- 15. Demi Epi [VisitDemi++]
 - a. Choices do not matter

Del Events

1. Del 1

- a. Del: "Normally I'd go with Laurie,"
 - i. Sure
 - ii. Nah
 - iii. Am I allowed?
- b. Del: "What did you want to do?"
 - i. Just kill it here
 - ii. Let it wander out
- c. Amber choice does not matter
- d. Del: "The only thing I can really"
 - i. Same
 - ii. Maybe one day

[VisitDel++]

{End Event}

[Public+=50]

[D++]

Laurie Events:

1. Laurie 1 [VisitLaurie++]
2. Laurie 2 [VisitLaurie++]
 - a. Choices do not matter

Note: Will get [Power++] by default
3. Laurie 3 [VisitLaurie++]
 - a. Choices do not matter

Danica Events

Note: Two routes here, first one is with Deryl if [DanicaEaten], other is with Danica if [DanicaEaten == False].

2. Danica Event 1

[VisitDani++]

Deryl:

a. You: "..."

i. Jump down and look for

1. Use the flesh it restored

{Dead End 40}

2. Wait and see what

[MissionFail++] [GorgonSex]

Note: Will gain [Corrupt+=3] if not [Helmet].

ii. Just wait for the ants

Danica:

b. Danica "Hmph. So how..."

i. Hunt it together

[Danica++]

ii. Hunt it separately

1. Use the flesh it restored

{Dead End 40}

2. Wait and see what

[MissionFail++] [GorgonSex]

Note: Both routes and choices at the end will get you [Money+=1000] by default.

Henri Events

3. Henri Event 1
 - a. Choices do not matter

[VisitHenri++] [VisitLisa++]

Nico Events

1. Nico Event 1

[VisitNico++]

a. "Nico makes it seem like the obvious..."

i. Refuse

[Nico-=10]

Note: If [Skill] < 28, then [TeleportAsura]. Also if [TeleportAsura == False], will get [Skill++] and [Nico++]. Will get [Money+=2000] if you pick "Fight it".

ii. Fight it

[Power+=10] [Nico+=3] [NicoStrong]

Michael Events

1. Michael Event 1 [VisitMichael++] [Skill++] [Power++]
 - a. **Note:** Will get [VisitDanica++] if not [DanicaEaten].

Lisa Events

2. Lisa Event 1
 - a. Choice does not matter

3. Lisa Event 2
 - a. Does not matter

[VisitLisa++]

[VisitHenri++] [VisitLisa++]

Brianna Events

1. Brianna 1

[VisitBrianna++]

a. Brianna: "Yeah. Chief says he was always going..."

i. Don't worry about it

ii. I can think of a way you can thank me

Note: Sex scene if [Brianna] >= 3

Note: If had sex with her in prison, get [GuiltFuckBriana]. Otherwise, [FuckBrianna]; also get small diversion during sex scene if [Corrupt] >= 5

Malik Events

1. Malik Event 1
 - a. Choices do not matter

[VisitMalik++]

Clark Events

1. Clark Event 1

[VisitClark++] [VisitAlexis++]

2. Clark Event 2

[VisitClark++]

a. Choices do not matter

Alexis Events

Note: Will only get [Alexis++] and [Xanthe+=3] if [ValWin] ≥ 4 .

4. Alexis Event 1

[VisitAlexis++] [Alexis++] [Xanthe+=3]

a. Ask all questions

Mia Events

1. Mia Event 1

[VisitMia++]

- a. **Note:** Will get [VisitJake++] if not [JakeEaten].

Alice Events

1. Alice Event 1 [VisitAlice++]
 - a. If not [AliceDate], then choices do not matter.
 - b. Guy: "...Don't underestimate me."
 - i. Threaten [Alice++]
 - ii. Polite
 - iii. Do nothing
 - c. Guy: ".....I'll see you around,"
 - i. Hit him [PunchAliceCreep] [Alice++]
 - ii. Let him go

2. Alice Event 2 [VisitAlice++] [Power++] [Skill++]
 - a. Choices do not matter

3. Alice Event 3 [VisitAlice++]
 - a. Choices do not matter

4. Alice Event 4 [VisitAlice++]
 - a. Alice: "Hmm, well you've..."
 - i. Does not matter
 - b. Markus: "And make sure you take..."
 - i. I will [Alice += 2]
 - ii. She can protect herself [Alice++]

Deus Events

1. Deus Event 1

[VisitDeus++]

Other Events

Training Events

1. Train 1 [Train++] [Power++]
 - a. Choice 1

Note: Choose 'i' to do both.

 - i. Specific Areas [Arms++]
 - ii. Whole Body [Transf++]
 1. If you do not masturbate, you will get choice 'i' if you did not choose it specifically.
2. Train 2 [Train++] [Power++]
3. Train 3 [Train++] [Power++]
4. Train 4 [Train++] [Power++]
 - a. Will get [CharMemories++] for whichever character chosen.
5. Train 7 [Train++] [Power++]
6. Train 8 [Train++]
7. Train 9 [Train++]
8. Train 15 [Train++]
 - a. Reveal {Dead End 6}
 - b. Secret
 - i. Thanks [Ella++]
 - ii. Leave
9. Train 21 [Train++] [Power++]
10. Train 22 [Train++] [Power++]
 - a. How do I do it? [Ella++]
 - i. Does not matter
 - b. Not happening
11. Train 42 [Train++] [Power+=2]
12. Train 43 [Train++] [Power+=2]
13. Train 44 [Train++] [Power+=2]
14. Train 45 [Train++] [Power+=2]

15. Train 46 [Train++] [Power+=2]
 a. Go all in
 b. Be careful {Dead End 22}
16. Train 47 [Train++] [Power+=2]
17. Train 48 [Train++] [Power+=2] [Energy++]
 Note: Choice 'a' if [Corrupt] >= 6.
 a. Kill him [Corrupt++] [Power++]
 b. Run
18. Train 49 [Train++] [Skill++] [Michael++]
19. Train 50 [Train++] [Skill++] [Michael++]
20. Train 51 [Train++] [Skill++] [Power++]
21. Train 52 [Train++] [Skill++] [Power++]
22. Train 53 [Train++]
23. Train 54 [Train++]
24. Train 55 [Train++]
 a. MC: "Hmph, alright."
 i. Kill the servants [MinyakSmart++]
 ii. Armor up
 b. MC: "Looks like it's just you and me now babe, lets see what you got..."
 i. Directly
 ii. Indirectly [MinyakSmart++]
 Note: if [MinyakSmart] == 2, then [Skill+=2], [Power+=2]. If == 1, then [Skill++], [Power++].
25. Train 56 [Train++] [Skill++] [Power++]
26. Train 57 [Train++]

27. Train 58 [Train++]

- a. Ella: "So, did it work, or are you still mad about Deryl?"
 - i. Of course, I'm mad [MadElla]
 - ii. No, fuck Deryl
 - iii. You looked different a second ago
- b. Ella: "Curious huh? Should I take that as a yes?"
 - i. Yes [EarFuckElla]
 - 1. Does not matter
 - ii. No

28. Train 59 [Train++]

Note: Will get [Corrupt+=3] if not [Helmet].

29. Train 60 [Train++] [Power+=10]

30. Train 61 [Train++] [Power+=3]

Cheerleader Events

1. CheerLeaderHunt 2 [CheerHunt++] [Deryl++]
 - a. Does not matter
2. CheerLeaderHunt 3 [CheerHunt++]
 - a. Choice 1
 - i. Female
 - ii. Futa [Futa]
3. CheerLeaderHunt 7 [CheerHunt++] [PunchDean]
 - a. Punch Dean
 - b. Strip Teacher
4. CheerLeaderHunt 8 [CheerHunt++]
5. CheerLeaderHunt 12 [CheerHunt++]
6. CheerLeaderHunt 11 [CheerHunt++]
 - a. Need to get this one to get invited to party with the cheerleaders
7. CheerLeaderHunt 15 [CheerHunt++] [Skill++]
 - a. Choice 1
 - i. Chicks
 - ii. Dudes [MCIntoDudes]
8. CheerLeaderHunt 16 [CheerHunt++] [Skill++]
9. CheerLeaderHunt 17 [CheerHunt++] [Skill++]
 - a. Choice 1
 - i. Maybe a bit
 - ii. Great [Jess++]
 - b. 2nd Choice does not matter
 - c. Choice 3
 - i. Dump him
 - ii. Talk it out [DumpJared++]
 - d. Choice 4
 - i. Hero [JessAndHero]
 - ii. If you say so
10. CheerLeaderHunt 18 [CheerHunt++]
 - a. Does not matter
11. CheerLeaderHunt 19 [CheerHunt++]
 - a. Does not matter

12. CheerLeaderHunt 20 [CheerHunt++] [Jess++] [Tess++]
- a. 1st Choices does not matter
 - b. 2nd Choice
 - i. Lets go [Tess++]
 - ii. No thanks
13. CheerLeaderHunt 21 [CheerHunt++] [Jess++] [Tess++]
- a. 1st Choice
 - i. Smash [TennisAliceW]
 - ii. Go for Tess
 - b. Other choices do not matter
14. CheerLeaderHunt 22 [CheerHunt++] [Jess++]
- a. Does not matter
15. CheerLeaderHunt 23 [CheerHunt++]
- a. 1st Choice
 - i. Alright [Jess++]
 - ii. No
16. CheerLeaderHunt 24 [CheerHunt++] [Jess++]
- a. Truth [JessKnows]
 - i. Other choices do not matter
 - b. Secret
17. CheerLeaderHunt 25 [CheerHunt+=2] [Jess++]
- a. Choice 1
 - i. Brutally
 - 1. Sub-Choices do not matter until next one
 - 2. Sub-Choice
 - a. Punch him [JaredArmBreak]
 - b. Break his arm [Slut++] [JaredSexPunish]
 - ii. Sexually [JaredDickBreak]
 - 1. Break
 - 2. Strangle
 - b. Choice with Jess does not matter
18. Cheerleader Epi [CheerEnd = 1] [CheerHunt++]
- a. Choices do not matter

Toilet/Glory Hole Events

1. GloryEvent 2

[Glory++]

2. GloyEvent 3

Note: Choice 'a' only if [CheerHunt] <= 14.

a. Men's Side

Note: Choice 'b' only if [CheerHunt] >= 2.

b. Women's Side

i. Suck

[Slut++]

ii. Do not

Note: Choice 'c' only if [Day] >= 16.

c. Use the Toilet

Shop Events

1. Shop Event 1

[VisitShop++]

Note: Can only pick one.

- a. Buy monster pincer(\$10,000) [MonsterClaw] [Power+=10]
- b. Buy monster talon(\$5,000) [MonsterTalon] [Power+=5]
- c. Buy monster spine(\$12,000) [MonsterSpine] [Skill+=3]
- d. Buy monster vertebrae(\$6000) [MonsterVertebrae] [Skill++]
- e. Buy monster energy drink(\$2000) [MonsterEnergyDrink] [MonsterEnergyDrinkN++]
- f. Buy cracked face sculpture(\$2,000,000)

2. Shop Event 2

[VisitShop++]

- a. Same choices as Event 1, but you will not have the one you picked before.

Masturbate Events 😊

1. Masturbate 1

[Mas++]

a. Small Dildo

Note: Choice 'b' only if [BigDildo].

b. Large Dildo

c. Tentacles

Gym Events

1. Gym 15
 - a. Version 1 [VisitAngelina++] (if [VisitAngelina] != 1)
 - i. Nah
 - ii. Let's do it [VisitAngelina++] [Angelina+=2]
2. Gym 16 [VisitAngelina++] [Angelina+=3]
3. Gym 17 [VisitAngelina++]
4. Gym 18 [VisitAngelina++]
 - a. Admit [TruthAng] [Angelina++]
 - b. Deny [VisitAngelina+=99]
 - i. No more Angelina route
5. Gym 19 [VisitAngelina++]
 - a. No Choices
6. Gym 20 [VisitAngelina++]
 - a. Angelina: "I-I know. Gross right?"
 - i. They are a little big
 - ii. Fuck no, they're hot as hell [Angelina++]
 - b. MC: "Ok, ok. Hmm..."
 - i. Does not matter nor does 1st sub-choice
 - c. MC: "Ok..."
 - i. I get around
 - ii. Pretty barren
 - iii. I'm seeing someone [Angelina--]
 - d. Choice about body type vs. personality does not matter
 - e. Choice about boob size does not matter
 - f. Choice about cock size does not matter
 - g. Choice about growing body parts does not matter
 - h. Angelina: "Anyway, you should be getting home soon. Last question."
 - i. Last boyfriend [KnowAngBF]
 - ii. Hook up with a student?
7. Gym 21 [VisitAngelina++]
8. Gym 22 [VisitAngelina++]
 - a. Angelina: "Thanks, I'll see you in a bit."
 - i. Does not matter
 - b. Angelina: "It must be handy, being able to do so much."
 - i. I peep on girls changing
 - ii. I fight monsters [Angelina++]

- iii. No
 - c. Angelina: "I know... This one is exclusively"
 - i. Yes [Angelina++]
 - ii. No
 - d. MC: "(Fucking hell, it's so fast... How should I deal with this thing?)."
 - i. Armor up [AngKilled] {End of Route}
 - 1. Choices do not matter
 - ii. Turn into an eagle
 - Note: Choice 1 only if [Corrupt] >= 10.**
 - 1. Eat the monster's corpse [Corrupt+=3]
 - 2. Dispose of the monster's corpse
9. Gym 23 [VisitAngelina++]
 - a. MC: "(Damn, she's really depressed. Understandable I suppose,"
 - i. Decrease yourself [ShrinkAng++]
 - ii. Living with [TalkOutAng++]
 - iii. Someone else?
10. Gym Epi [VisitAngelina++]
 - a. No Choices

Note: Event 11 only if [VisitAngelina] == 11.

- 11. AngEnd [VisitAngelina++]
 - a. Choices do not matter

Frat House/Zombies Events

1. ZombieEvent 25 [VisitZombie+=2]
 - a. Choices do not matter
 - b. If lose virginity to zombie, then [VirginZombie].

2. ZombieEvent 26 [VisitZombie++]
 - a. Choices do not matter

3. ZombieEvent 27 [VisitZombie++]
 - a. Choices do not matter

4. ZombieEvent 28 [VisitZombie++]
 - a. Bailey: "*whisper* [master], can I eat him?"
 - i. Yes [ZombEatBF]
 - ii. No

5. ZombieEvent 29 [VisitZombie++]
 - a. Bailey: "So please [master]...."
 - i. Eat her [BaileyEaten] [BaileyWilling]
[Corrupt++]
 - ii. Don't eat Bailey

Prison Events

1. FuckBoiEvent 1 [FuckBoi++]
 - a. Does not matter
2. FuckBoiEvent 2 [FuckBoi++]
3. PrisonGuard 1 [PrisonGuard++]
 - a. Does not matter
4. PrisonGuard 2 [PrisonGuard++]
 - a. Does not matter
5. PrisonBrianna 1 [PrisonBrianna++]
6. PrisonBrianna 2 [PrisonBrianna++]
 - a. Get her to fuck you [FuckBrianna]
 - b. Just curios
7. PrisonAlice++ [PrisonAlice++]
 - a. Does not matter

Hero Events/Night Hero Events

1. (Starting Day 93) News 93 – 96 [News++]
2. AmberPhone 1 [AmberPhone++]
3. LizPhone 1 [LizPhone++]
4. EmilyPhone 1 [EmilyPhone++]
5. ChrisPhone 1 [ChrisPhone++]

{SPOILERS!!} BEGINNERS GUIDE AND GENERAL KNOWLEDGE

Note: First and foremost if you have any questions don't be afraid to ask for help in the Weird World Discord! <https://discord.gg/TGJw6b59>; Alright, all good? Last warning this is spoiler territory for all newcomers and a general explanation of the paths and beginning days as they can get very confusing...

General Explanation

Hello! So, this game is very complex and not what you were expecting from a porn game huh? Well don't fret here is a basic run down of the game's mechanics.

- Stats
 - Evolution Level
 - There are 5 stages that a character can evolve through, with 5 being the highest, in game this stat keeps track of what evolution stage the MC is on.
 - Power
 - The general power stat each character has throughout the game, of course determines how strong or powerful someone is. This is more raw-power than finesse and technique and is often correlated with a corruption-favored playthrough.
 - Skill
 - The technique and finesse stat, each character has a certain amount of skill, for example: Michael could be considered one of the most, or most skilled character in the game. This comes from experience and technique as I have mentioned and is correlated with a purer playthrough.
 - Energy
 - Yes, the energy stat comes from the one event with the cows at the farm from consuming them, it is only added once through the training events and has yet to be called or used again.
 - Corruption
 - Whew boy, corruption...The most questioned stat in the game and for good reason. Corruption is the MC's mindset and status in relation to his powers and monster parents/monster-side. Choices related to murder, consumption, instinct, and, of course, monsters, are generally what influences it. As for what it does? Not all that much now. It changes dialogue in minor ways and unlocks some options that are otherwise locked. The stat is more for the late game than it is for the current game. The game's endings will be heavily tied to it. So don't fret if you don't really understand it right now, most of us don't ourselves, but you can get the gist of what it means and what it is tied to...But that doesn't necessarily mean that it is evil, it is just tied to monsters and monster-like behavior, some choices like saying certain dialogue and consuming bailey to save her are considered mostly "good choices", yet they give corruption points so who knows...

- Money
 - Not a whole lot to mention here, the shopkeeper is an interesting character in the game with an interesting inventory for sale. Money is used in some choices to help get points, such as offering to help Emily and Amber with their troubles. But besides that, it does not mean much in the latest updates, and the MC should be getting a hefty paycheck from HERO so who knows...
- Public and Government Opinion
 - Pretty self-explanatory but this is the opinion on the MC, and his hero form, from the public and government. The real only thing they do are determine if the MC is perceived as a public hero...or a public menace...don't change much in the game besides dialogue so don't fret too much, there is one check for becoming a hero or villain after the mall event, but just dedicate to pleasing either the public or the government and you are solid.
- Character/LA Events
 - Side Stories and events, the stat menu just keeps a tally of how many you have done and these should come secondary to training, I will explain some here and in the general lay out of the beginning days, YOU WILL BE ABLE TO PLAY THROUGH THE SIDE STORIES AND NOT MISS THEM. I have the different sections for each one all the way up to the latest release above <3
- Training
 - The most important stat in the game, by itself and what it entails, as you might have guessed: power, skill, corruption, the energy stat, and the training value itself. The MC will face many dangers on his path and training will keep you alive! I have all the events for the trainings up above...
- Relationships
 - Click the "relationships stats" icon next to "your stats" when right-clicking. This is a list of the main character's relationship stats, coming from the main story and side stories/events. Self-explanatory, and there are requirements with the relationship values, like with most avns.
- Morality
 - Good and bad choices of course, as of now (0.96), it does jack-shit. But may be used along side corruption to determine who the MC has become in the end.
- Fem-MC
 - A state the MC forms on the cheerleader route and appears at some points. No the MC will not be able to become a female permanently, this is for the foreseeable future until WW decides otherwise. Personally, I think it is just used for more porn, but you be the judge.
- Dead-Ends
 - Good Jesus ok, dead ends...The bane of the avn gamer's existence. As you might have seen for yourself and/or through the walkthrough, there are a fucking bunch of them. The walkthrough was meant to help you avoid them and what requirements you need to meet to do so. These come from random events, characters, and battles alike, or just meme choices, but be wary and stay alive!

- Playthroughs/Paths
 - Alright whew, the biggest part about this game...There are two main runs you can do, POWER/CORRUPTION and SKILL/PURITY sure you can try to have both but (a) doesn't work to well at times and (b) is easier to stick to one as you don't need both to win fights, for example: you can win the Valravn fight swiftly just by having the right skill amount or power amount and picking the right option.
 - Corruption/Power
 - As I have mentioned before, doing a corruption route will mostly gain you power, something you can't get or do if you are abstaining from corruption, which is why the two of them are associated.
 - Skill/Purity
 - If you are trying to avoid corruption, pick skill 100%, this is your go to stat to have to win if you don't want corruption, because being pure means you cannot make the corrupt choices, which will make you lose out on power, the horn later on can help with this though, but the eye may grant skill.
 - Both of these main/meta runs are defined by one choice, and arguably the most important choice in the game, "picking skill or power to fight against Michael for the first time". I will explain below as well.

Days 1-11 and Beginning Days:

So I get it, the beginning 10 days are the most annoying and finicky of the whole game, so many different things to do and the beginning of the game is where all of the requirements are. To help you understand I will give the best choices to get all the points you need and set up all the scenes possible:

- Day 1
 - Day Menu
 - After the whole intro sequence, it is best to pick training first, as explained above training is the most important event in the whole game, don't worry you can get the Deryl and Liz/Amber event (also to get the full points pick specific areas first or whole body and DO NOT masturbate)
 - Having this training point will allow you to fight the thugs (otherwise you die) in the diner and win, then you can choose what do with the scum. This first training also sets up a corruption run.
- Day 2
 - Day Menu
 - Choose to train again, always get the training here for whatever the occasion (training will help you stay alive more than a point simping to Liz or Amber will).
 - Afternoon Menu
 - Pick Find Deryl to start the cheerleader questline, this will put you on track to obtain those skill points later on that I mentioned
 - Night Menu
 - News or bed doesn't matter in the slightest

- Day 3
 - Day Menu
 - Visit Liz and Amber here, you have to complete the two LA events (LizAmber) to reach their side quests, this is the first one. Also pick whoever you want here or like better does not matter.
 - Afternoon Menu
 - Train here my friend, keep growing
 - Night Menu
 - Snooze or propaganda
- Day 4
 - Day Menu
 - Train again!!!! And pick whoever you want don't matter...
 - THE MOST IMPORTANT CHOICE IN THE GAME:
 - WHEN FIGHTING MICHAEL
 - Choose power to have a more power-based run
 - Choose skill to have a more skill-based run
 - THESE RUNS ARE EXPLAINED UP ABOVE AND WHAT THEY ENTAIL
 - Afternoon Menu
 - Pick deryl option again for cheerleader stuff (don't worry about Emily you can complete that later)
 - Night Menu
 - Snore
- Day 5
 - Follow the main section and get through the main story.
- Day 6
 - Same here as day 5.
- Day 7
 - Day Menu
 - Guess What? Train...
 - Afternoon Menu
 - Go visit Deryl again for some more cheer.
 - Night Menu
 - Basically useless lol
- Day 8
 - Day Menu
 - Get Up! Time to train!
 - Afternoon Menu
 - Visit deryl for the 4th time which will allow you to seduce a dude into giving you a ring, not kidding this is in the main story, but also get's us closer to the skill points
 - Night Menu
 - MC becomes a major simp just watch.

- Day 9
 - Day Menu
 - Train again...yay...
 - Afternoon Menu
 - Go see Emily and start her side quests for the first time
 - Night Menu
 - Same shit different day
- Day 10
 - Day Menu
 - Ok finally! Now you can go look for deryl like a week and a half into college, makes sense, get that event over and done with
 - Afternoon Menu
 - Go find deryl again, this time for cheerleading
 - Night Menu
 - Snooze time
- Day 11
 - Day Menu
 - Now pick Liz and Amber and complete the LA events, this will open up both sidequests and you can do liz this afternoon, damn that sounds wrong...
 - Afternoon Menu
 - Go help out liz please
- Alright from here, you will not have enough cheerleading events to become a girl for the first houseparty, sad but literally nothing changes besides some dialogue and you get less money overall, not worth it overall, you need to focus on liz anyhow
- Alright after the party you will enter a loop of therapy days, this is where you complete amber's side stories, don't go to therapy or the stalls they literally don't do anything
- ***With these days and for the rest of the story:***
 - Train first and foremost
 - When training is not available complete Liz's story up until you lose your virginity to her, this will give you two jake points later on, other than that you can stop there
 - Then, if you can't train and you lose your v card to liz, start doing emily's story when training is not available, up until the event where you sit with her and tell her you're her friend and would date her, this meets the requirement to kiss her and fuck her at Alice's party later down the road
 - Alright, when you reach both points of emily's and liz's story, you can continue the cheerleader storyline up until you get the third skill point out of it, you will have a total of four or five depending on if you chose power or skill against Michael
 - You will fight Klaus after crashing, the skill does not apply here, you will get the last skill point eventually after this fight, then you will have enough after when you fight Klaus for the final showdown.
 - And after the Klaus battle, there are really no more specifics, ***JUST TRAIN WHENEVER YOU SEE THE OPTION***, then if you don't pick whatever you want to do, the loop at the end before the mall events will save you trust me

Battles:

- Ok so...this walkthrough has a full description on how to win each fight, either in events or the main story. I will explain the more important ones here, but just scroll through to find which fight you are at.
 - Klaus
 - This pink fucker...pretty straightforward in the main section of the game, but if you have completed enough of the cheerleader events and training, the skill you have (which should be 5) is enough to floor Klaus by yourself, forcing him to inject himself without needing Alice's help
 - **You need to choose close-combat**
 - **Then choose Agility and Power**
 - All other choices lead to dead ends as mentioned in the main section.
 - Valravn
 - The most requested and asked for-help against, and I get it, I died twice to this fucker. Like mentioned in the main section, you get a victory point against the bird for each of the following things:
 - **Having 19 or more skill**
 - **Having 80 or more power**
 - And choosing the **RIGHT** options:
 - **Keep Your Distance**
 - **Go All Out**
 - **I Don't Need To Evolve**
 - A total of five, and you only need 4 or more to win! (and also make Nico horny for the MC hehe)