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

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

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

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

Legend

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

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

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

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

Icons

❤️: +1 Relationship point 💔: -1 Relationship point

Flow Symbols

⊗ Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this
decide something [#123]
In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this
did not decide something [#123]

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

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

For example let's define some karate belts and assign each one to a numerical value:
0 ➡️ white belt [#78], 1 ➡️ yellow belt [#78], 2 ➡️ orange belt [#78]
If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)
It will be listed like this: karate belt: [yellow, orange] [#78]

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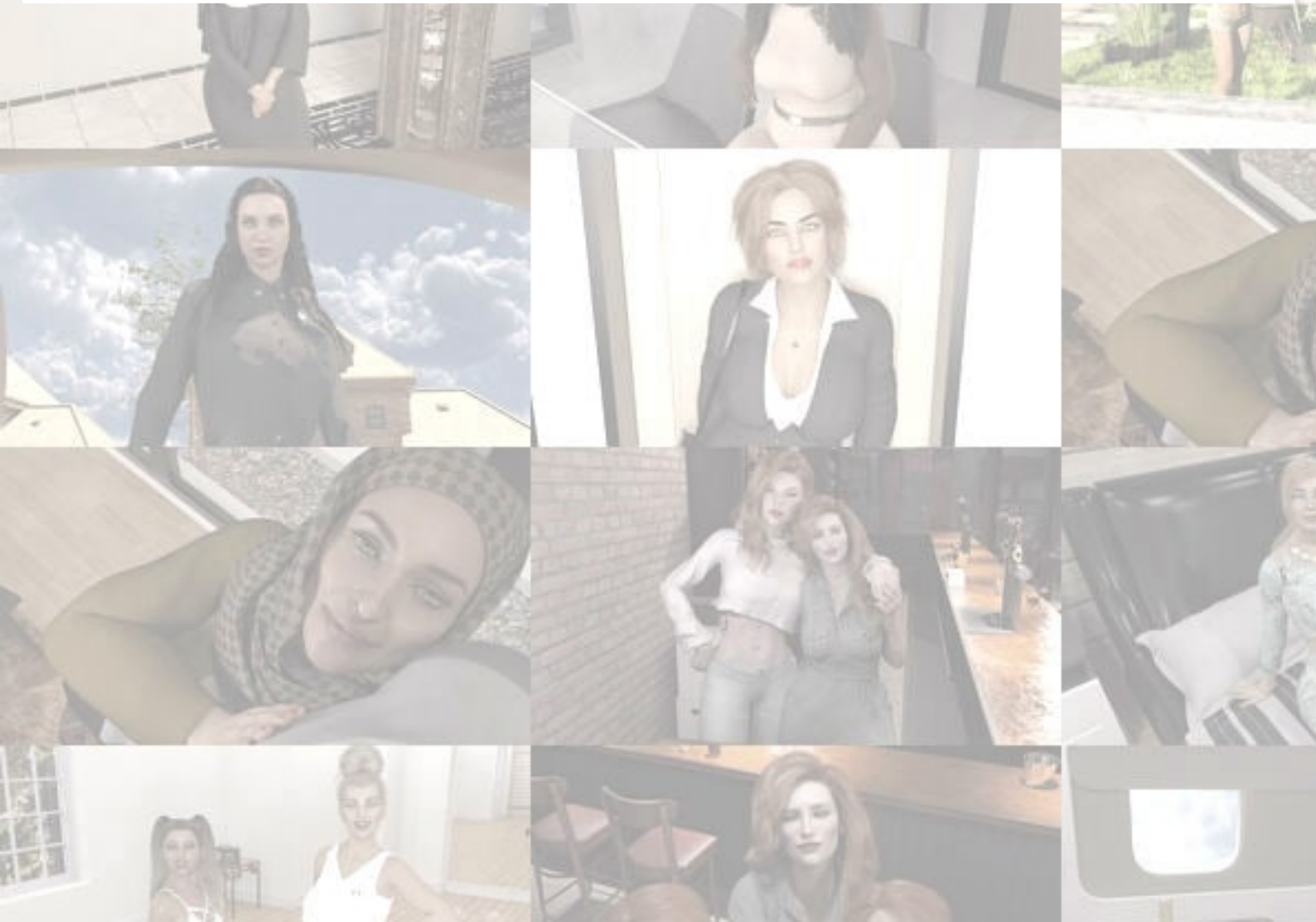Reversed decisions that do not impact the story (yet) will be displayed like this:
¡did not agree¡ [#55]

Check the last page of the walkthrough to learn how you can use the developer console to ~~cheat~~ alter their value for your benefit: (link).

Enjoy the game!

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V0.38

Only if *not ok with drinking Jamila's breast milk* #66
not breastfeeding from Jamila #109

Home

Sophia 🧡 is at least 1? — No

Yes ↓

Scene #1

Picnic

Scene #2

split a banana with Asami #76? — No

Yes ↓

Scene #3

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

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

The easiest way to enable it is to use the Universal Ren'Py Mod from 0x52.
Download it from the webpage: https://0x52.dev/mods/Universal-Ren-Py-Mod-1000, then unzip it and drop the rpa file in the game folder.

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

Character variables

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

variable	definition	set variable / new value	unset variable	check current value
aalPoints	Aaliyah relationship points	`aalPoints = value`		`aalPoints`
anaPoints	Anabelle relationship points	`anaPoints = value`		`anaPoints`
btyPoints	Betty relationship points	`btyPoints = value`		`btyPoints`
cPoints	Catherine relationship points	`cPoints = value`		`cPoints`
copPoints	Sandra relationship points	`copPoints = value`		`copPoints`
docPoints	Priya relationship points	`docPoints = value`		`docPoints`
elaPoints	Elaine relationship points	`elaPoints = value`		`elaPoints`
fiPoints	Fiona relationship points	`fiPoints = value`		`fiPoints`
isaPoints	Isabella relationship points	`isaPoints = value`		`isaPoints`
jadaPoints	Jada relationship points	`jadaPoints = value`		`jadaPoints`
jamPoints	Jamila relationship points	`jamPoints = value`		`jamPoints`
jasPoints	Jasmine relationship points	`jasPoints = value`		`jasPoints`
josPoints	Josianne relationship points	`josPoints = value`		`josPoints`
krnPoints	Karen relationship points	`krnPoints = value`		`krnPoints`
lPoints	Elizabeth relationship points	`lPoints = value`		`lPoints`
lilPoints	Lily relationship points	`lilPoints = value`		`lilPoints`
linaOrgasms	Lina orgasms	`linaOrgasms = value`		`linaOrgasms`
linaPoints	Lina relationship points	`linaPoints = value`		`linaPoints`
maidPoints	Shizuka relationship points	`maidPoints = value`		`maidPoints`
massPoints	Aiko relationship points	`massPoints = value`		`massPoints`
mblPoints	Mabel relationship points	`mblPoints = value`		`mblPoints`
milaPoints	Mila relationship points	`milaPoints = value`		`milaPoints`
minPoints	Minnie relationship points	`minPoints = value`		`minPoints`
nbrPoints	Natalia relationship points	`nbrPoints = value`		`nbrPoints`
nnPoints	Allison relationship points	`nnPoints = value`		`nnPoints`
ophPoints	Ophelia relationship points	`ophPoints = value`		`ophPoints`
pavPoints	Paveena relationship points	`pavPoints = value`		`pavPoints`
plyPoints	Polly relationship points	`plyPoints = value`		`plyPoints`
riPoints	Riona relationship points	`riPoints = value`		`riPoints`
shwPoints	Shawna relationship points	`shwPoints = value`		`shwPoints`
smarPoints	Sister Maria relationship points	`smarPoints = value`		`smarPoints`
sophPoints	Sophia relationship points	`sophPoints = value`		`sophPoints`
svtPoints	Svetlana relationship points	`svtPoints = value`		`svtPoints`
tyaPoints	Tanya relationship points	`tyaPoints = value`		`tyaPoints`
twnPoints	Twins relationship points	`twnPoints = value`		`twnPoints`
yvPoints	Yvonne relationship points	`yvPoints = value`		`yvPoints`
zelPoints	Zelda relationship points	`zelPoints = value`		`zelPoints`

Game Decisions Variables

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

label	set variable	unset variable	check current value

Unlock scenes

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

number	unlock	lock	check current value
1	`persistent.day88sophiaSex = 1`	`persistent.day88sophiaSex = 0`	`persistent.day88sophiaSex`
2	`persistent.day88asamiThighjob = 1`	`persistent.day88asamiThighjob = 0`	`persistent.day88asamiThighjob`
3	`persistent.day88asamiBanana = 1`	`persistent.day88asamiBanana = 0`	`persistent.day88asamiBanana`