

Grandma's House 0.39 Walkthrough rev 1.11

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Grandma's House

By Moonbox

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

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

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

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

Legend

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

More complex values will be written as text instead:

girls kissed +20

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

Bubu  is at least 5

girls kissed is at least 25

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

 *Granny*

grandmas kissed +20

Icons

: +1 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:

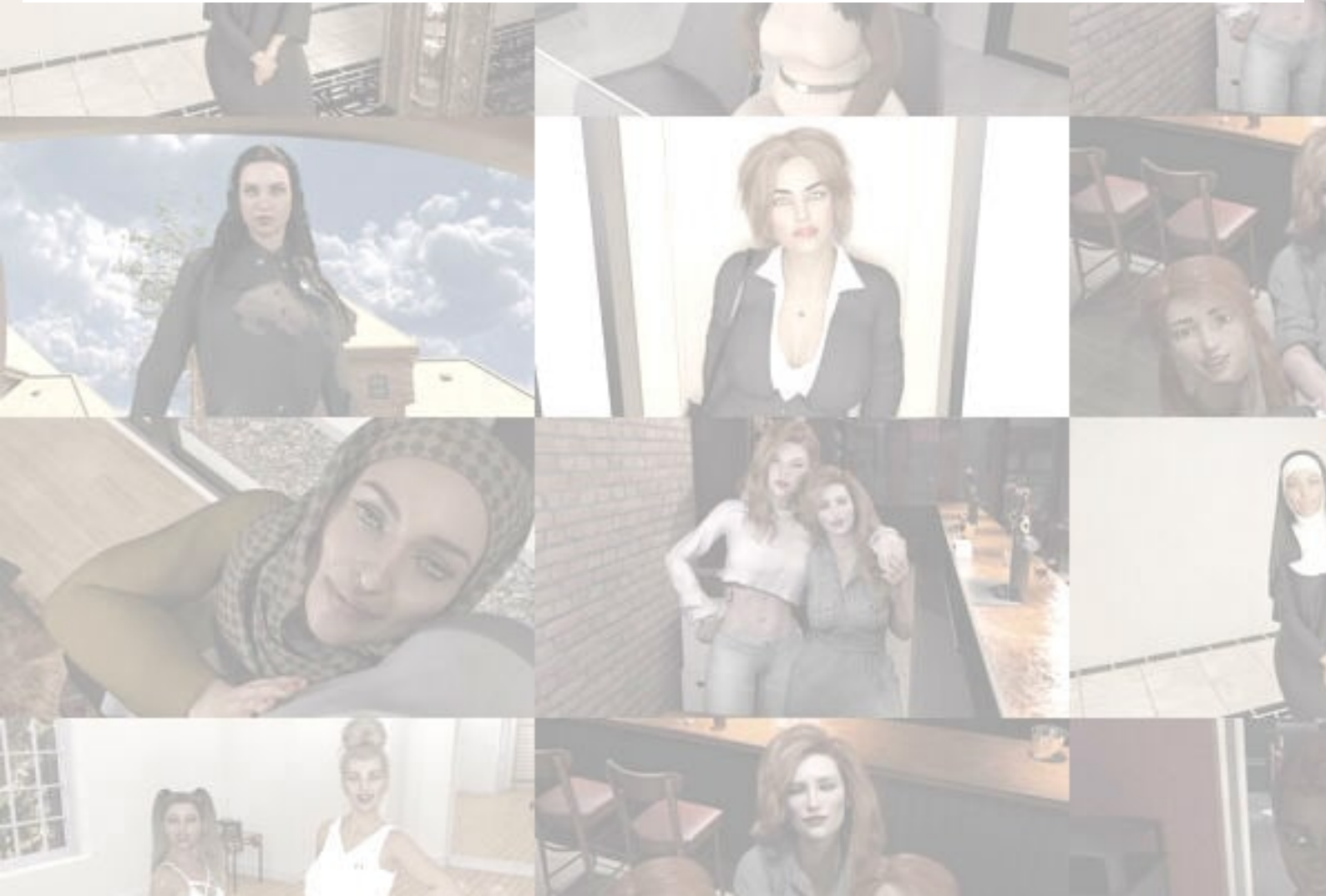
did not agree #55

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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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

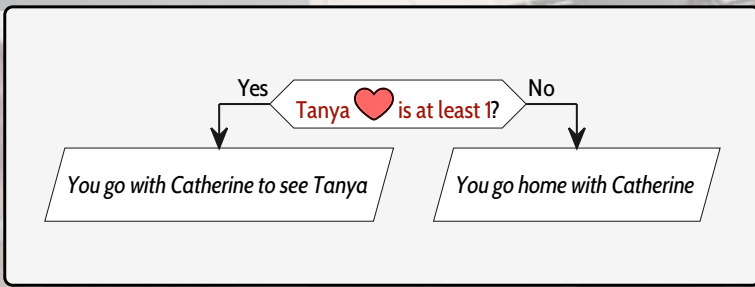
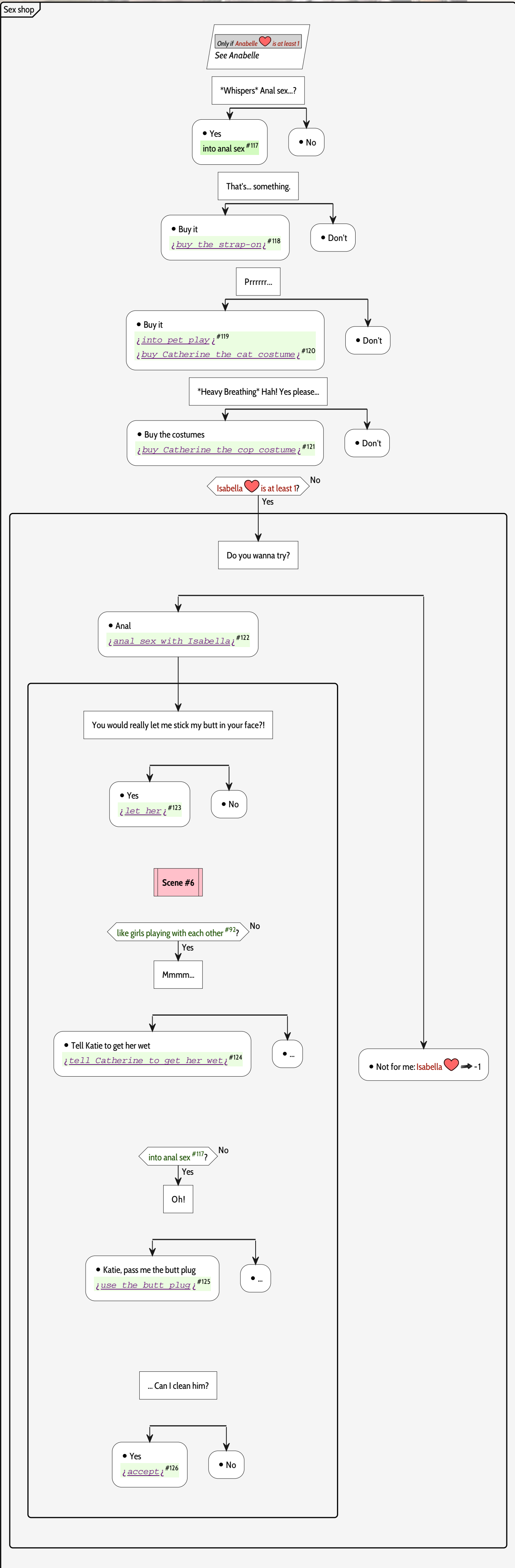
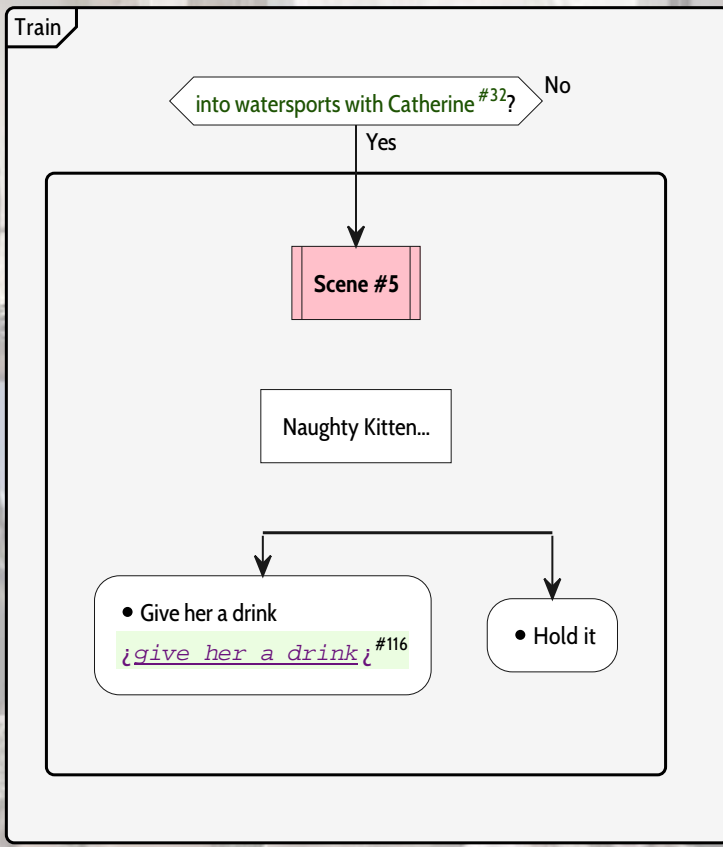
split a banana with Asami ^{#76}? No

Yes

Scene #3

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Jamila
Scene #4



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Cheat without a MOD

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

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

The easiest way to enable it is to use the Universal Ren'Py Mod from Ox52.

Download it from the webpage: <https://Ox52.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
<i>give her a drink</i> #116	day90catDrink = 1	day90catDrink = 0	day90catDrink
into anal sex #117	analEnabled = 1	analEnabled = 0	analEnabled
<i>buy the strap-on</i> #118	straponEnabled = 1	straponEnabled = 0	straponEnabled
<i>into pet play</i> #119	petplayEnabled = 1	petplayEnabled = 0	petplayEnabled
<i>buy Catherine the cat costume</i> #120	catCat = 1	catCat = 0	catCat
<i>buy Catherine the cop costume</i> #121	catCop = 1	catCop = 0	catCop
<i>anal sex with Isabella</i> #122	day90isaAnal = 1	day90isaAnal = 0	day90isaAnal
<i>let her</i> #123	day90isaFacesit = 1	day90isaFacesit = 0	day90isaFacesit
<i>tell Catherine to get her wet</i> #124	day90catClean = 1	day90catClean = 0	day90catClean
<i>use the butt plug</i> #125	day90isaButtplug = 1	day90isaButtplug = 0	day90isaButtplug
<i>accept</i> #126	day90catCockClean = 1	day90catCockClean = 0	day90catCockClean

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
4	persistent.day90jamilaHJ = 1	persistent.day90jamilaHJ = 0	persistent.day90jamilaHJ
5	persistent.day90catDrink = 1	persistent.day90catDrink = 0	persistent.day90catDrink
6	persistent.day90isabellaAnal = 1	persistent.day90isabellaAnal = 0	persistent.day90isabellaAnal