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Ripples By Jestur

https://www.patreon.com/jestur

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 <u>you</u> 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:

CiGrannyi

igrandmas kissed +20i

Icons

+1 Assertive point

: +1 Assertive point : +1 P : +1 Dominant point : +1 S

:+1 Deviant or BDSM point

Actually there are 2 different variables,
possibly tracking the same thing?

: +1 Polyamorous or Harem points
Actually there are 2 different variables,
possibly tracking the same thing?

: +1 Affection point

: +1 Lust/Seduce point : +1 Professional point

: +1 Professional po
: +1 Action point

: +1 Passive point : +1 Submissive point

: -1 Affection point
: -1 Lust/Seduce point

: -1 Action 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:

 $0 \Rightarrow$ white belt ^{#78}, $1 \Rightarrow$ yellow belt ^{#78}, $2 \Rightarrow$ 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

¿<u>agree</u> ¿ ^{#33} Davaged desision

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

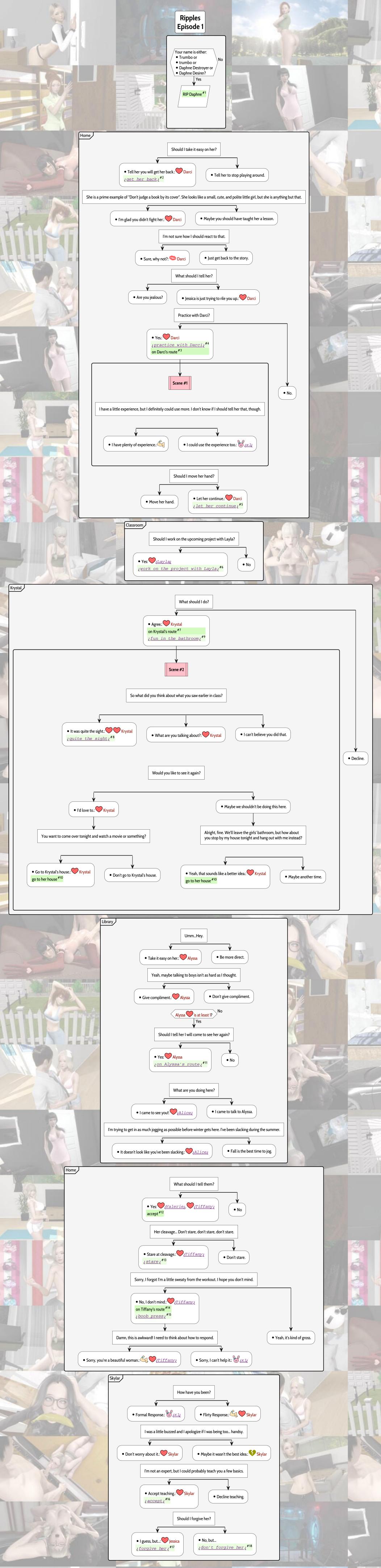
¿did not agree¿#55

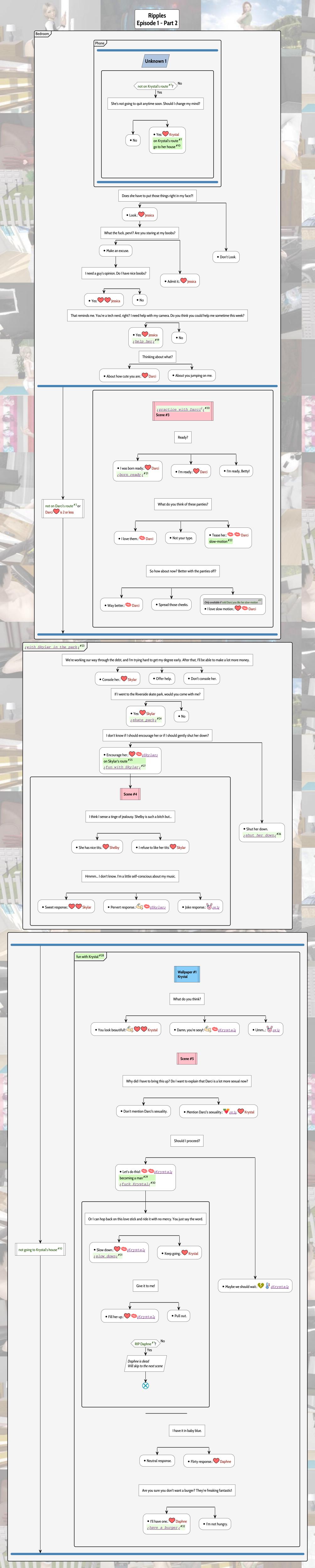
Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: (link).

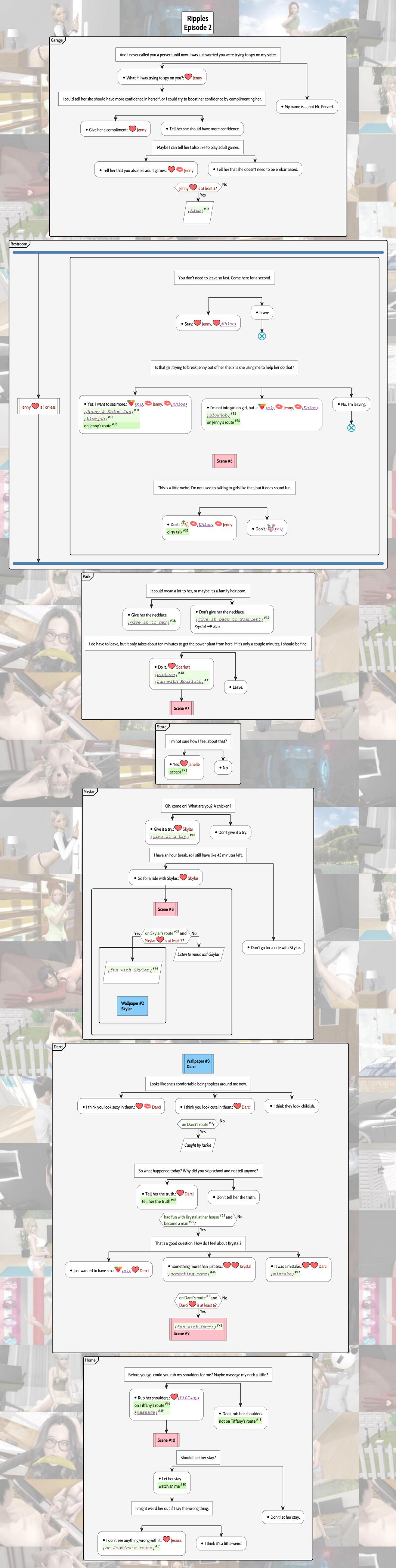
Enjoy the game!

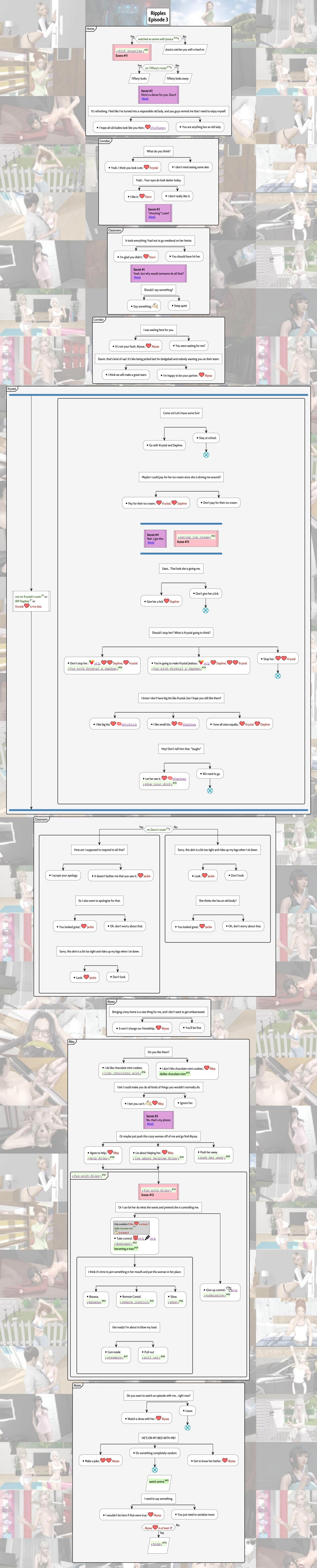
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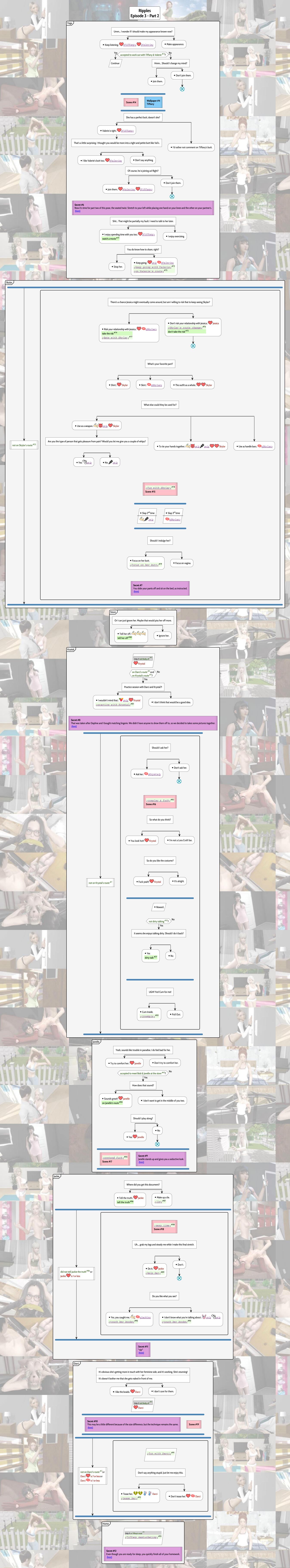
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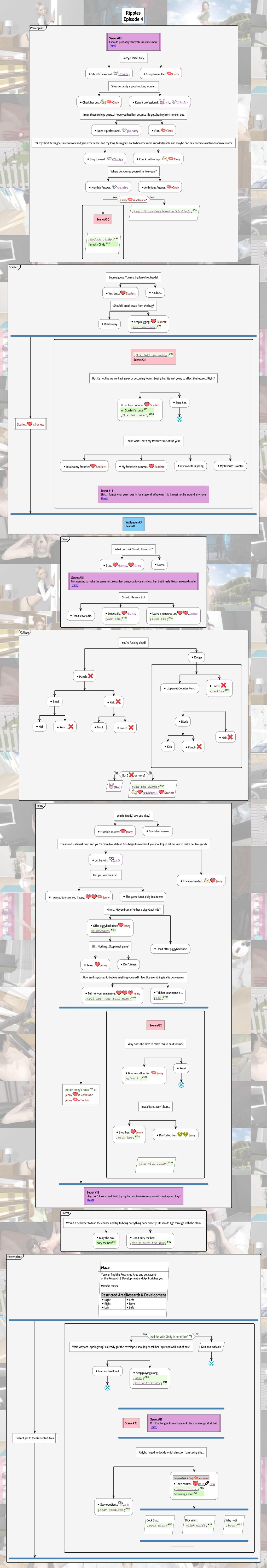


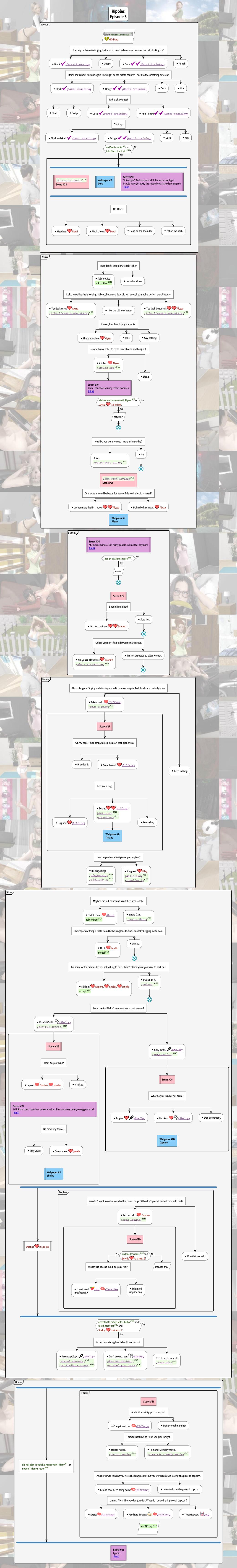


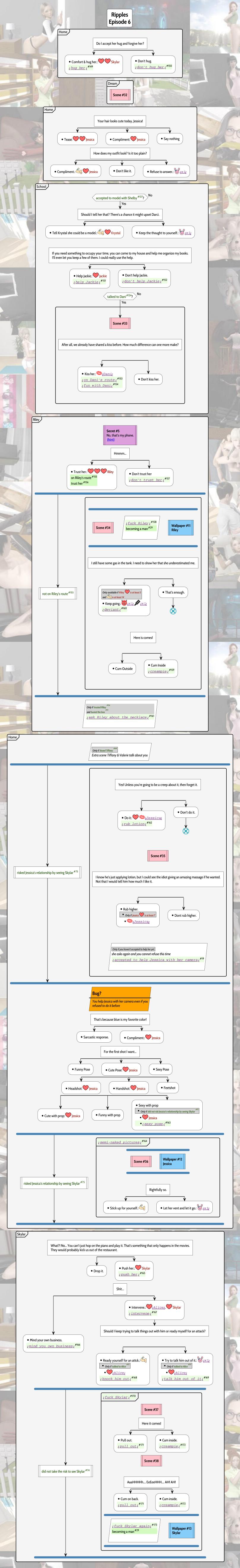










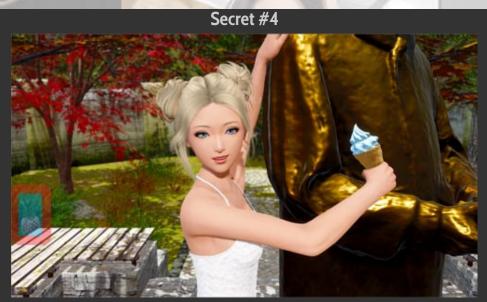


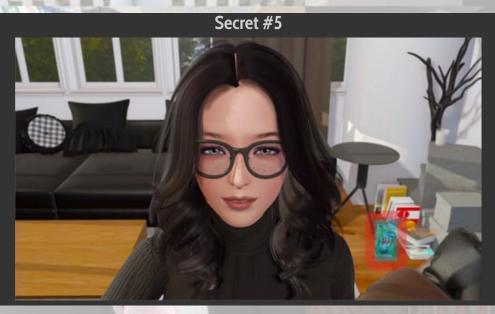
Secret Locations







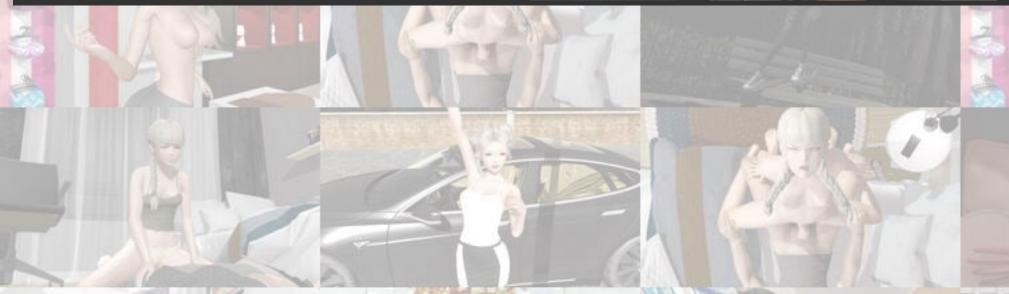








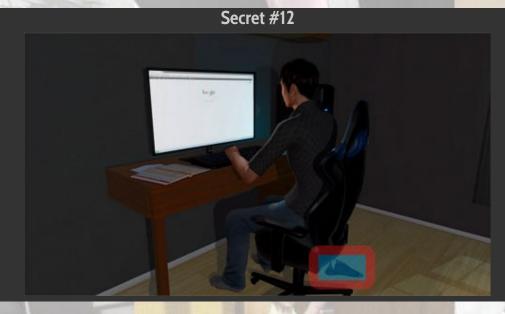














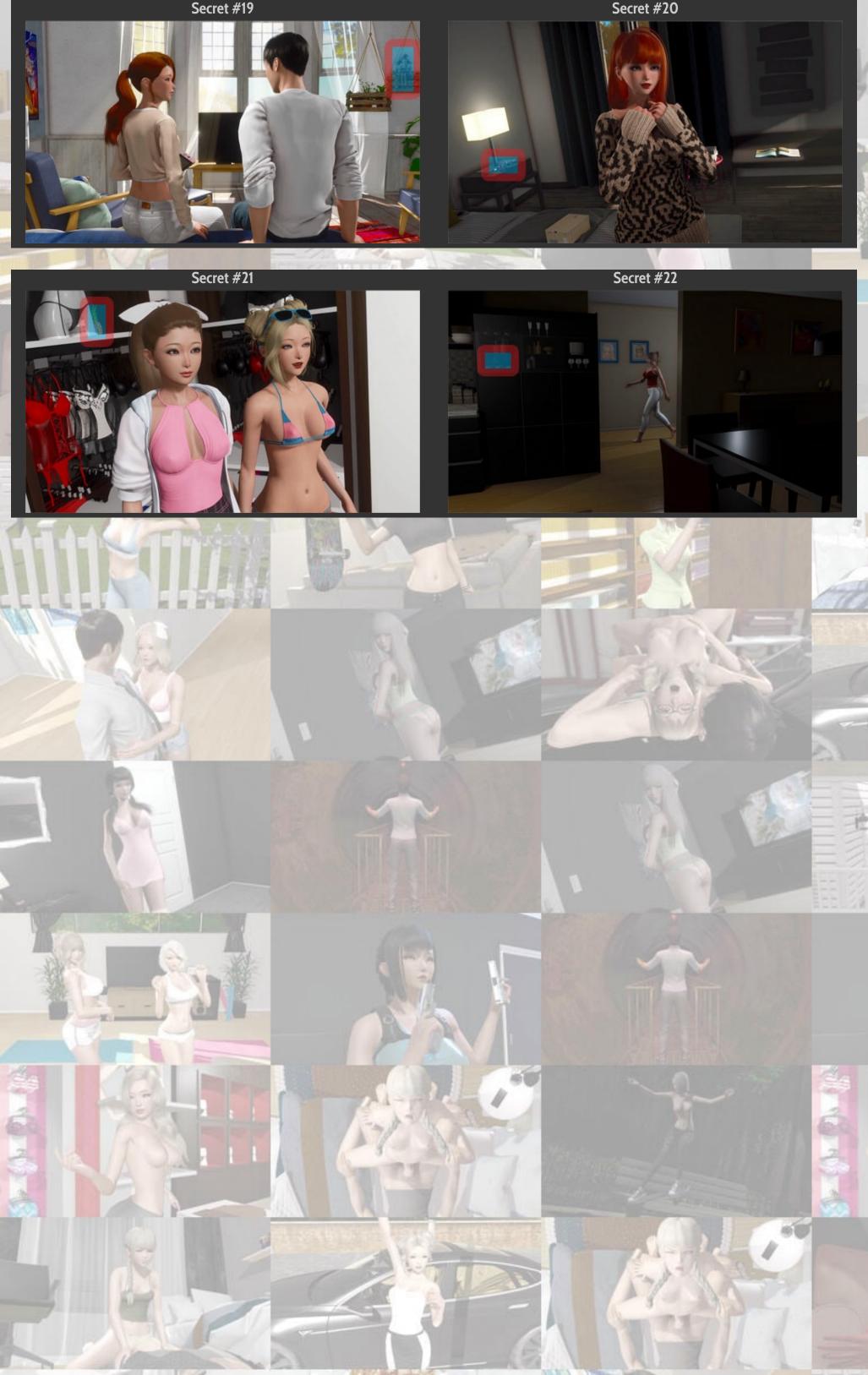


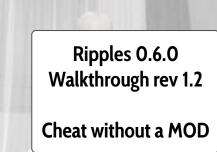












So you want to try out a new branch but do not feel like completely starting over a new game? Don't worry, with the developer console you can easily modify in-game variables. You only need some basic understanding of scripting.

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

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

Character variables	
. 2.14. #1 2.14	

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
assertive	Assertive points	assertive = value		assertive
passive	Passive points	passive = value		passive

variable	definition	set variable / new value	unset variable	check current value
assertive	Assertive points	assertive = value		assertive
passive	Passive points	passive = value		passive
dom	Dominant points	dom = value		dom
sub	Submissive points	sub = value		sub
deviant	Deviant points	deviant = value		deviant
bdsm	BDSM points	bdsm = value		bdsm
poly	Polyamorous points	poly = value		poly
harem	Harem points	harem = value		harem
alice	Alice affection points	alice = value		alice
alyssa	Alyssa affection points	alyssa = value		alyssa
cindyProfessional	Cindy professional points	cindyProfessional = value		cindyProfessiona
cindySeduce	Cindy seduce points	cindySeduce = value		cindySeduce
dani	Dani affection points	dani = value		dani
daniL	Dani lust points	daniL = value		daniL
daphne	Daphne affection points	daphne = <i>value</i>		daphne
daphneL	Daphne lust points	daphneL = <i>value</i>		daphneL
darci	Darci affection points	darci = value		darci
darciL	Darci lust points	darciL = value		darciL
darciTrain	Darci training points	darciTrain = value		darciTrain
gilmour	Jackie affection points	gilmour = value		gilmour
gilmourL	Jackie lust points	gilmourL = value		gilmourL
janelle	Janelle affection points	janelle = value		janelle
janelleL	Janelle lust points	janelleL = value		
jenny	Jenny affection points			janelleL
jennyL	Jenny lust points	jenny = value		jenny
, ,	•	jennyL = value		jennyL
jessica	Jessica affection points Jessica lust points	jessica = value		jessica
jessicaL khloe	•	jessicaL = value		jessicaL
khloeL	Khloe affection points	khloe = value		khloe
	Khloe lust points	khloeL = value		khloeL
krystal	Krystal affection points	krystal = value		krystal
krystalL	Krystal lust points	krystalL = value		krystalL
layla	Layla affection points	layla = value		layla
luna	Luna affection points	luna = value		luna
lym	Lym affection points	lym = value		lym
riley	Riley affection points	riley = value		riley
scarlett	Scarlett affection points	scarlett = value		scarlett
shelby	Shelby affection points	shelby = value		shelby
shelbyD	Shelby dominant points	shelbyD = value		shelbyD
shelbyS	Shelby submissive points	shelbyS = value		shelbyS
skylar	Skylar affection points	skylar = value		skylar
skylarL	Skylar lust points	skylarL = value		skylarL
tiffany	Tiffany affection points	tiffany = value		tiffany
tiffanyL	Tiffany lust points	tiffanyL = value		tiffanyL
	Valerie affection points	valerie = value		valerie
valerie			I	valerieL

1/1	skylarSkylar affection pointsskylar = vskylarLSkylar lust pointsskylarL =tiffanyTiffany affection pointstiffany =	value skylarL		
1	tiffanyL Tiffany lust points tiffanyL = valerie Valerie affection points valerie =	= value tiffanyL		
	valerieL Valerie lust points valerieL	= value valerieL		
1	Game Decisions Variables			
	label: The label as found in the walkthrough set variable: what to type in the developer console to turn the unset variable: what to type in the developer console to turn the check current value: what to type in the developer console to	the variable off		
		set variable daphneRIP = True	unset variable daphneRIP = False	check current value daphneRIP
	¿get her back; #2	surpriseRevenge = True darciRoute = True	surpriseRevenge = False darciRoute = False	surpriseRevenge darciRoute
	¿practice with Darci;#4	darciPracticel = True darciTableHand = True	<pre>darciPractice1 = False darciTableHand = False</pre>	darciPractice1 darciTableHand
l		laylaProject = True krystalRoute = True	<pre>laylaProject = False krystalRoute = False</pre>	laylaProject krystalRoute
	¿fun in the bathroom;#9	els5al = True krystalEvent1 = True	els5al = False krystalEvent1 = False	els5al krystalEvent1
	¿on Alyssa's route;#11	<pre>krystalHouse1 = True alyssaRoute = True</pre>	<pre>krystalHouse1 = False alyssaRoute = False</pre>	krystalHouse1 alyssaRoute
	<u>istare</u> ; #13	<pre>workOut = True tiffStare = True tiffanyRoute = True</pre>	<pre>workOut = False tiffStare = False tiffanyRoute = False</pre>	workOut tiffStare tiffanyRoute
	¿boob press;#15	tiffanyBoobPress = True skateordie = True	tiffanyBoobPress = False skateordie = False	tiffanyBoobPress skateordie
	¿forgive her;#17	<pre>jessicaForgive = True jessicaDForgive = True</pre>	<pre>jessicaForgive = False jessicaDForgive = False</pre>	jessicaForgive jessicaDForgive
1111		jesCamera = True darciPractice2 = True	<pre>jesCamera = False darciPractice2 = False</pre>	jesCamera darciPractice2
7	slow-motion #22	bornready = True slowmotion = True	bornready = False slowmotion = False	bornready
	¿skate park; #24	<pre>walkEvent1 = True skatepark = True skylarRoute = True</pre>	<pre>walkEvent1 = False skatepark = False skylarRoute = False</pre>	walkEvent1 skatepark skylarRoute
The same of the sa	¿shut her down; #26	skylarShutDown = True skylarEvent1 = True	skylarShutDown = False skylarEvent1 = False	skylarNoute skylarShutDown skylarEvent1
7	fun with Krystal ^{#28}	krystalEvent2 = True becomingaMan = True	<pre>krystalEvent2 = False becomingaMan = False</pre>	krystalEvent2 becomingaMan
	"24	krystalSex = True sdKrys = True	krystalSex = False sdKrys = False	krystalSex sdKrys
	¿ <u>kiss</u> ; #33	<pre>dapburg = True jennyKiss = True</pre>	<pre>dapburg = False jennyKiss = False</pre>	dapburg jennyKiss
	¿blowjob;#35	<pre>girlonGirl = True jennyEvent1 = True</pre>	<pre>girlonGirl = False jennyEvent1 = False</pre>	jennyEvent1
	,	<pre>jennyRoute = True dirtyTalk = True necklaceKh = True</pre>	<pre>jennyRoute = False dirtyTalk = False necklaceKh = False</pre>	jennyRoute dirtyTalk
	¿give it back to Scarlett;#39	necklaceKh = True necklaceSc = True scarlettPic = True	<pre>necklaceKh = False necklaceSc = False scarlettPic = False</pre>	necklaceKh necklaceSc scarlettPic
	¿fun with Scarlett;#41	scarlettEvent1 = True lingerieReturn = True	scarlettEvent1 = False lingerieReturn = False	scarlettEvent1 lingerieReturn
A ROS	¿give it a try ¿#43 ¿fun with Skylar ¿#44	skateboardwithSkylar = True skylarEvent2 = True	skateboardwithSkylar = False skylarEvent2 = False	skateboardwithSkylar skylarEvent2
160	¿something more; #46	tellDarci = True krystalMore = True	tellDarci = False krystalMore = False	tellDarci krystalMore
B. SA.	¿fun with Darci;#48	<pre>krystalMistake = True darciPractice3 = True tiffanyEvent1 = True</pre>	<pre>krystalMistake = False darciPractice3 = False tiffanyEvent1 = False</pre>	krystalMistake darciPractice3 tiffanyEvent1
	watch anime #50	<pre>jessicaEvent1 = True jessicaRoute = True</pre>	<pre>tiffanyEvent1 = False jessicaEvent1 = False jessicaRoute = False</pre>	jessicaEvent1 jessicaRoute
	¿dick surprise ¿#52	<pre>jessicaDickSurprise = True krydapEvent = True</pre>	<pre>jessicaDickSurprise = False krydapEvent = False</pre>	jessicaDickSurprise krydapEvent
	¿fun with Krystal & Daphne; #54	krystalEvent3 = True daphneShow = True	<pre>krystalEvent3 = False daphneShow = False</pre>	krystalEvent3 daphneShow
100		<pre>chocmintLike = True chocmintDis = True</pre>	<pre>chocmintLike = False chocmintDis = False</pre>	chocmintLike chocmintDis
7 11/1	¿lie about helping Riley; #59	<pre>rileyHelp = True rileyLie = True</pre>	<pre>rileyHelp = False rileyLie = False</pre>	rileyHelp rileyLie
V	¿fun with Riley; #61	rileyEvent1 = True	<pre>rileyPush = False rileyEvent1 = False rileydEvent = False</pre>	rileyPush rileyEvent1
Ŋ	¿submissive;#63	<pre>rileydEvent = True rileySEvent = True mouthBanana = True</pre>	rileySEvent = False mouthBanana = False	rileydEvent rileySEvent mouthBanana
	¿remote control¿#65	mouthRemote = True mouthShoe = True	mouthRemote = False mouthShoe = False	mouthRemote mouthShoe
	¿creampie;#67	rileycumOut = True	<pre>rileycumIn = False rileycumOut = False</pre>	rileycumIn rileycumOut
	//	renpy.mark_label_seen("e3s8Anime") alyssaKiss = True	<pre>renpy.mark_label_unseen("e3s8Anime") alyssaKiss = False</pre>	renpy.seen_label("e3s8Anime") alyssaKiss
	¿keep going with Valerie; #72	<pre>movieNight = True valerieKeepGoing = True</pre>	<pre>movieNight = False valerieKeepGoing = False</pre>	movieNight valerieKeepGoing
	take the risk ^{#74}	<pre>valerieRoute = True skylarRisk = True jessicaRisk = True</pre>	<pre>valerieRoute = False skylarRisk = False jessicaRisk = False</pre>	valerieRoute skylarRisk jessicaRisk
1	¿Skylar's route change; #76	skylarRouteChange = True skylarDate = True	skylarRouteChange = False skylarDate = False	skylarRouteChange skylarDate
	¿fun with Skylar ¿ #78	skylarEvent3 = True ebooty = True	skylarEvent3 = False ebooty = False	skylarEvent3 ebooty
	¿practice with Krystal; #81	shelbytellOff = True krystalPractice = True	<pre>shelbytellOff = False krystalPractice = False</pre>	shelbytellOff krystalPractice
	¿creampie;#83	krystalEvent4 = True e3insideK = True	krystalEvent4 = False e3insideK = False	krystalEvent4 e3insideK
	,	<pre>janelleRoute = True janelleEvent1 = True gilmourTruth = True</pre>	<pre>janelleRoute = False janelleEvent1 = False gilmourTruth = False</pre>	<pre>janelleRoute janelleEvent1 gilmourTruth</pre>
	¿ <u>lie</u> ; ^{#87}	gilmourLie = True gilmourEvent1 = True	gilmourLie = False gilmourEvent1 = False	gilmourLie gilmourEvent1
1940	"00	<pre>jackieHelp = True jackieBoobs = True</pre>	<pre>jackieHelp = False jackieBoobs = False</pre>	jackieHelp jackieBoobs
	¿tease her; #92	darciPractice4 = True darciTease = True	<pre>darciPractice4 = False darciTease = False</pre>	darciPractice4 darciTease
1	¿seduce Cindy; #94	<pre>tiffanyMB = True cindySeduction = True cindyEvent1 = True</pre>	<pre>tiffanyMB = False cindySeduction = False cindyEvent1 = False</pre>	tiffanyMB cindySeduction cindyEvent1
100	¿keep it professional with Cindy; #96		<pre>cindyEvent1 = False cindyKeepingitreal = False scarHug = False</pre>	cindyEvent1 cindyKeepingitreal scarHug
	¿Scarlett swimming ; #98	scarlettEvent2 = True scarlettRoute = True	scarlettEvent2 = False scarlettRoute = False	scarlettEvent2 scarlettRoute
	<pre>¿Scarlet naked ¿#100 ¿\$20 tip;#101</pre>	letmeseethosetitties = True tip20 = True	<pre>letmeseethosetitties = False tip20 = False</pre>	letmeseethosetitties tip20
	¿tackle;#103	tip200 = True ericTackle = True	tip200 = False ericTackle = False	tip200 ericTackle
	¿piggyback;#105	e4fightwin = True piggybackJen = True jennyTruth = True	<pre>e4fightwin = False piggybackJen = False jennyTruth = False</pre>	e4fightwin piggybackJen jennyTruth
	¿ <u>lie</u> ;#107	<pre>jennyTruth = True jennyLie = True jennyGiveIn = True</pre>	<pre>jennyTruth = False jennyLie = False jennyGiveIn = False</pre>	jennyTruth jennyLie jennyGiveIn
	¿stop her;#109	<pre>jennyStop = True jennyEvent2 = True</pre>	<pre>jennyStop = False jennyEvent2 = False</pre>	jennyStop jennyEvent2
	bury the box #111 ¿don't bury the box; #112	buryBox = True dontburyBox = True	<pre>buryBox = False dontburyBox = False</pre>	buryBox dontburyBox
1	¿fun with Cindy; #114	<pre>cindyStay = True cindyEvent2 = True</pre>	<pre>cindyStay = False cindyEvent2 = False</pre>	cindyStay cindyEvent2
A Las	¿take control; #116	<pre>cindyObi = True cindyCon = True cockslapCindy = True</pre>	<pre>cindyObi = False cindyCon = False cockslapCindy = False</pre>	cindyObi cindyCon cockslapCindy
J.W.	¿dick whiff ¿#118	cindyWhiff = True boopCindy = True	cindyWhiff = False boopCindy = False	cindyWhiff boopCindy
100	¿fun with Darci;#120	<pre>darciEvent1 = True aliceTalk = True</pre>	<pre>darciEvent1 = False aliceTalk = False</pre>	darciEvent1 aliceTalk
-21	///	likeAChange = True alyssamcHouse = True	likeAChange = False alyssamcHouse = False	likeAChange alyssamcHouse
N.	¿fun with Alyssa; #125	alyssaWatchAnime = True alyssaEvent1 = True	alyssaWatchAnime = False alyssaEvent1 = False	alyssaWatchAnime alyssaEvent1
100	¿take a peek; #127	<pre>scarlett2019 = True tiffanyPeak = True</pre>	<pre>scarlett2019 = False tiffanyPeak = False</pre>	tiffanyPeak
7 1	¿motorboat; #129	<pre>tiffanyRip = True yummyboobsweat = True pineapplepizzaisfuckingdisgustingandyoushouldbeashamedofyourselfforlikingityouanimal = True</pre>	<pre>tiffanyRip = False yummyboobsweat = False pineapplepizzaisfuckingdisgustingandyoushouldbeashamedofyourselfforlikingityouanimal = False</pre>	tiffanyRip yummyboobsweat pineapplepizzaisfuckingdisgustingandvoushouldbeashamedofvourselfforlikingitvouanimal
	¿delicious; #131	pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers = True timelinel = True	pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers = False timeline1 = False	pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers timeline1
	¿ <u>timeline</u> 2¿ ^{#133} talk to Dani ^{#134}	timeline2 = True daniTalk = True	timeline2 = False daniTalk = False	timeline2 daniTalk
	model #136	daniIgnore = True mcModel = True	daniIgnore = False mcModel = False	daniIgnore mcModel
	<u>¿refuse</u> ;#138	<pre>mcModelAccept = True mcModelBackout = True</pre>	mcModelAccept = False mcModelBackout = False	mcModelAccept mcModelBackout
	¿sexy outfit; #140	shelbyPlayful = True shelbySexy = True daphneFvent1 = True	<pre>shelbyPlayful = False shelbySexy = False danhneEvent1 = False</pre>	shelbyPlayful shelbySexy daphneEvent1
	¿accept apology; #142	<pre>daphneEvent1 = True shelbyAccept = True shelbyDecline = True</pre>	<pre>daphneEvent1 = False shelbyAccept = False shelbyDecline = False</pre>	daphneEvent1 shelbyAccept shelbyDecline
	¿fuck off ¡#144	shelbyFuckoff = True shelbyRoute = True	<pre>shelbyFuckoff = False shelbyRoute = False</pre>	shelbyFuckoff shelbyRoute
	¿horror movie; #146	movieHorror = True movieRomcom = True	movieHorror = False movieRomcom = False	movieHorror movieRomcom
	¿hug her;#149	tiffanyEvent2 = True hugSkylar = True	<pre>tiffanyEvent2 = False hugSkylar = False</pre>	tiffanyEvent2 hugSkylar
	¿help Jackie; #151	donthugSkylar = True jackieBooks = True	donthugSkylar = False jackieBooks = False	donthugSkylar jackieBooks
	¿on Dani's route; #153	<pre>jackieNoBooks = True daniRoute = True daniEvent1 = True</pre>	<pre>jackieNoBooks = False daniRoute = False daniEvent1 = False</pre>	jackieNoBooks daniRoute daniEvent1
	on Riley's route #155	rileyRoute = True rileyTrust = True	rileyRoute = False rileyTrust = False	rileyRoute rileyTrust
	W457	rileyDistrust = True	rileyDistrust = False	rileyDistrust



¿ask Riley about the necklace;#161

¿fuck Riley ¿#158

¿creampie;#159

¿<u>deviant</u>; #160

¿rub lotion; #162

¿<u>sexy pose</u>; #163

¿push her; #165

¿<u>intervene</u>; #167

¿knock him out; #168

¿<u>fuck Skylar</u>;#170

¿pull out; #171

¿creampie;#172

¿talk him out of it¿#169

¿fuck Skylar again; #173

¿semi-naked pictures; #164

¿mind you own business; #166

rileyEvent2 = True

cameinsideRiley = True

rileyEventDeviant = True

rileyNecklace = True

jessicaEvent2 = True

jessicaSexyPose = True

jessicaEvent3 = True

aliceIntervene = True

skylarPiano = True

aliceMYOB = True

aliceBFKO = True

aliceBFT = True

skylarEvent4 = True

skylarLoveP = True

skylarLoveI = True

skylarEvent5 = True

renpy.mark_label_seen("krystalEvent4") renpy.mark_label_seen("e3s15playAlong") | renpy.mark_label_unseen("e3s15playAlong") | renpy.seen_label("e3s15playAlong") renpy.mark_label_seen("gilmourEvent1") renpy.mark_label_seen("darciPractice4") renpy.mark_label_unseen("darciPractice4") renpy.seen_label("darciPractice4")

Unlock scenes

number: The scene number

renpy.mark_label_seen("e4s2Seduce") renpy.mark_label_unseen("e4s2Seduce") renpy.mark_label_seen("scarlettLake") renpy.mark_label_unseen("scarlettLake") renpy.mark_label_seen("jennyEvent2") renpy.mark_label_unseen("jennyEvent2") renpy.mark_label_seen("cindyEvent2") renpy.mark_label_unseen("cindyEvent2")

renpy.mark_label_seen("darciPractice1")

renpy.mark_label_seen("krystalEvent1")

renpy.mark_label_seen("darciPractice2")

renpy.mark_label_seen("skylarE1")

renpy.mark_label_seen("kystalE2")

renpy.mark_label_seen("jennyEvent1")

renpy.mark_label_seen("scarlettPic")

renpy.mark_label_seen("skylarEvent2")

renpy.mark_label_seen("tiffanyEvent1")

renpy.mark_label_seen("jessicaWakeup")

renpy.mark_label_seen("kryanddapEvent")

renpy.mark_label_seen("e3s7helpRiley")

renpy.mark_label_seen("e3s10workout")

renpy.mark_label_seen("skylarEvent3")

24			1		
	renpy.mark_label_s	een("darciEvent1")	renpy.mark_label_	unseen("darciEvent1")	renpy.seen_label("darciEvent1")
25	renpy.mark_label_s	een("alyssaEvent1")	renpy.mark_label_	unseen("alyssaEvent1")	renpy.seen_label("alyssaEvent1")
26	renpy.mark_label_se	een("scarlettEvent2")	renpy.mark_label_	unseen("scarlettEvent2")	renpy.seen_label("scarlettEvent2")
27	renpy.mark_label_s	een("e5s5peek")	renpy.mark_label_	unseen("e5s5peek")	renpy.seen_label("e5s5peek")
28	renpy.mark_label_s	een("e5s6Playful")	renpy.mark_label_	unseen("e5s6Playful")	renpy.seen_label("e5s6Playful")
29	renpy.mark_label_s	een("e5s6Sexy")	renpy.mark_label_	unseen("e5s6Sexy")	renpy.seen_label("e5s6Sexy")
30	renpy.mark_label_s	een("daphneEvent1")	renpy.mark_label_	unseen("daphneEvent1")	renpy.seen_label("daphneEvent1")
31	renpy.mark_label_s	een("tiffanyEvent2")	renpy.mark_label_	unseen("tiffanyEvent2")	renpy.seen_label("tiffanyEvent2")
32	renpy.mark_label_s	een("e6s2")	renpy.mark_label_	unseen("e6s2")	renpy.seen_label("e6s2")
33	renpy.mark_label_se	een("daniEvent1")	renpy.mark_label_	unseen("daniEvent1")	renpy.seen_label("daniEvent1")
34	renpy.mark_label_s	een("rileyEvent2")	renpy.mark_label_	unseen("rileyEvent2")	renpy.seen_label("rileyEvent2")
35	renpy.mark_label_s	een("jessicaEvent2")	renpy.mark_label_	unseen("jessicaEvent2")	renpy.seen_label("jessicaEvent2")
36	renpy.mark_label_s	een("jessicaEvent3")	renpy.mark_label_	unseen("jessicaEvent3")	renpy.seen_label("jessicaEvent3")
37	renpy.mark_label_se	een("skylarEvent4")	renpy.mark_label_	unseen("skylarEvent4")	renpy.seen_label("skylarEvent4")
38	renpy.mark_label_s	een("skylarEvent5")	renpy.mark_label_	unseen("skylarEvent5")	renpy.seen_label("skylarEvent5")
Unlock	wallnaners				
number: T unlock: wh lock: what check curr		console to lock n the developer console to c			
number: T unlock: wh lock: what	The wallpaper number nat to type in the developer of the type in type in the type in type in the type in type in the type in type in the type in type in the type in type i	console to lock n the developer console to c	check current value		
number: T unlock: wh lock: what check curr number	The wallpaper number nat to type in the developer of the type in	console to lock the developer console to console lock wp_krystal = False	check current value wp_krystal		
number: T unlock: wh lock: what check curr number 1	The wallpaper number nat to type in the developer to type in the developer rent value: what to type in unlock wp_krystal = True wp_skylar = True	console to lock the developer console to co	check current value wp_krystal wp_skylar		
number: T unlock: wh lock: what check curr number 1 2 3	The wallpaper number nat to type in the developer to type in the developer rent value: what to type in unlock wp_krystal = True wp_skylar = True wp_darci = True	console to lock the developer console to co	<pre>check current value wp_krystal wp_skylar wp_darci</pre>		
number: T unlock: wh lock: what check curr number 1 2 3	The wallpaper number nat to type in the developer to type in the developer rent value: what to type in unlock wp_krystal = True wp_skylar = True wp_darci = True wp_tiffany = True	console to lock the developer console to con	<pre>check current value wp_krystal wp_skylar wp_darci wp_tiffany</pre>		
number: T unlock: wh lock: what check current number 1 2 3 4 5	The wallpaper number nat to type in the develope to type in the develope rent value: what to type in unlock wp_krystal = True wp_skylar = True wp_darci = True wp_tiffany = True wp_scarlett = True	console to lock the developer console to con	<pre>check current value wp_krystal wp_skylar wp_darci wp_tiffany wp_scarlett</pre>		
number: T unlock: wh lock: what check curr number 1 2 3	The wallpaper number nat to type in the developer to type in the developer rent value: what to type in unlock wp_krystal = True wp_skylar = True wp_darci = True wp_tiffany = True	console to lock the developer console to con	<pre>check current value wp_krystal wp_skylar wp_darci wp_tiffany</pre>		

wp_shelby

wp_daphne

wp_riley

wp_jessica

rileyEvent2 = False

cameinsideRiley = False

rileyNecklace = False

jessicaEvent2 = False

jessicaEvent3 = False

aliceIntervene = False

skylarPiano = False

aliceMYOB = False

aliceBFKO = False

aliceBFT = False

skylarEvent4 = False

skylarLoveP = False

skylarLoveI = False

skylarEvent5 = False

renpy.mark_label_unseen("darciPractice1")

renpy.mark_label_unseen("krystalEvent1")

renpy.mark_label_unseen("skylarE1")

renpy.mark_label_unseen("kystalE2")

renpy.mark_label_unseen("jennyEvent1")

renpy.mark_label_unseen("scarlettPic")

renpy.mark_label_unseen("skylarEvent2")

renpy.mark_label_unseen("tiffanyEvent1")

renpy.mark_label_unseen("e3s7helpRiley")

renpy.mark_label_unseen("e3s10workout")

renpy.mark_label_unseen("skylarEvent3")

renpy.mark_label_unseen("krystalEvent4")

renpy.mark_label_unseen("gilmourEvent1")

renpy.mark_label_seen("darciPractice3") | renpy.mark_label_unseen("darciPractice3") | renpy.seen_label("darciPractice3")

check current value

renpy.mark_label_unseen("darciPractice2") renpy.seen_label("darciPractice2")

renpy.mark_label_unseen("jessicaWakeup") renpy.seen_label("jessicaWakeup")

renpy.mark_label_unseen("kryanddapEvent") renpy.seen_label("kryanddapEvent")

renpy.seen_label("darciPractice1")

renpy.seen_label("krystalEvent1")

renpy.seen_label("skylarE1")

renpy.seen_label("kystalE2")

renpy.seen_label("jennyEvent1")

renpy.seen_label("scarlettPic")

renpy.seen_label("skylarEvent2")

renpy.seen_label("tiffanyEvent1")

renpy.seen_label("e3s7helpRiley")

renpy.seen_label("e3s10workout")

renpy.seen_label("skylarEvent3")

renpy.seen_label("krystalEvent4")

renpy.seen_label("gilmourEvent1")

renpy.seen_label("e4s2Seduce")

renpy.seen_label("scarlettLake")

renpy.seen_label("jennyEvent2")

renpy.seen_label("cindyEvent2")

lock

jessicaSexyPose = False

rileyEventDeviant = False

wp_riley = True wp_jessica = True | wp_jessica = False wp_skylar2 = True | wp_skylar2 = False | wp_skylar2

wp_shelby = True

wp_daphne = True

renpy.mark_image_seen("hi5_tiffany")

wp_tiffany2 = True | wp_tiffany2 = False | wp_tiffany2

wp_shelby = False

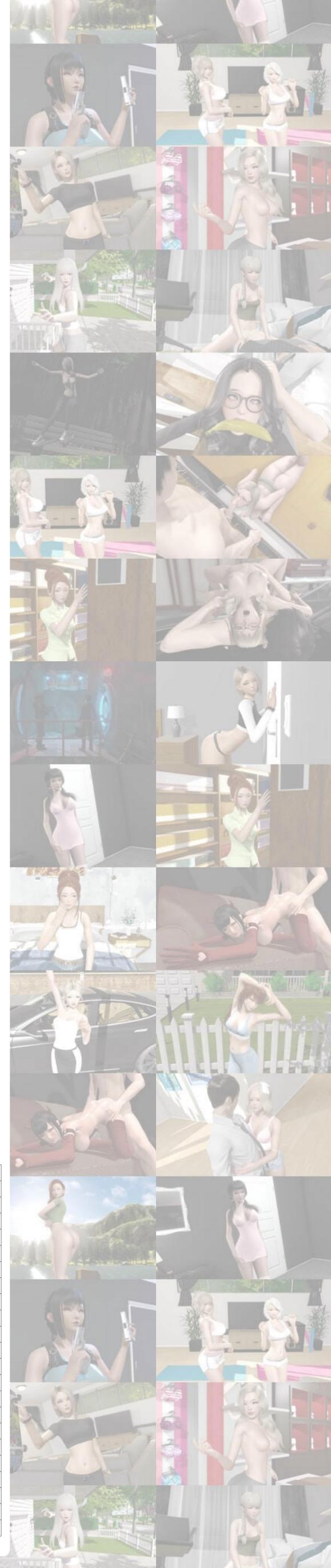
wp_daphne = False

wp_riley = False

number	unlock	lock	check current value
38	renpy.mark_image_seen("e3s4pb1")	renpy.mark_image_unseen("e3s4pb1")	renpy.seen_image("e3s4pb1")
38	renpy.mark_image_seen("e3s2pb1")	renpy.mark_image_unseen("e3s2pb1")	renpy.seen_image("e3s2pb1")
38	renpy.mark_image_seen("e3s3pb1")	renpy.mark_image_unseen("e3s3pb1")	renpy.seen_image("e3s3pb1")
38	renpy.mark_image_seen("e3s5pb1")	renpy.mark_image_unseen("e3s5pb1")	renpy.seen_image("e3s5pb1")
38	renpy.mark_image_seen("e3s7pb1")	renpy.mark_image_unseen("e3s7pb1")	renpy.seen_image("e3s7pb1")
38	renpy.mark_image_seen("valhidimage")	renpy.mark_image_unseen("valhidimage")	renpy.seen_image("valhidimage")
38	renpy.mark_image_seen("hiddenimageskylar2")	renpy.mark_image_unseen("hiddenimageskylar2")	renpy.seen_image("hiddenimageskylar?
38	renpy.mark_image_seen("hiddenimagekrys")	renpy.mark_image_unseen("hiddenimagekrys")	renpy.seen_image("hiddenimagekrys")
38	renpy.mark_image_seen("hiddenimagejan")	renpy.mark_image_unseen("hiddenimagejan")	renpy.seen_image("hiddenimagejan")
38	renpy.mark_image_seen("hiddenimagedar")	renpy.mark_image_unseen("hiddenimagedar")	renpy.seen_image("hiddenimagedar")
38	renpy.mark_image_seen("hiddenimagejackie")	renpy.mark_image_unseen("hiddenimagejackie")	renpy.seen_image("hiddenimagejackie
38	renpy.mark_image_seen("hiddenimagetiff1")	renpy.mark_image_unseen("hiddenimagetiff1")	renpy.seen_image("hiddenimagetiff1"
38	renpy.mark_image_seen("hi_april")	renpy.mark_image_unseen("hi_april")	renpy.seen_image("hi_april")
38	renpy.mark_image_seen("hi_scar")	renpy.mark_image_unseen("hi_scar")	renpy.seen_image("hi_scar")
38	renpy.mark_image_seen("hi_lunlym")	renpy.mark_image_unseen("hi_lunlym")	renpy.seen_image("hi_lunlym")
38	renpy.mark_image_seen("hi_jen")	renpy.mark_image_unseen("hi_jen")	renpy.seen_image("hi_jen")
38	renpy.mark_image_seen("hi_cind")	renpy.mark_image_unseen("hi_cind")	renpy.seen_image("hi_cind")
38	renpy.mark_image_seen("hi5_darci")	renpy.mark_image_unseen("hi5_darci")	renpy.seen_image("hi5_darci")
38	renpy.mark_image_seen("hi5_alyssa")	renpy.mark_image_unseen("hi5_alyssa")	renpy.seen_image("hi5_alyssa")
38	renpy.mark_image_seen("hi5_scarlett")	renpy.mark_image_unseen("hi5_scarlett")	renpy.seen_image("hi5_scarlett")
38	renpy.mark_image_seen("hi5_shelby")	renpy.mark_image_unseen("hi5_shelby")	renpy.seen_image("hi5_shelby")

renpy.mark_image_unseen("hi5_tiffany")

renpy.seen_image("hi5_tiffany")



rileyEvent2

cameinsideRiley

rileyEventDeviant

rileyNecklace

jessicaEvent2

jessicaSexyPose

jessicaEvent3

aliceIntervene

skylarPiano

aliceMYOB

aliceBFKO

aliceBFT

skylarEvent4

skylarLoveP

skylarLoveI

skylarEvent5