

Juno's Task Chap5.0-1.0 Walkthrough rev 1.2

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Juno's Task
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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*

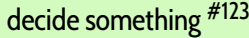
Icons

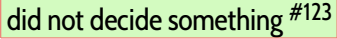
: +1 Attraction point : -1 Attraction point
: +1 Favor point : -1 Favor point

Flow Symbols

 Skip until the next section

Decision labels

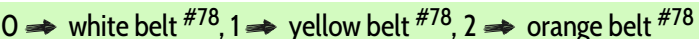
When something you do can have an impact later on in the game, a label will be visible where it happens like this
 decide something #123

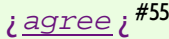
In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this
 did not decide something #123

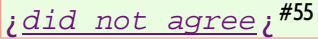
References to this label will also include the same number
so it is easy to track it down to where it happened (could be multiple places).
decided something #123

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!

Table of Contents

Introduction	1
Table of Contents	2
Chapter 1	3
Chapter 2	4
Chapter 3	5
Chapter 4	6
Chapter 5	7
Cheat without a MOD	9



Juno's Task Chapter 1

Home

I'm really having second thoughts about this and I think I should cancel, what do you think?

- Veronica I think you should do what makes you feel comfortable and stay home.



Spend the evening with Veronica

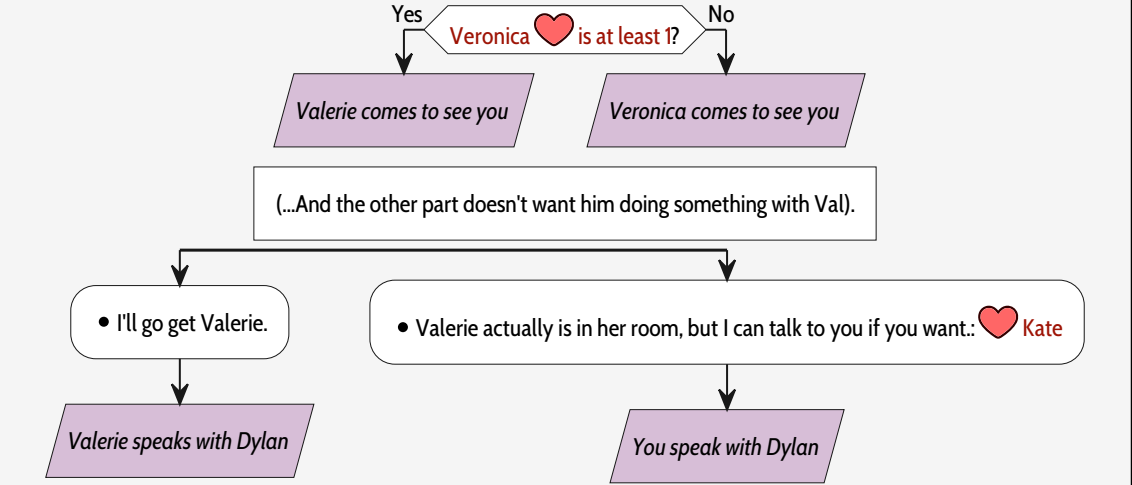
- Valerie is right Veronica, at least give it a chance and then you won't have to do it again.



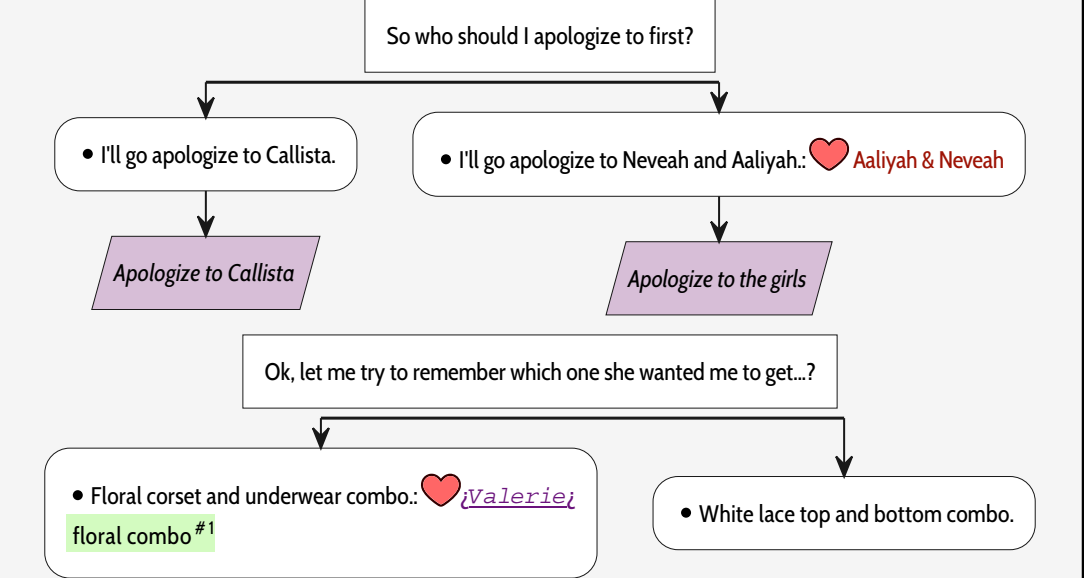
Spend the evening with Valerie

Juno's Task
Chapter 2

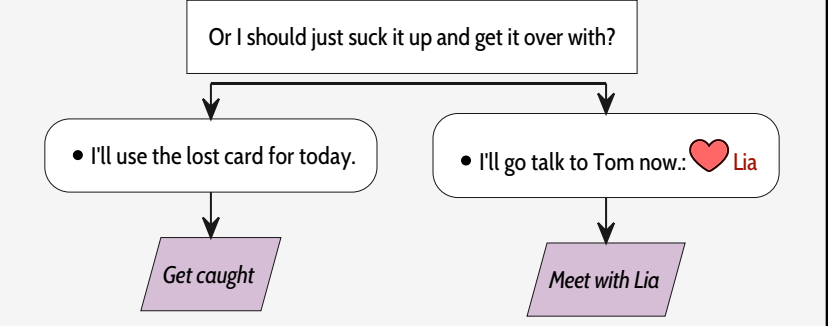
Home



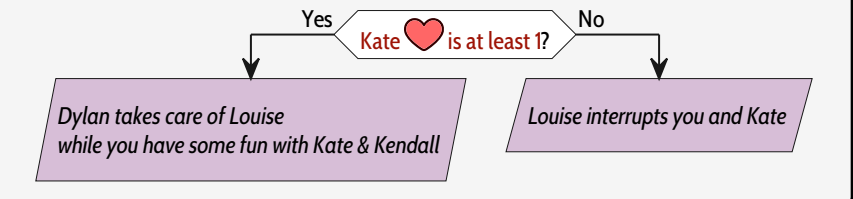
Clothing store



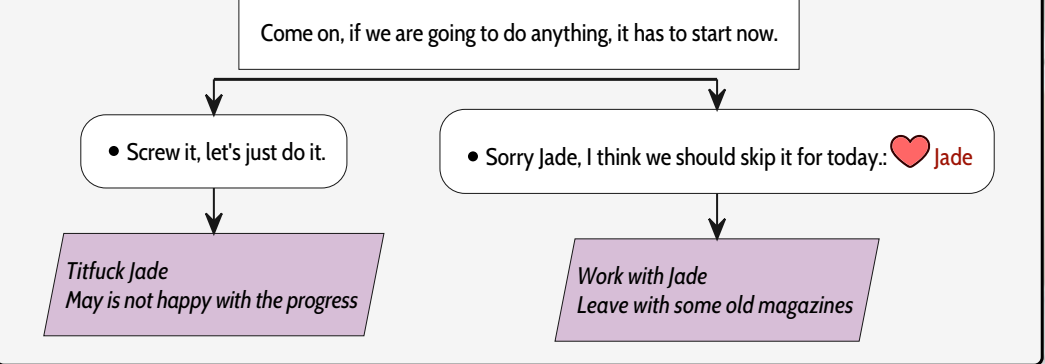
Gym



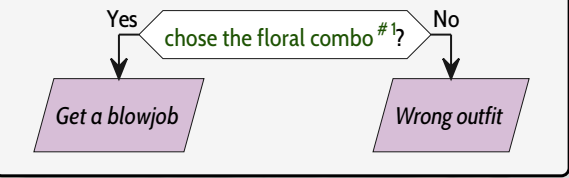
Clinic



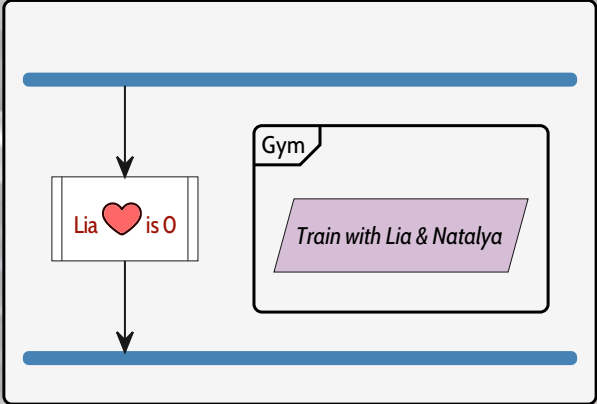
Library



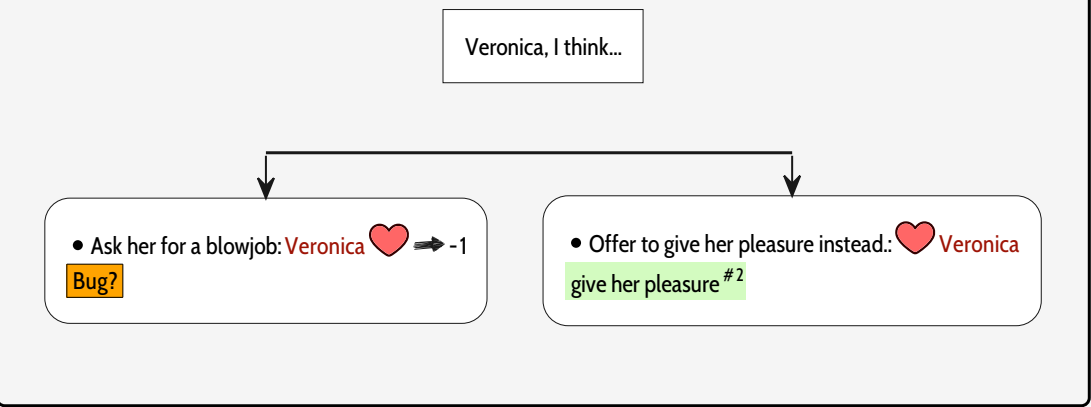
Home



Clothing store

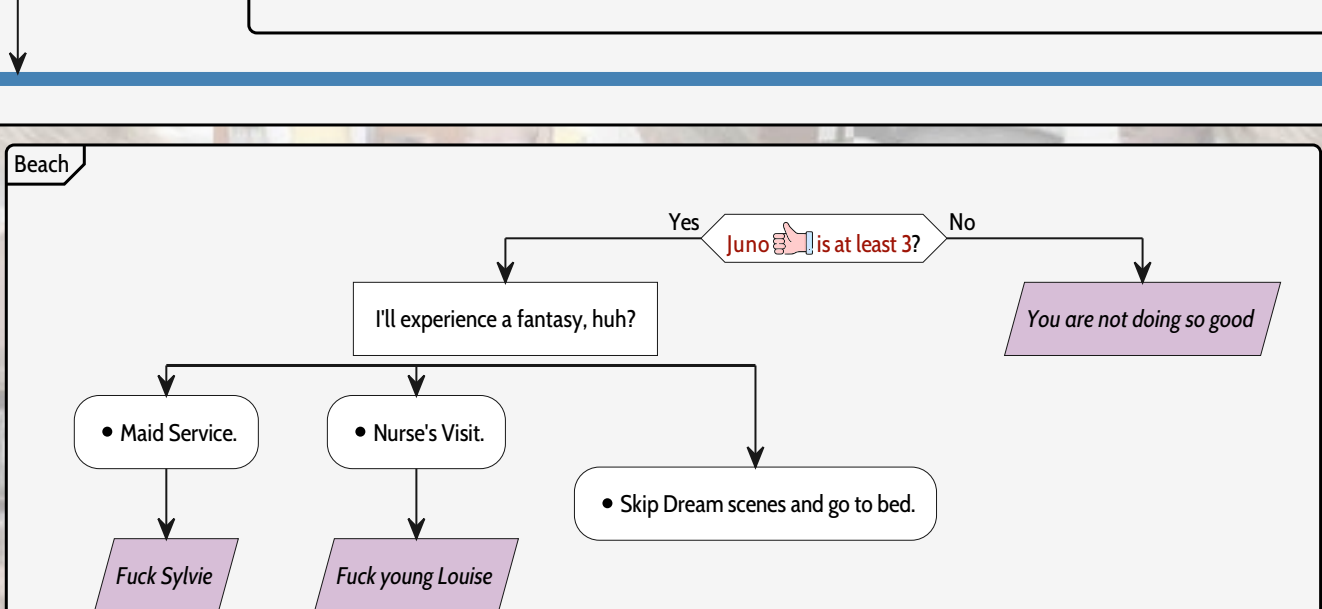
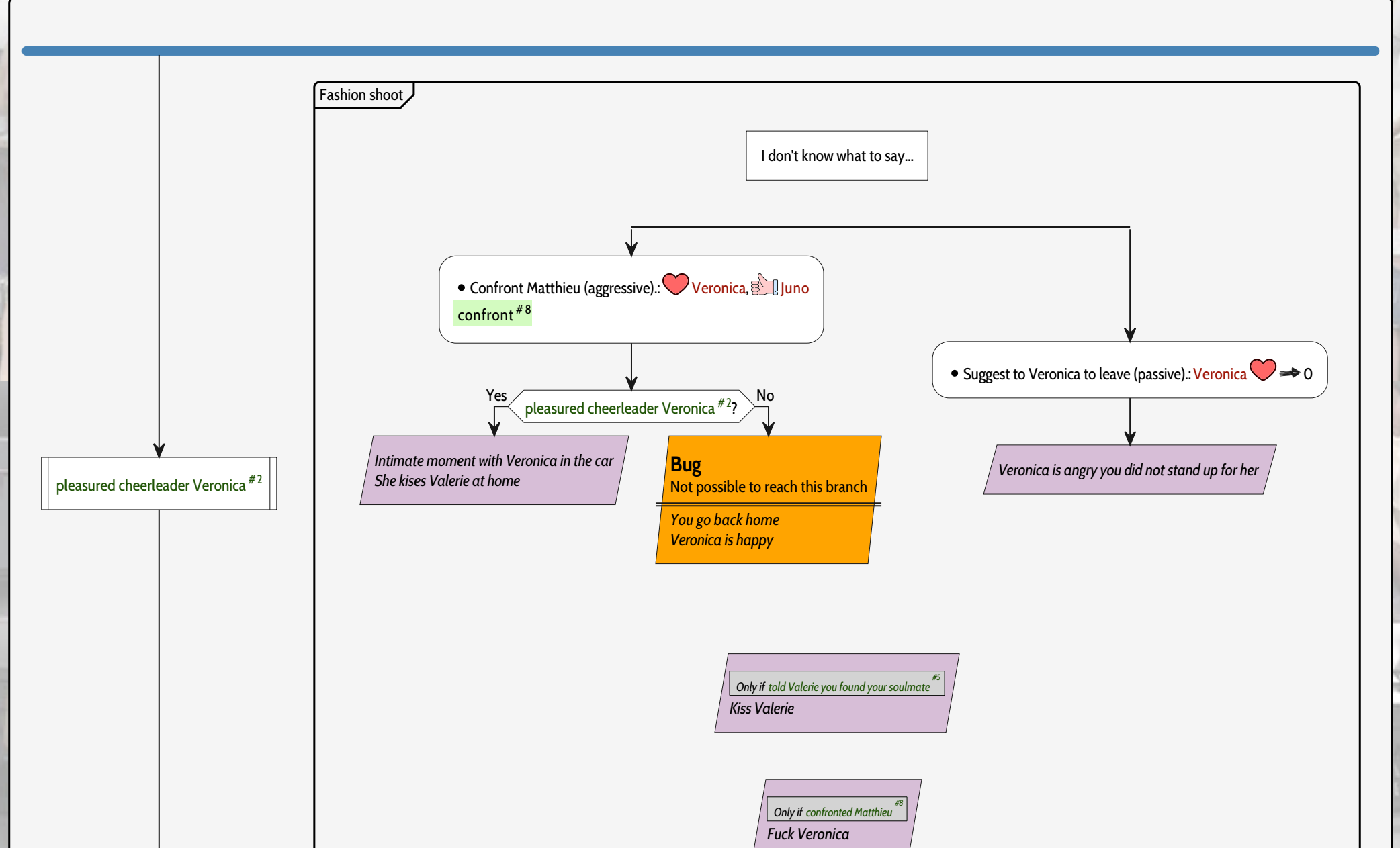
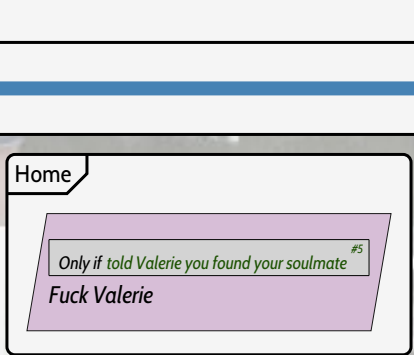
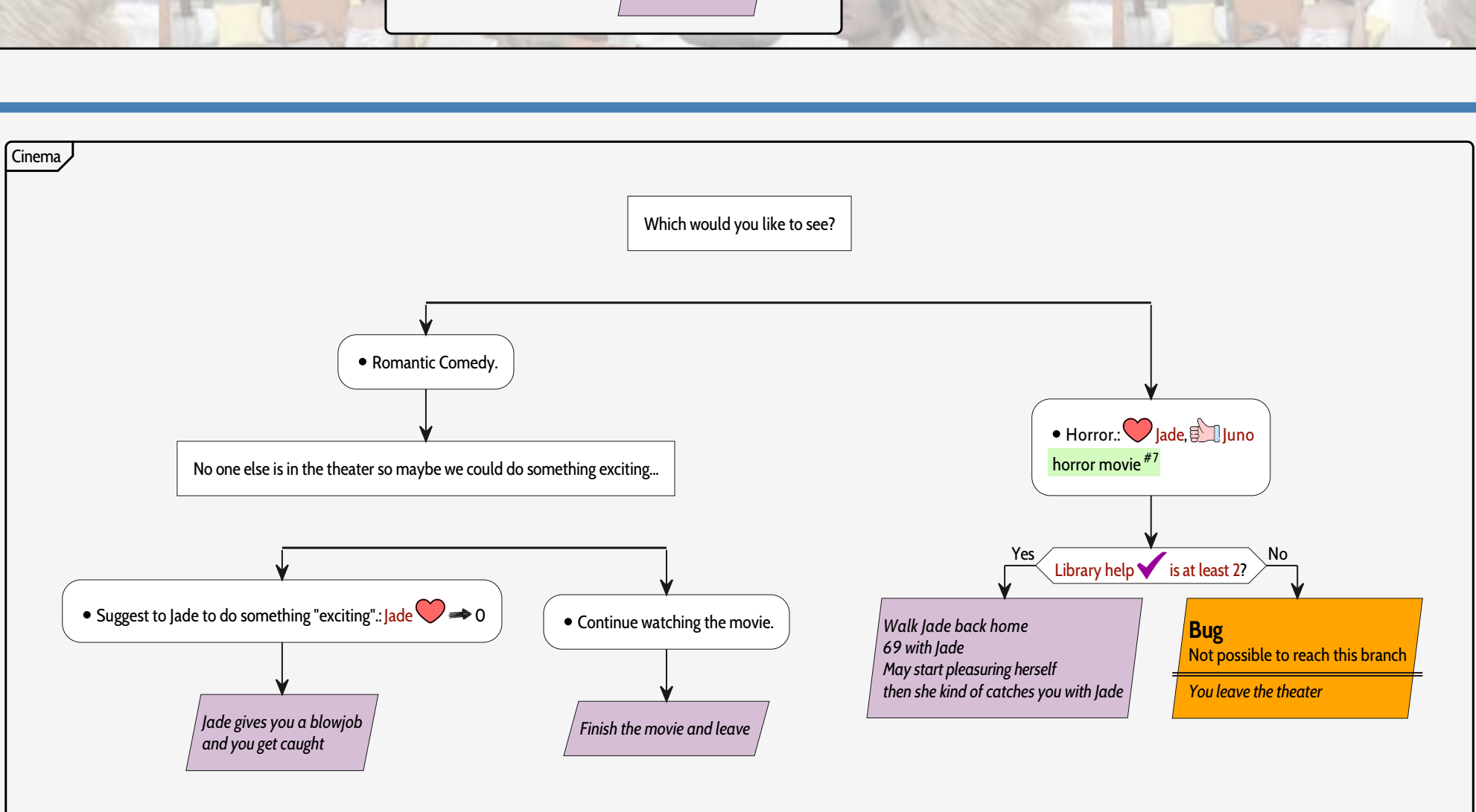
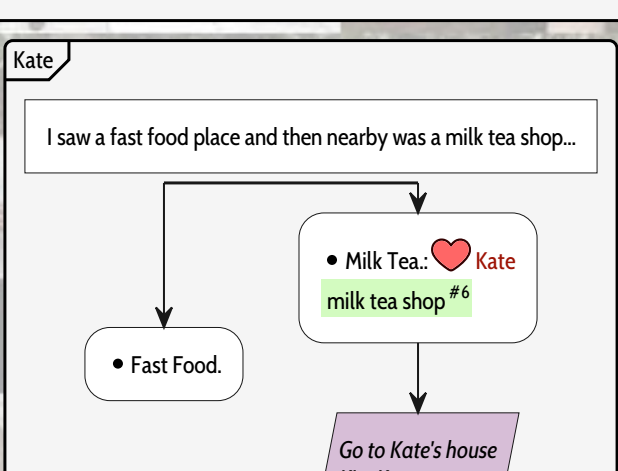
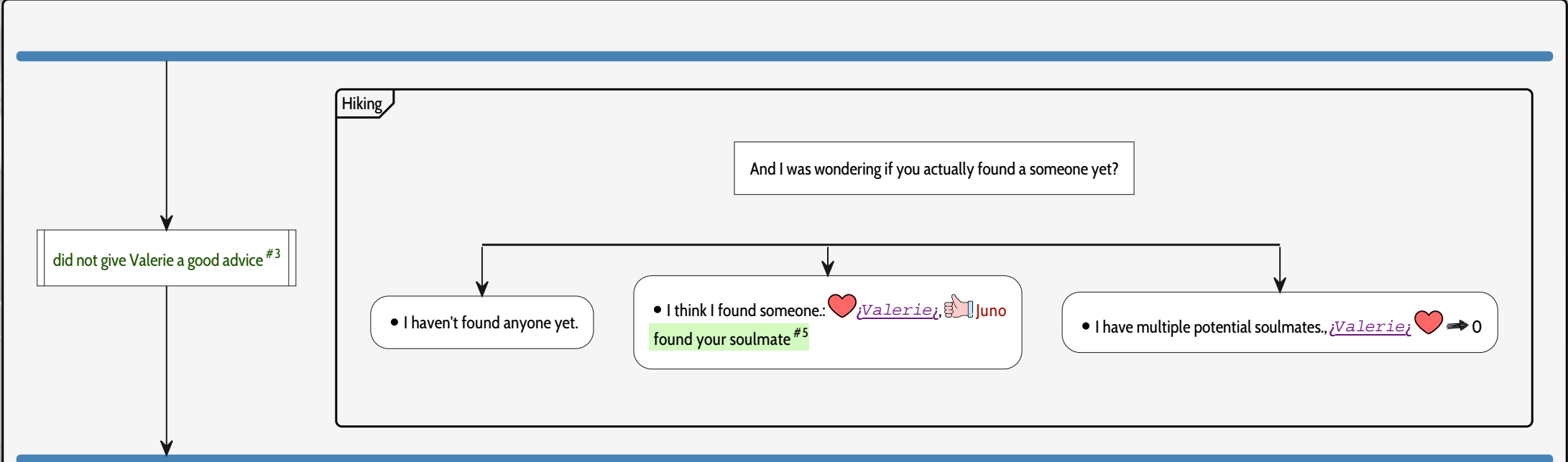
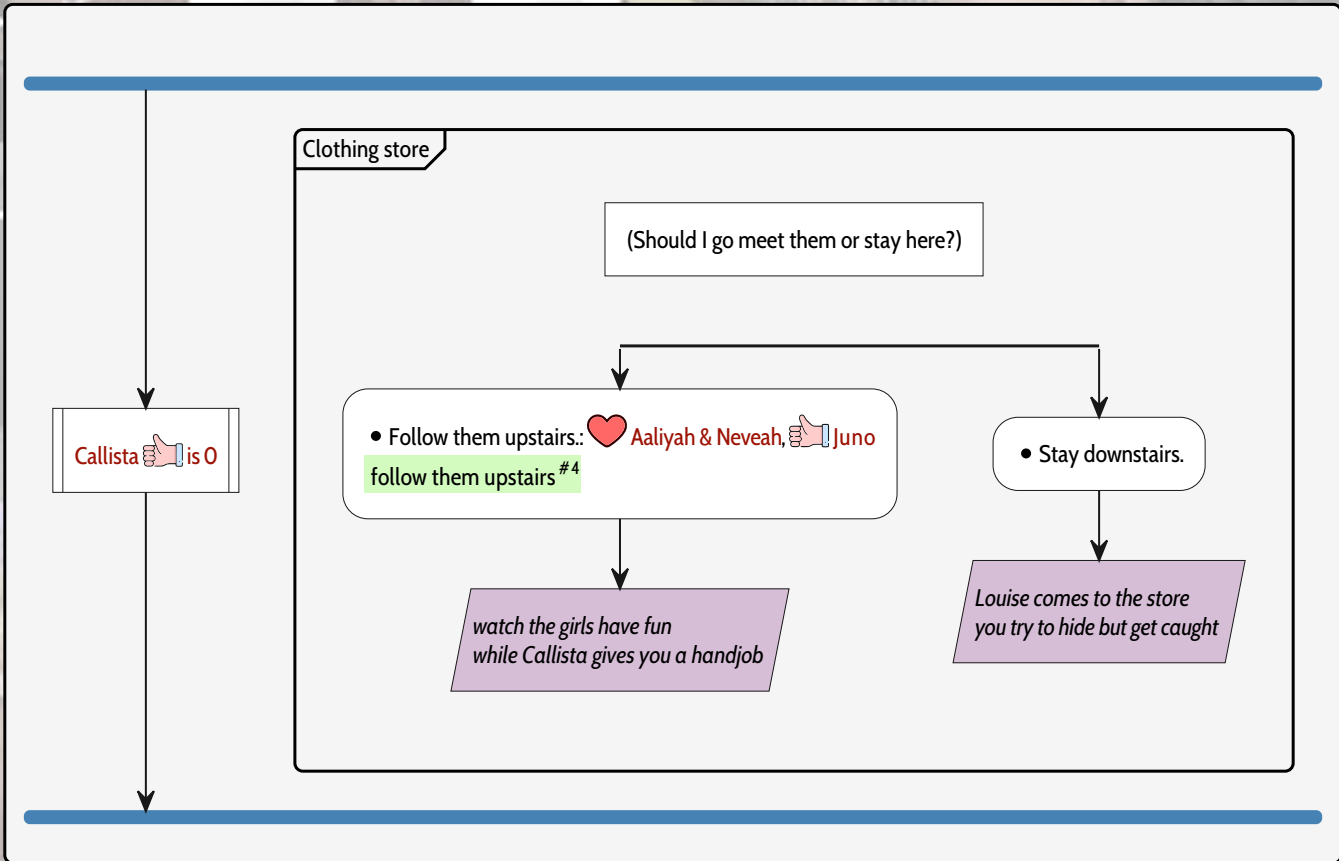
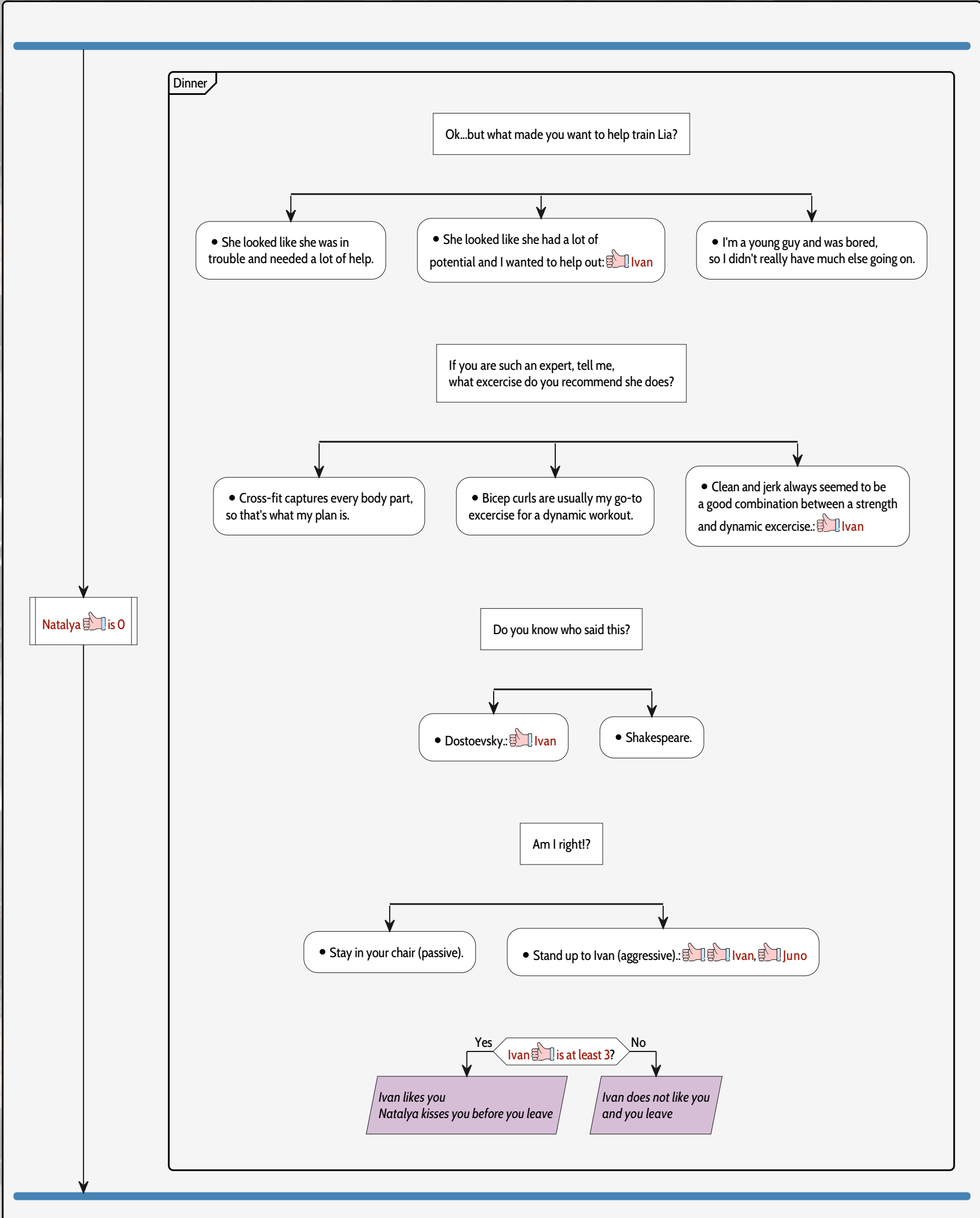
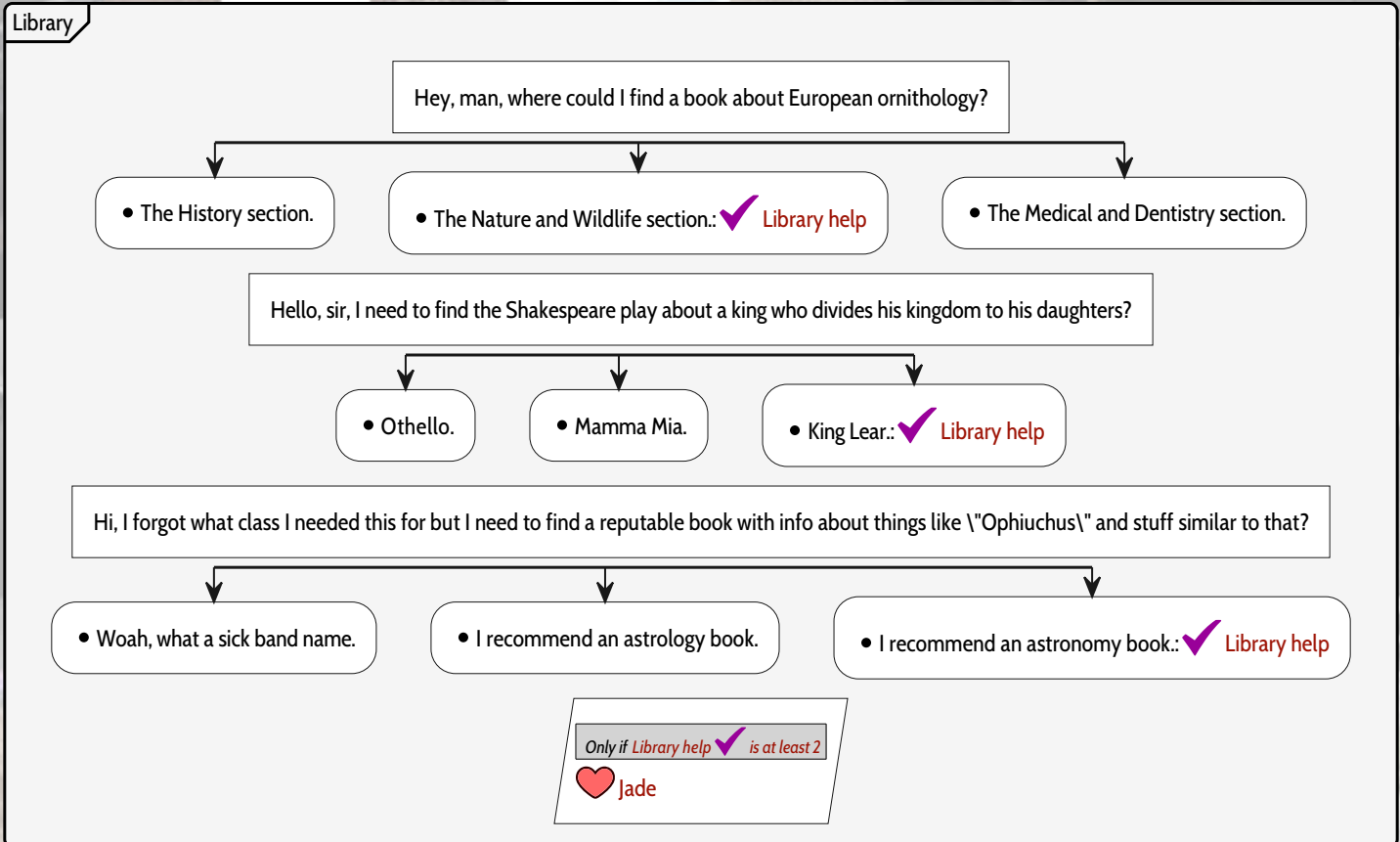
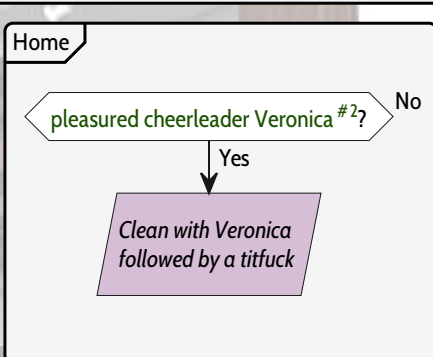
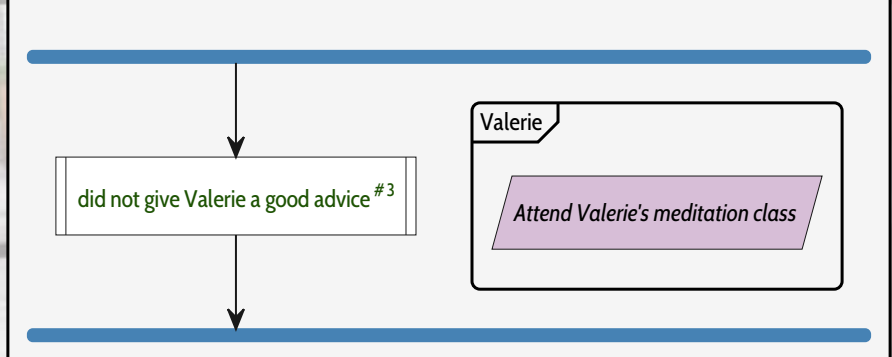
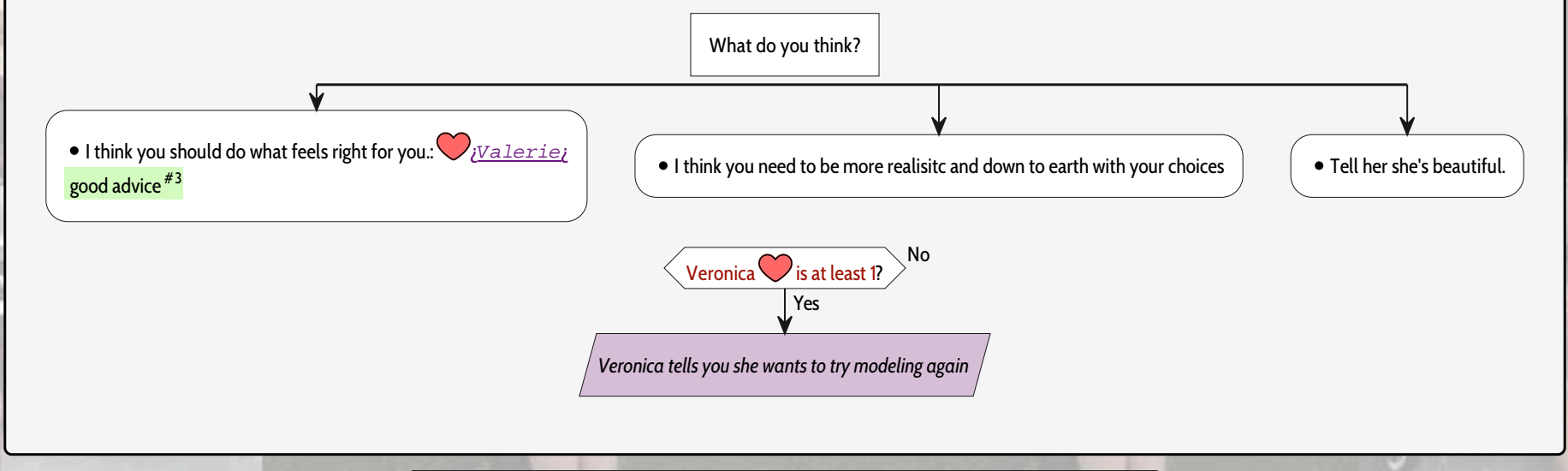
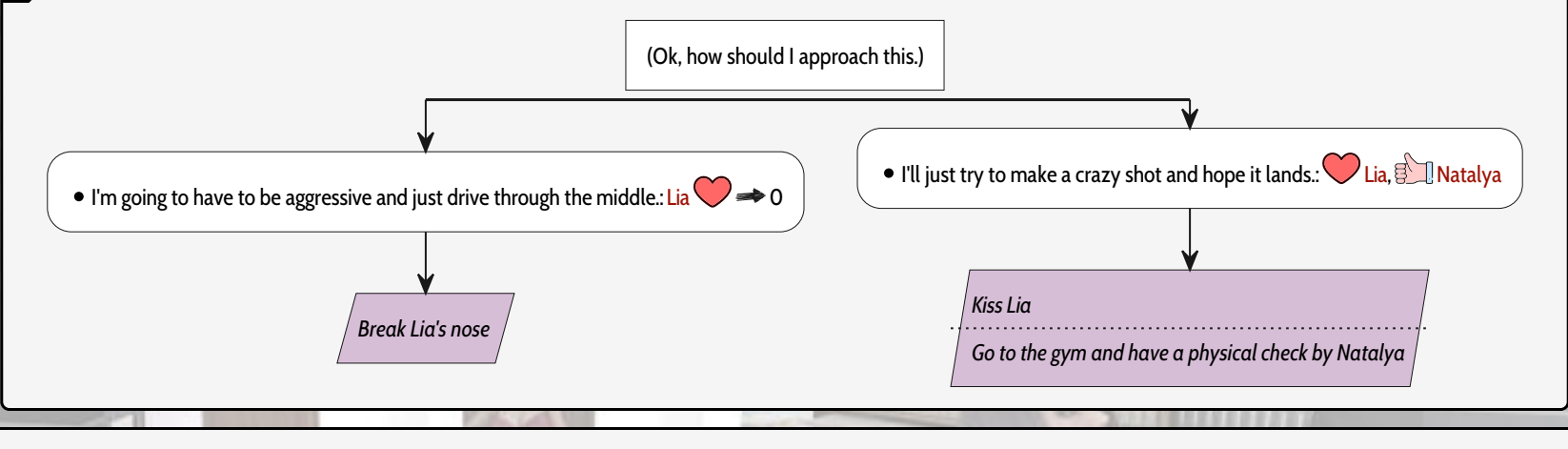
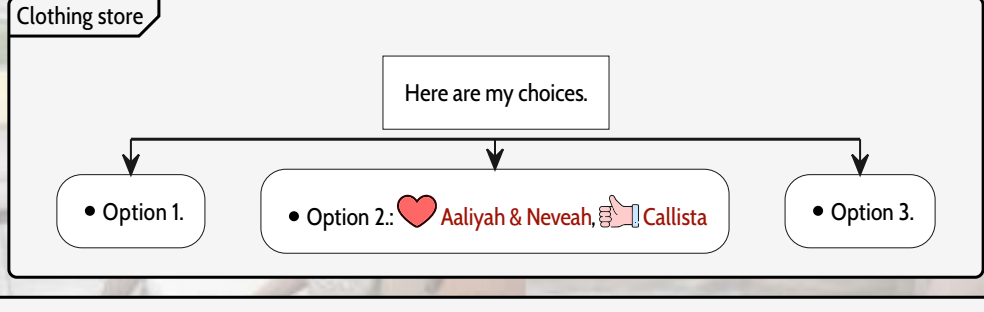
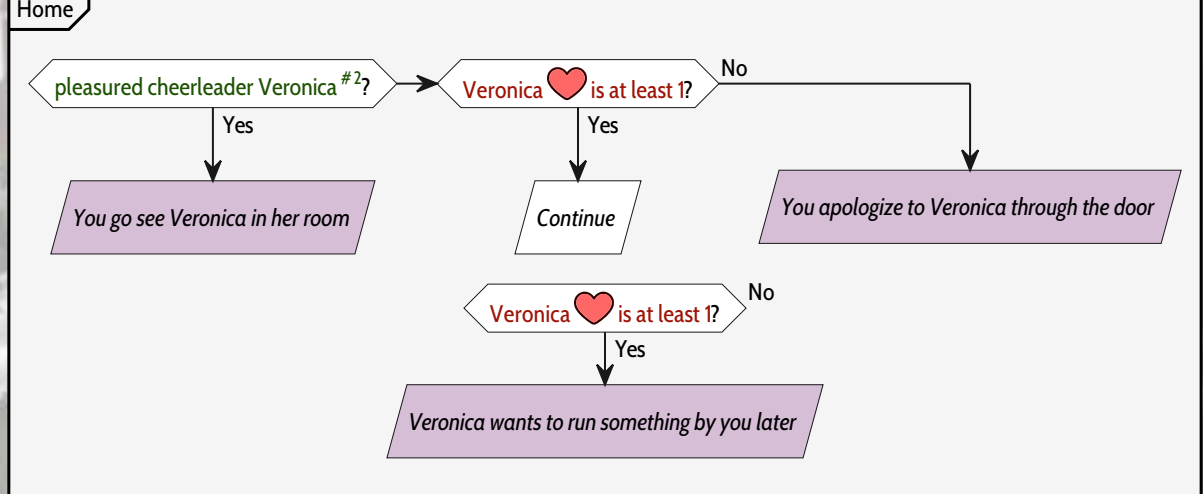


Home

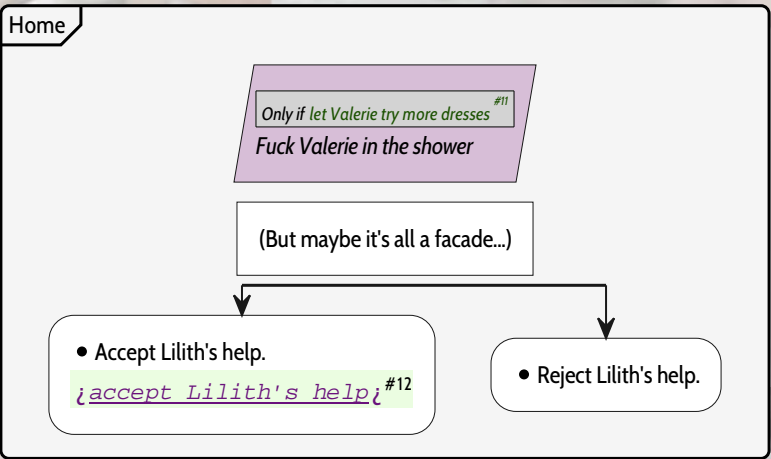
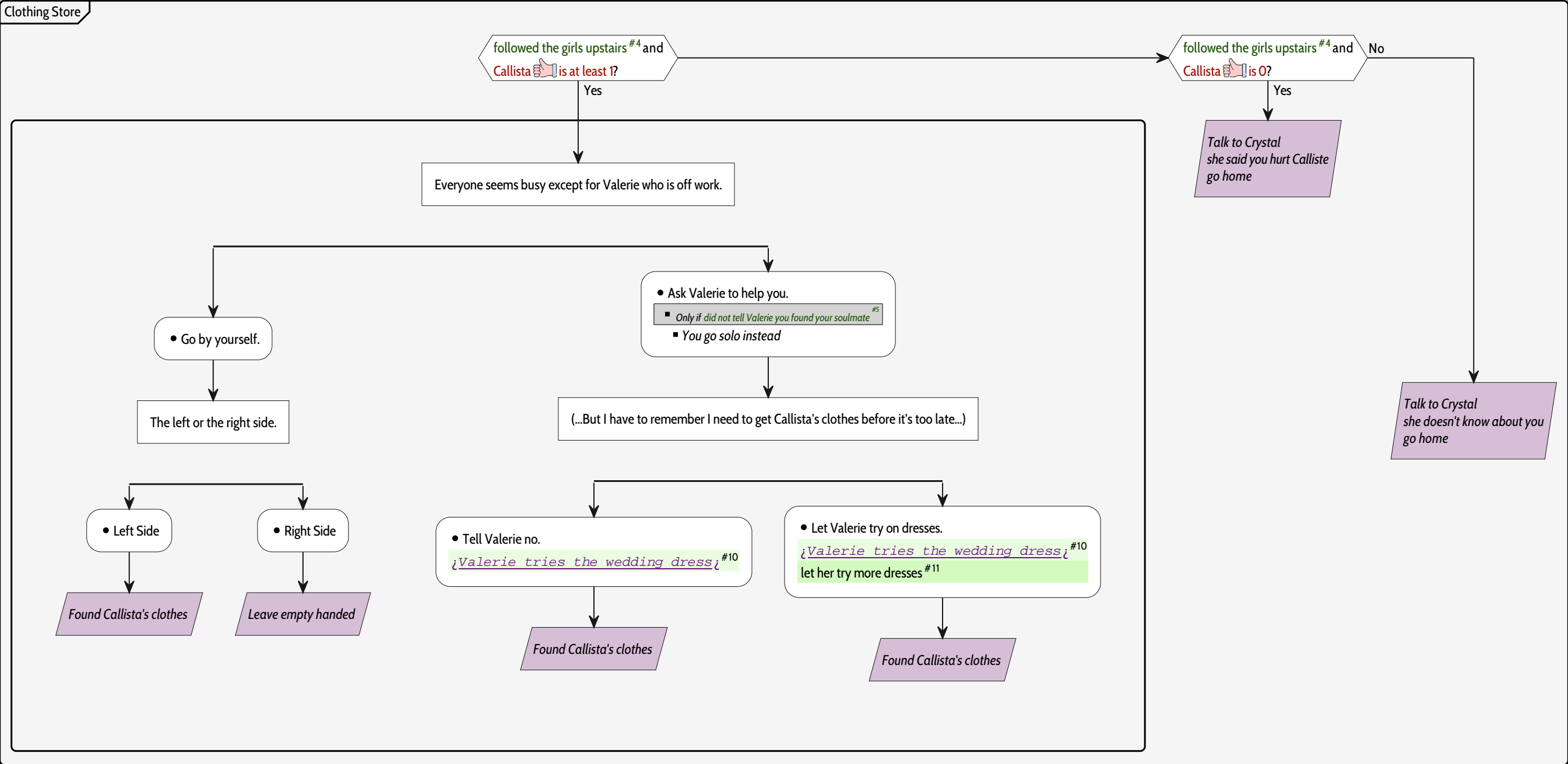
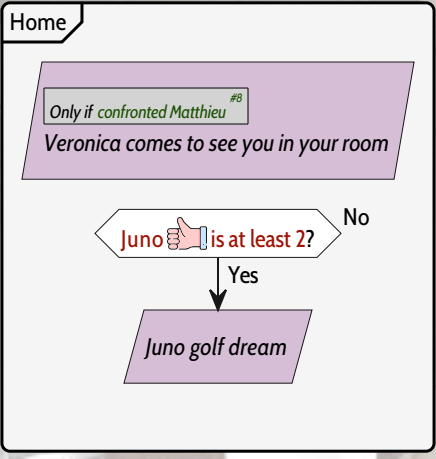
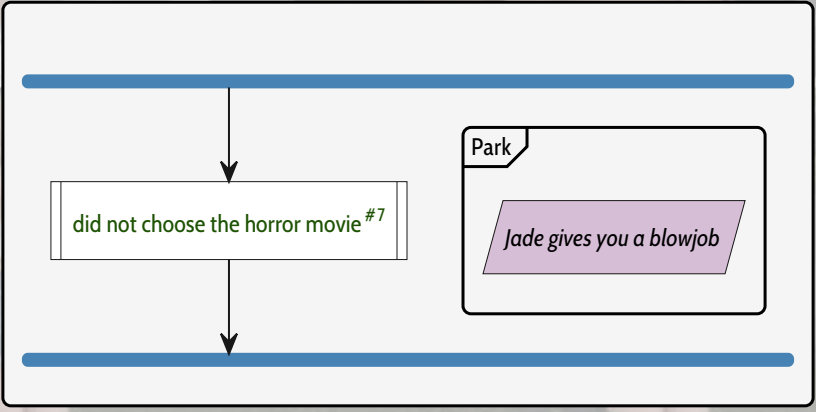
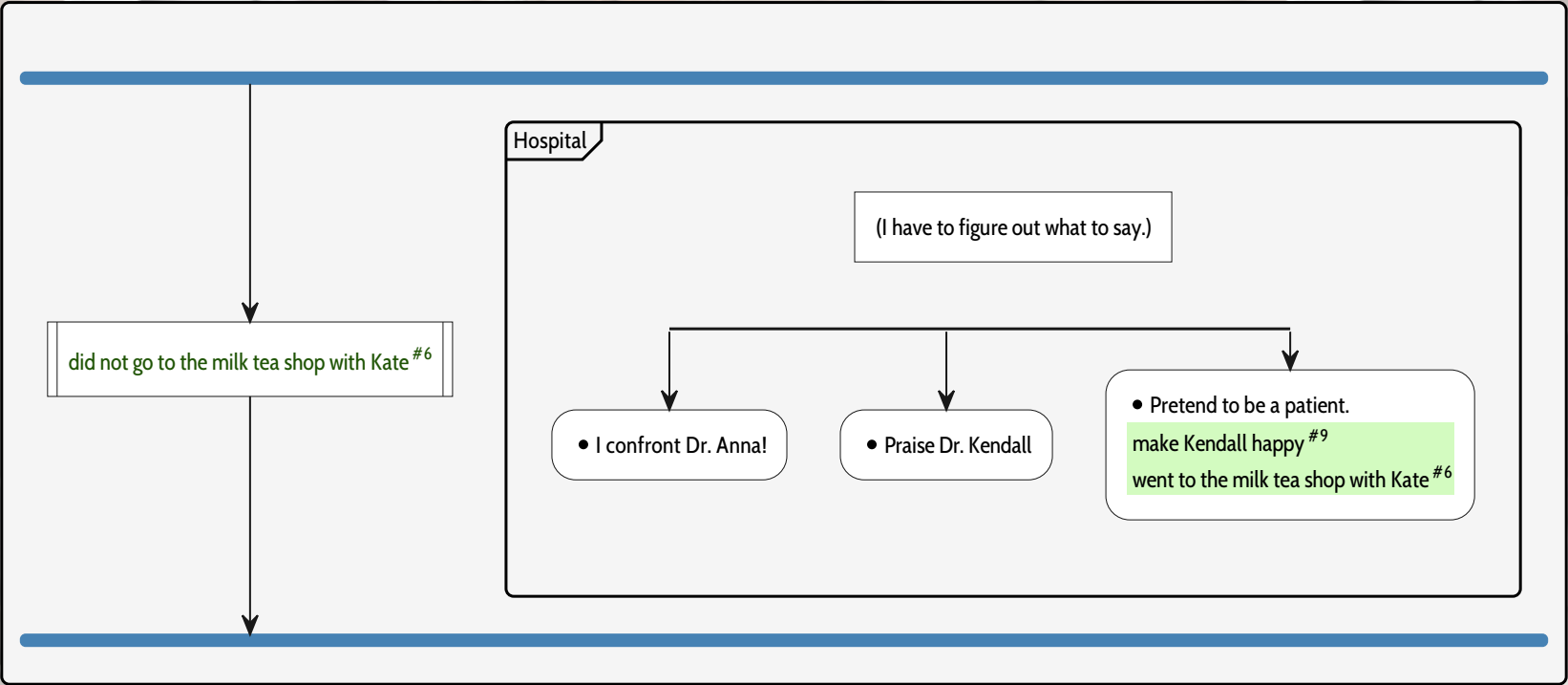
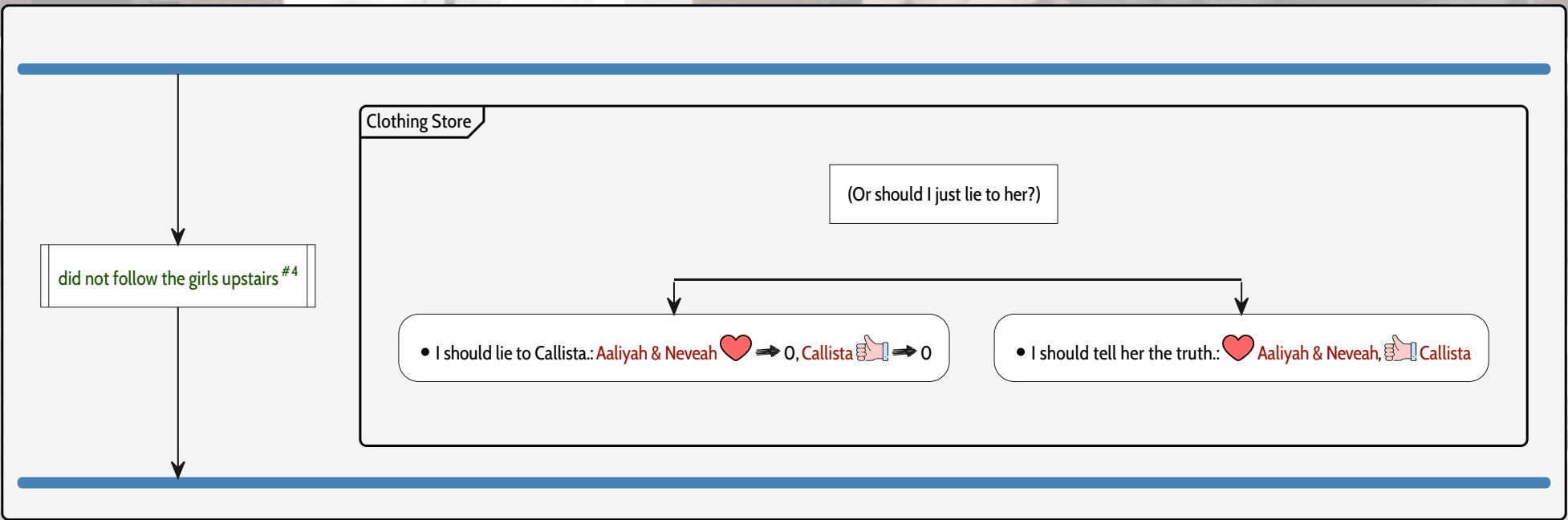
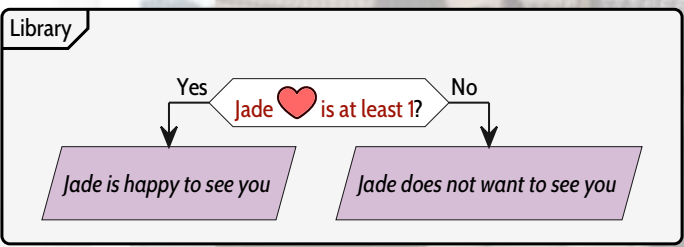
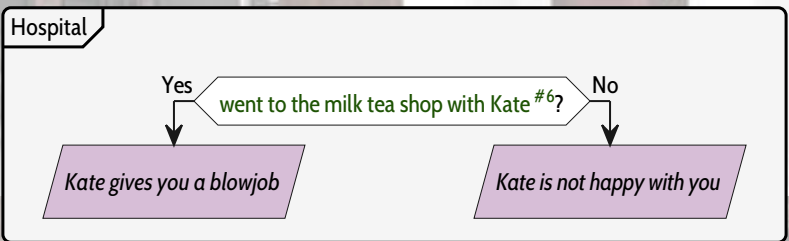
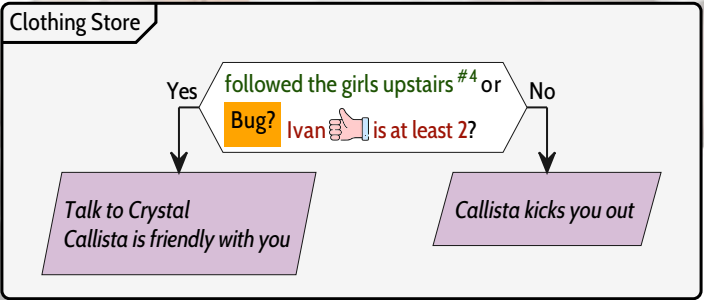
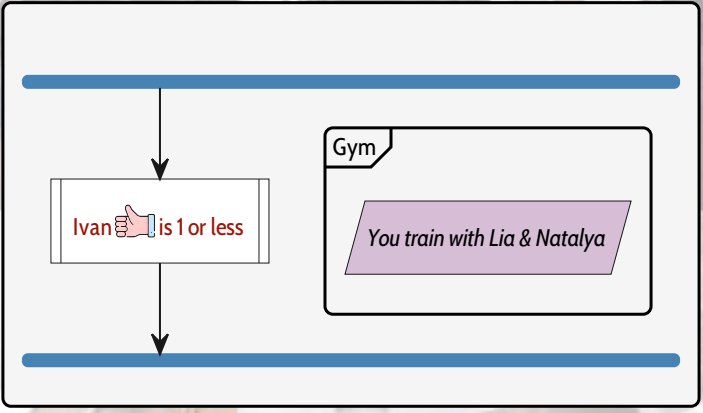
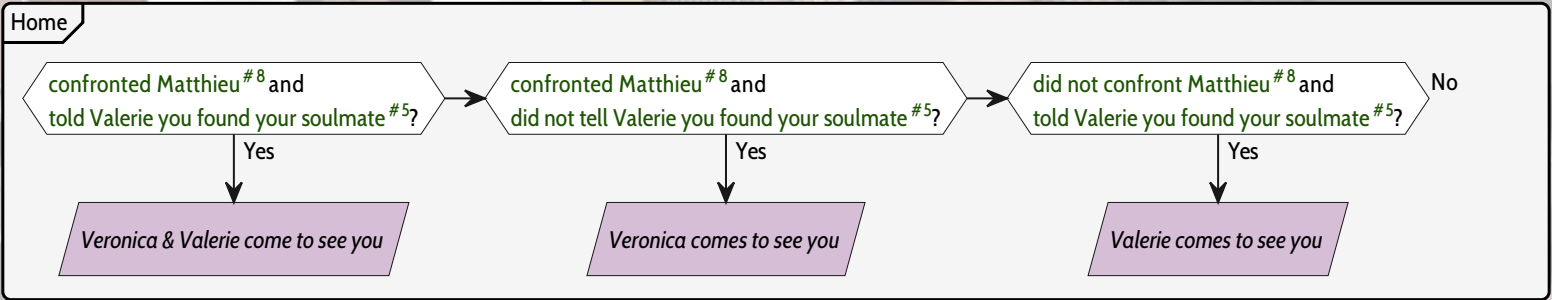


Jade ❤️ *is 0*

Juno's Task Chapter 3

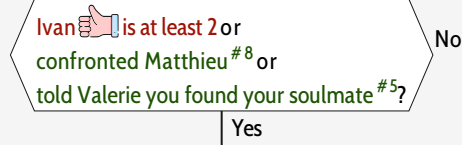
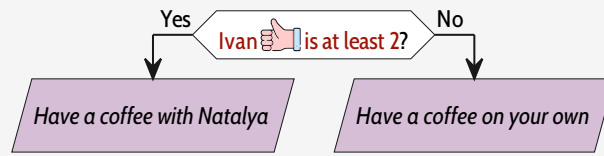


Juno's Task
Chapter 4

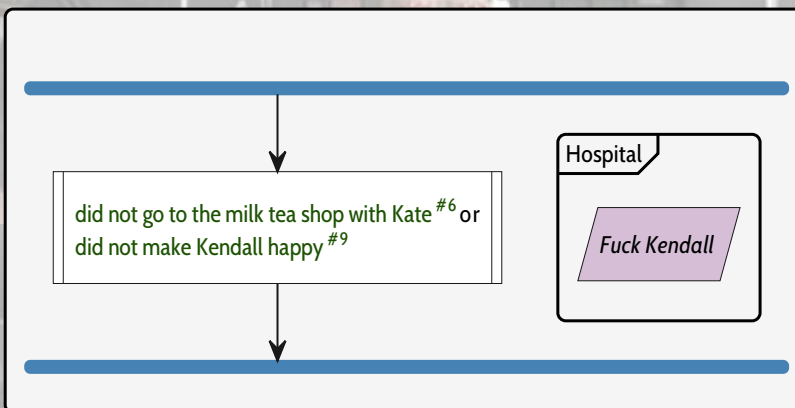
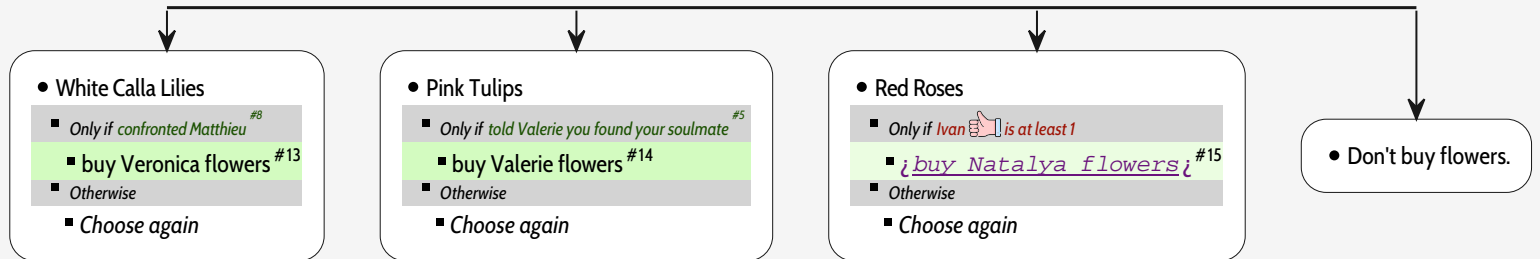


Juno's Task Chapter 5

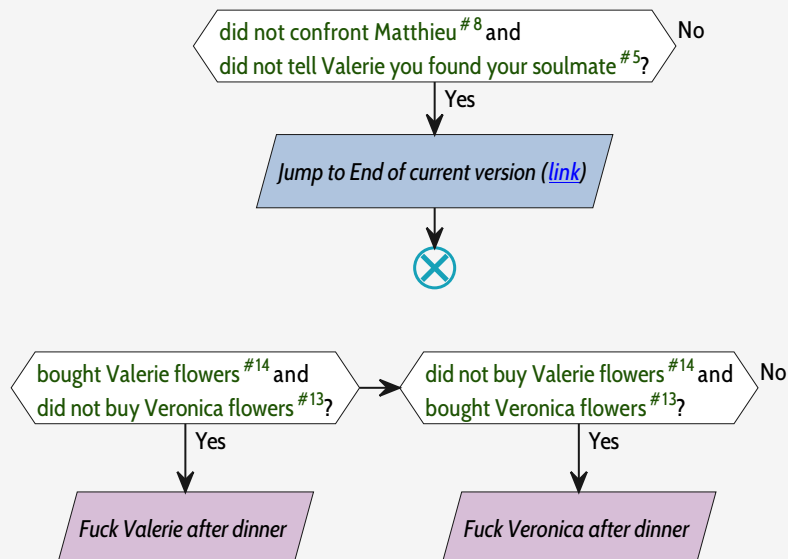
Coffee shop



But which one?



Home



Juno's Task
End of current version

Juno's Task Chap5.0-1.0
Walkthrough rev 1.2

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
bff_attraction	Aaliyah & Neveah attraction points	bff_attraction = <i>value</i>		bff_attraction
callista_favor	Callista favor points	callista_favor = <i>value</i>		callista_favor
ivan_favor	Ivan favor points	ivan_favor = <i>value</i>		ivan_favor
jade_attraction	Jade attraction points	jade_attraction = <i>value</i>		jade_attraction
juno_favor	Juno favor points	juno_favor = <i>value</i>		juno_favor
kate_attraction	Kate attraction points	kate_attraction = <i>value</i>		kate_attraction
lia_attraction	Lia attraction points	lia_attraction = <i>value</i>		lia_attraction
library_question	Library help points	library_question = <i>value</i>		library_question
natalya_favor	Natalya favor points	natalya_favor = <i>value</i>		natalya_favor
valerie_attraction	Valerie attraction points	valerie_attraction = <i>value</i>		valerie_attraction
veronica_attraction	Veronica attraction points	veronica_attraction = <i>value</i>		veronica_attraction

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
floral combo ^{#1}	lingerie_choice = 1	lingerie_choice = 0	lingerie_choice
give her pleasure ^{#2}	cheerlead_favor = 1	cheerlead_favor = 0	cheerlead_favor
good advice ^{#3}	valerie_advice = 1	valerie_advice = 0	valerie_advice
follow them upstairs ^{#4}	calclothes_question = 1	calclothes_question = 0	calclothes_question
found your soulmate ^{#5}	soulmate_question = 1	soulmate_question = 0	soulmate_question
milk tea shop ^{#6}	food_choice = 1	food_choice = 0	food_choice
horror movie ^{#7}	movie_choice = 1	movie_choice = 0	movie_choice
confront ^{#8}	ch3photo_question = 1	ch3photo_question = 0	ch3photo_question
make Kendall happy ^{#9}	kendall_happy = 1	kendall_happy = 0	kendall_happy
<i>¿Valerie tries the wedding dress¿</i> ^{#10}	weddingdress_choice = 1	weddingdress_choice = 0	weddingdress_choice
let her try more dresses ^{#11}	shower_favor = 1	shower_favor = 0	shower_favor
<i>¿accept Lilith's help¿</i> ^{#12}	lilith_choice = 1	lilith_choice = 0	lilith_choice
buy Veronica flowers ^{#13}	flower_veronica = 1	flower_veronica = 0	flower_veronica
buy Valerie flowers ^{#14}	flower_valerie = 1	flower_valerie = 0	flower_valerie
<i>¿buy Natalya flowers¿</i> ^{#15}	flower_natalya = 1	flower_natalya = 0	flower_natalya