
BEING A ΔIK

The complete official guide



Season 3, Interlude & Episodes 9-10



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About this guide

This guide has been written with the intent to be as spoiler-free as possible, but even so, it may contain spoilers to the story. Read it at your own risk.

This guide is the third part of the complete official guide written by Dr PinkCake, only sold from patreon.com/DrPinkCake

There may be a deliberate omission of details and/or secrets so as not to spoil the story or the game. That said, the guide has been designed to guide the player through the game, unlocking collectibles such as [special renders](#), wallpapers, lewd scenes, and more.

If you find typos, inconsistencies, inaccuracies, or something else that you suspect needs correction, please report this to me on



patreon.com/DrPinkCake

or on my Discord server



<https://discord.gg/KyCc5E4>

Thank you for reading! Enjoy the game!

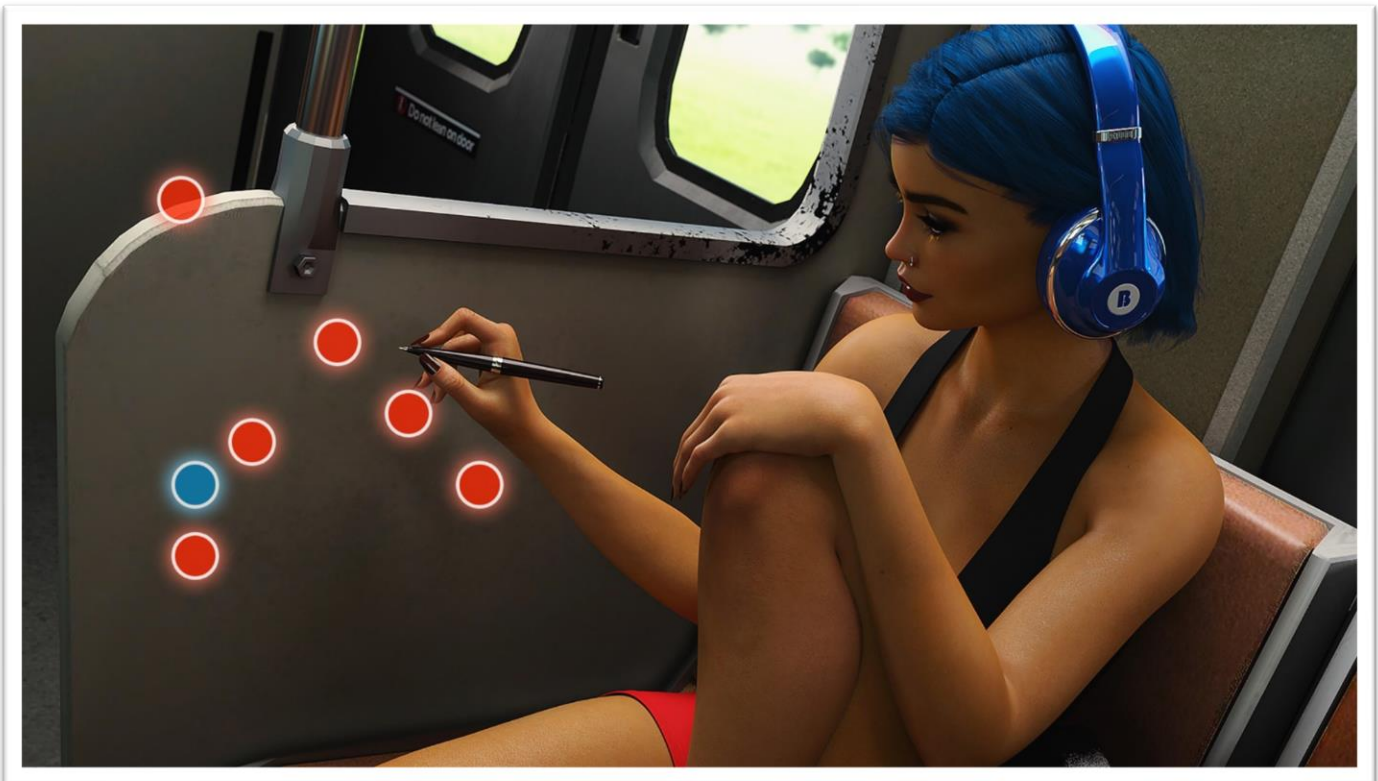
Dr PinkCake

Mini-games – How to play them

This section will guide you through playing the new mini-games for Season 3 of Being a DIK. It will not show the solutions to specific mini-games. If you are looking to beat a particular mini-game, read the walkthrough section for that episode.

Drawing mini-game

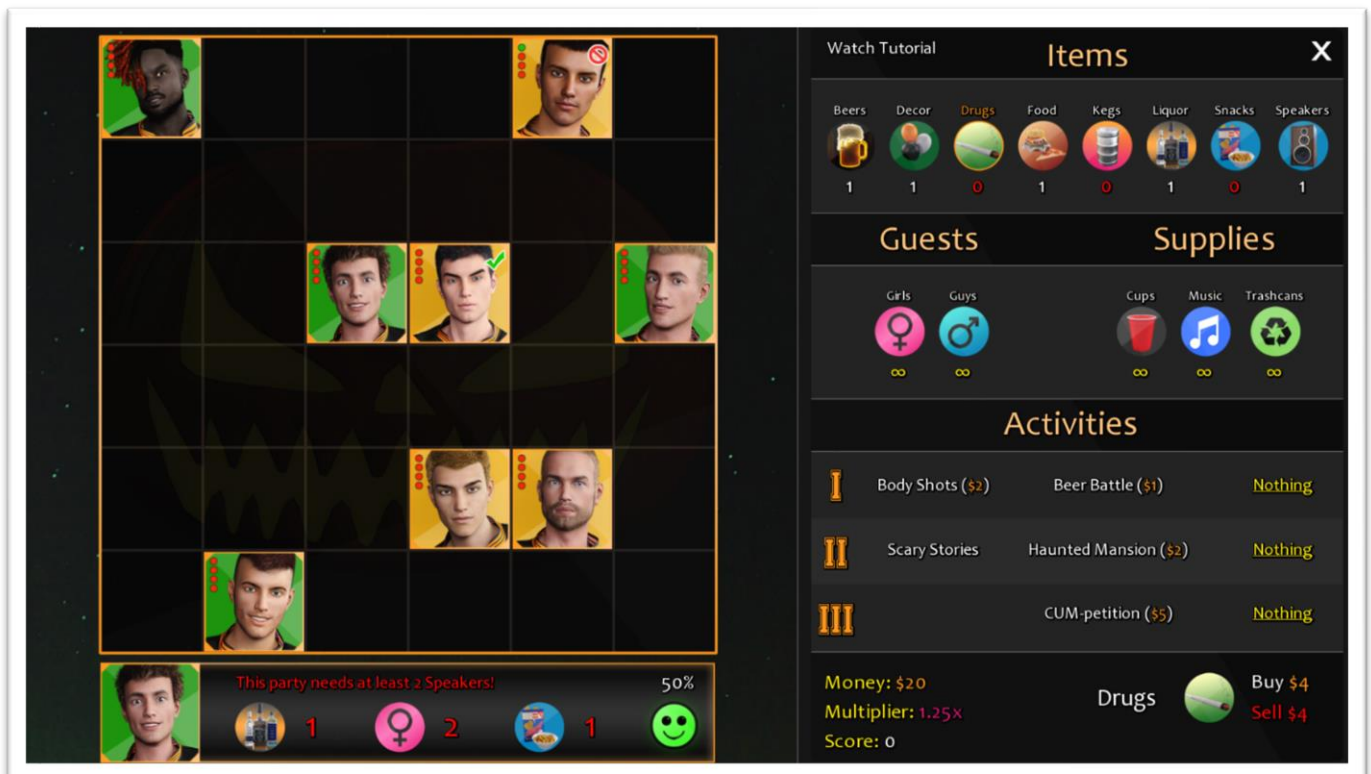
In the drawing mini-game, you need to click the blue dots as fast as possible while avoiding the red dots. Your final rank is based on the time it took to complete the mini-game and how many red dots you touched. You need to avoid all red dots and finish clicking all blue dots faster than 10 seconds for the best rank, S rank.



Party Planning mini-game

In the party planning mini-game, you plan parties by choosing activities, managing a budget, and buying and placing items. Your goals are to satisfy as many **needs** as possible for the DIKs and to get a high score and party rank.

Much like the mansion mini-game in Season 2, your choices affect the story, and your progress is cumulative for future party planning mini-game rounds. Choices you make early affect how you play the party planning mini-game later.



There are countless ways you can play and win the mini-game and this section will present the basics of the mini-game. Refer to the episode guide if you want tips on achieving the highest rank for each party. Please note there are random elements to this mini-game, making it impossible to write a guide tailored to your particular playthrough. However, by learning general tricks, you will be able to throw amazing parties in no time.

The playing field

DIKs are placed on a grid and the empty boxes surrounding them are used to fulfill their **needs**. The DIKs have different **needs** and you need to optimize the use of the empty boxes to fulfill as many of their **needs** as possible.

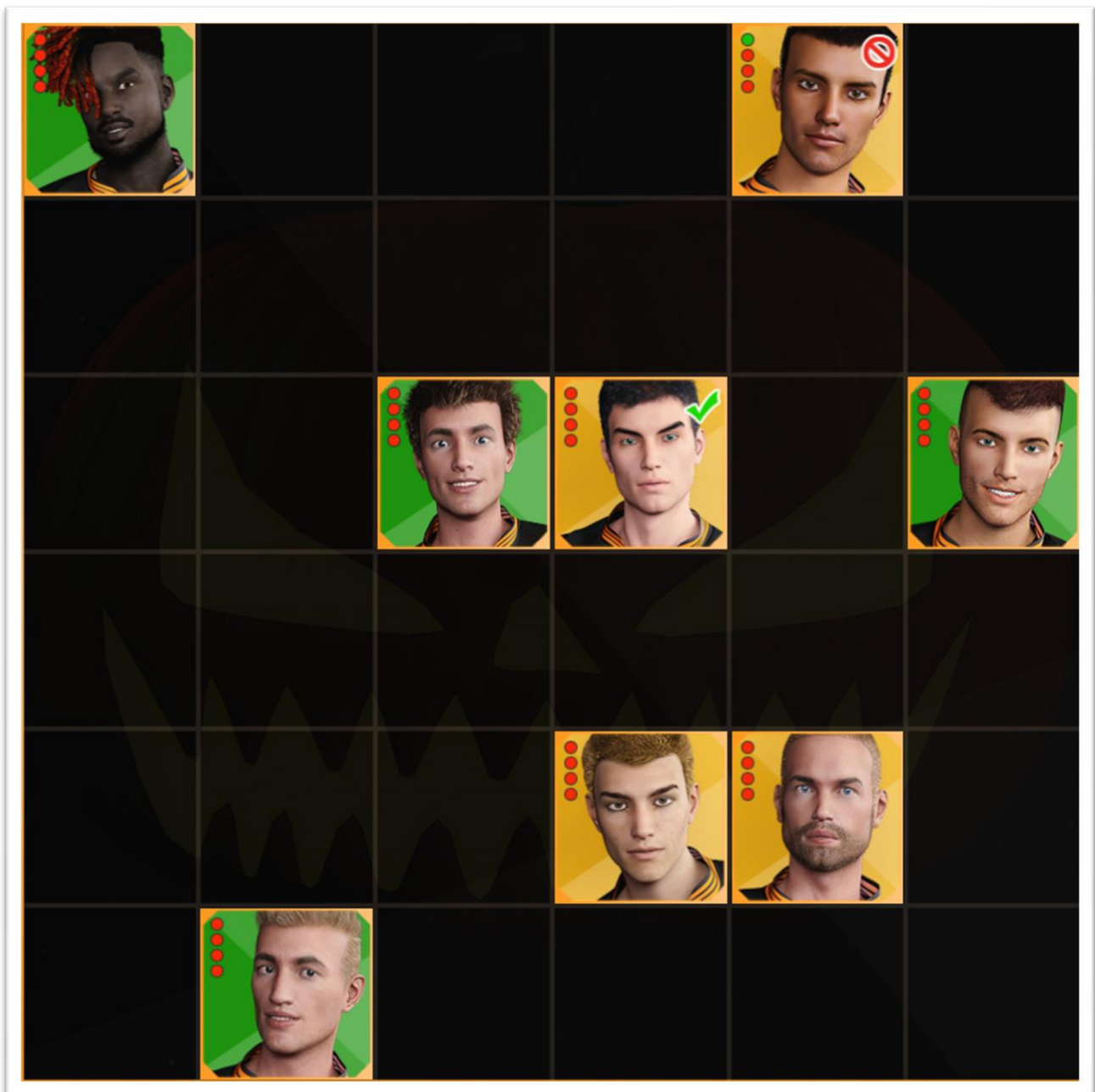


This party needs at least 2 Speakers! 50%

1 2 1

Icons: Alcohol, Female, Food, Smile

Detailed description: A horizontal bar with a dark background. On the left is a portrait of a young man with curly hair. To his right, the text 'This party needs at least 2 Speakers!' is written in red. Further right, the text '50%' is displayed. Below the text are four circular icons: a bottle of alcohol with the number '1', a pink female symbol with the number '2', a bowl of food with the number '1', and a green smiley face.



6x6 grid of DIKs with various needs and status indicators.

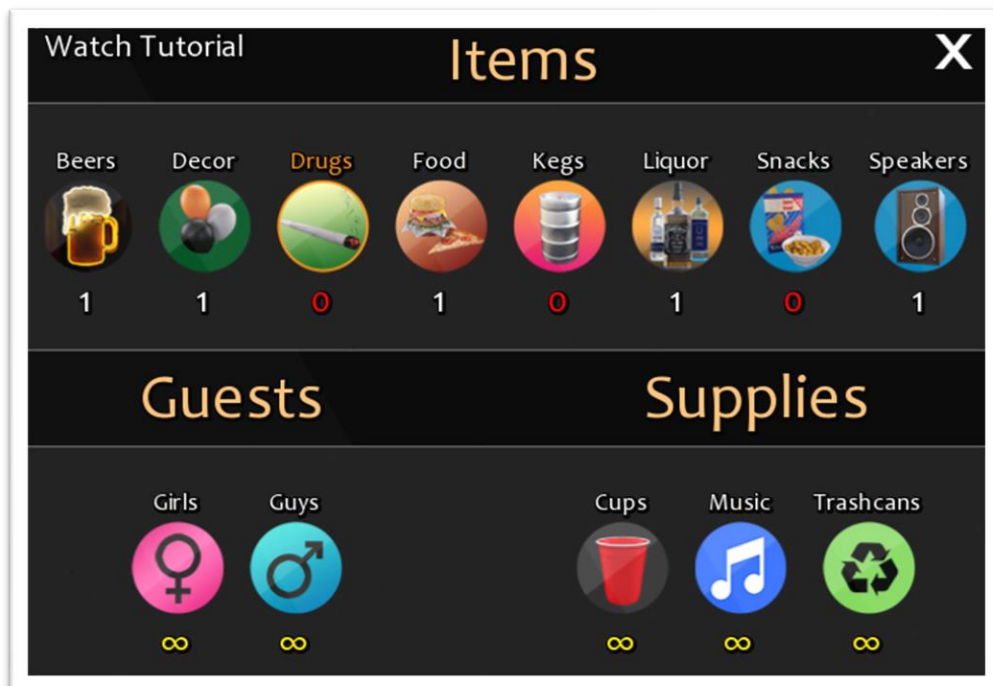
Detailed description: A 6x6 grid of dark squares. Several squares contain portraits of different characters (DIKs). Each portrait has three red dots in the top-left corner. The top-left square has a portrait of a man with dreadlocks. The top-right square has a portrait of a man with a red 'no' symbol. The middle row contains three portraits: a man with curly hair, a man with a green checkmark, and a man with a green background. The bottom row contains two portraits: a man with a green background and a man with a yellow background.

Click any DIK to see their **needs**.

The **needs** represented by icons show which items and how many of the items they want to be surrounded by. Place items in the adjoining boxes to fulfill those **needs**. The **need** at the top, represented by text, is a special **need** you can fulfill using the entire grid. For the special **need**, read the text and place items anywhere on the grid to satisfy it. Sometimes, the special **need** requires you to avoid placing a certain item on the grid.

You can also see the DIKs' happiness by clicking on them. There are four levels of happiness: Disappointed (<25% happiness), Neutral (<50% happiness), Happy (<75% happiness) and Very Happy ($\geq 75\%$ happiness).


The right part of the interface shows your item inventory, party activities, scores, and budget.



The numbers below the items show how many items of that kind you own. If you need more items, you have to buy them by selecting the item and clicking the Buy button at the bottom right of the screen. Buying items will deduct money from your budget. You have an endless amount of Guests and Supplies and they don't cost money to use.

| Activities | | | |
|------------|------------------|------------------------------|---------|
| I | Body Shots (\$2) | <u>Beer Battle</u> (\$1) | Nothing |
| II | Scary Stories | <u>Haunted Mansion</u> (\$2) | Nothing |
| III | | <u>CUM-petition</u> (\$5) | Nothing |

The activities give special events during the story. Some activities are free, but most cost money. They are all the same regarding scores, but they also give minor happiness boosts to some of the DIKs. You should always choose as many activities as possible to maximize the score. The activities can give you a boost in the final rank, too, if you prioritize them.

| | | |
|---|--|--------------------------------|
| <p>Money: \$20</p> <p>Multiplier: 1.25x</p> <p>Score: 0</p> | <p>Drugs</p>  | <p>Buy \$4</p> <p>Sell \$4</p> |
|---|--|--------------------------------|

The party budget starts at \$20 for your first party. The party budget will differ depending on the party, and excess money isn't saved between parties unless

you have the “Below Budget” perk. Make sure you fully utilize your budget for every party.

The **multiplier** is used to multiply the score for each party. The higher it is, the higher your score and party rank will be. The **multiplier** will increase for every **need** you fulfill.

The score shows your total score for all parties. Each party has an individual score shown after the party has taken place.

Each party will get a party rank, depending on your score for that party. The different ranks, ranging from lowest to highest, are F, E, D, C, B, A and S.

How to play

To play the mini-game, start by selecting the activities you want for your party. Locking these in early ensures you don't run out of money for them. Although it is possible, it is not advised to skip activities for your parties.

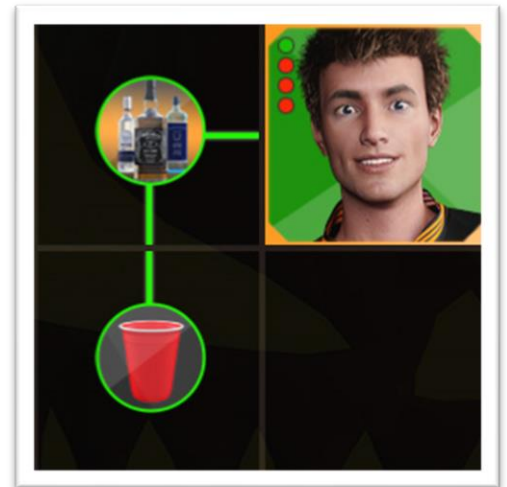
After that, click each DIK on the grid to see their **needs**. If you see DIKs who share **needs**, if possible, plan to put items in boxes that are next to both DIKs at once. That way, you will optimize the use of the grid, as free boxes on the grid are valuable and will be an issue you have to plan around. Sharing items also gives you an efficiency bonus, increasing your overall score.

When you find a **need** you want to fulfill, click the corresponding item and place it on the grid. Some items need to be activated by Supplies. Read the information box at the bottom right after selecting an item to see if you need to activate it.

Place the item on the grid, and if you have to activate it, place the correct supply next to that item.

The following dependencies exist:

- Beers, Liquor and Kegs need Cups to activate
- Food and Snacks need Trashcans to activate
- Speakers need Music to activate



When the number of items needed for a DIK is met, his **need** is fulfilled and a green dot will appear on his avatar. The fulfilled **need** will be shown in green text. In this example, the need for 1 Liquor has been met, and the Cups supply activates the Liquor.



If you wish to remove an item from the grid, hover and click it. Please note that you can undo purchases. For example, if you bought one beer but later realized that you don't need it, you can sell it back and use that money to buy something else. You cannot sell items from your permanent item inventory. The items from your inventory that you can sell are colored green.

When satisfied with your item placement, press the X button at the top right to close the mini-game and continue playing.

Item inventory upgrades

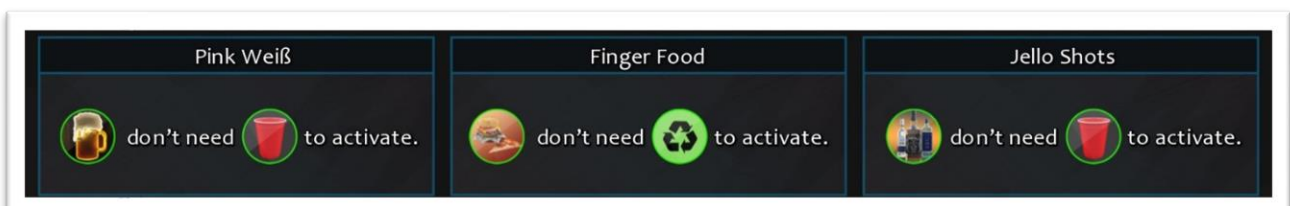
Your inventory shows how many items you will start every party planning round with. At the start of the mini-game, you randomly get three different starting items. Between parties, you get to choose two items to upgrade. Upgrading an item increases its free use by one. A smart strategy is to ensure you have one of



each item early on and later focus on upgrading expensive items or items you think will be in high demand. There is no way to predict what the next party planning round will bring you in advance, so it's best to have a broad approach and not focus too much on upgrading one item type.

Perks

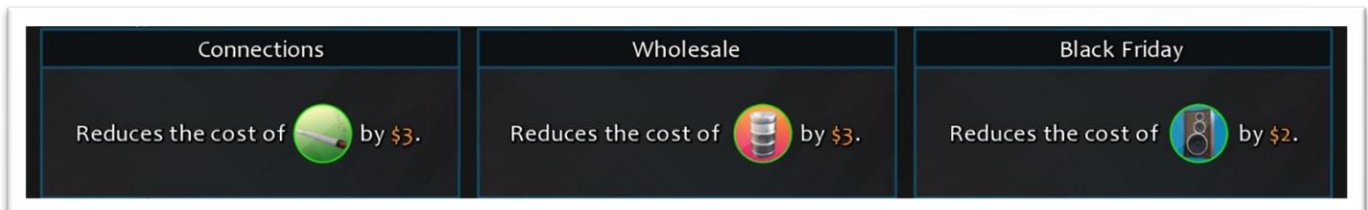
There are 12 different perks to choose freely from between party planning rounds. You get to select one perk per round. The perks offer different advantages and cater to different playstyles.



The top row offers three perks that allow you to place Beer, Food or Liquor without any extra required items for activation. The good thing about these

perks is that they will save you boxes on the grid when placing the related items. Empty boxes on the grid are valuable and having them makes it easier to fulfill more **needs**.

The second row offers three perks that reduce the cost of the three most expensive items in the mini-game.



The cost of the items before and after activating their respective perk are:

- Drugs **\$4** → **\$1** (With the Connections perk)
- Kegs **\$5** → **\$2** (With the Wholesale perk)
- Speakers **\$3** → **\$1** (With the Black Friday perk)

The advantage of this is that you will spend less on these items, allowing you to spend more on other items and activities. A smart strategy is to get the perk of which item you aren't planning to upgrade the free inventory. For example, if you have 3 free Drugs in your permanent inventory for every party, getting the "Connections" perk won't give you the same benefit as getting another perk since you likely don't have to buy a lot of Drugs for the party.

The third and fourth rows have perks that affect your score, happiness and budget.

| | | |
|---|---|---|
| Crowdfunding | DIK Party | Easy to Please |
| Increase the party budget by \$4. | 50% extra bonus score from activities. | Receive 20% extra Happiness points for each fulfilled need for every DIK. |
| Hard to Let Down | Multiplier Madness | Below Budget |
| Unfulfilled needs lose 20% less Happiness points for every DIK. | DIKs with at least 50% Happiness add an extra 0.1x multiplier . | Save up to \$5 for the next party budget. Excess money is lost between parties. |

The “Crowdfunding” perk increases your budget for each party by \$4. You get the most use for this perk by choosing it early on, as you get \$4 extra for every party, regardless of the party budget.

The “Below Budget” perk is better left for later, as your leftover money will likely be low during the first parties. As soon as you get money left when planning a party, consider choosing this perk to save that money for the next party. If “Crowdfunding” and “Below Budget” are active and utilized simultaneously, they can collectively offer a whopping \$9 extra for your party.

The “DIK party” perk increases the bonus score from activities by 50%. Instead of getting 1000 points per activity, you will receive 1500 points. This is a powerful perk if you choose the maximum number of allowed activities per party. It affects your party score and party rank. Consider choosing this perk to maximize your total score and attain higher party ranks more easily. To demonstrate the power of the perk, consider that you planned a party and got a **x7.0** multiplier. Without the perk, you would get an activity score of 21000 points, but with the perk, you would get 31500 points. The “DIK party” perk offers an easy way to boost your score and rank significantly.

The “Easy to Please” and “Hard to Let Down” perks affect the happiness of the DIKs. Happier DIKs give a higher score when fulfilling their **needs**. If you want the DIKs to gain happiness faster, choose “Easy to Please”. You benefit the most from this perk when fulfilling 3 or 4 of a DIK’s **needs**. If you feel the DIKs are losing happiness too fast, you can lower that effect by choosing “Hard to Let Down”. Failing to fulfill more than 2 of a DIK’s **needs** will cause less damage to their happiness. In combination, these perks become a powerful way to attain and keep the DIKs at the highest levels of happiness in the mini-game, thus increasing the score for each party. The drawback is that you have to obtain two perks to get the full effect, forfeiting two other perks.

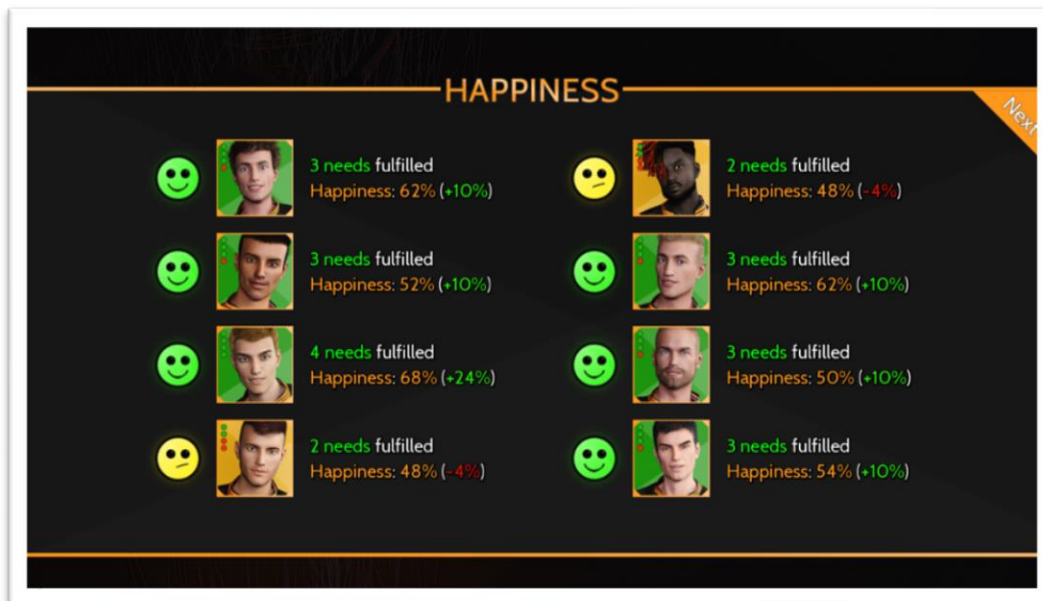
Finally, the “Multiplier Madness” perk will increase the multiplier if you can keep your DIKs happy. If you keep many DIKs above 50% happiness, you will notice a great increase in your score attributed to this perk.

As an example, if all of the DIKs make use of this perk, they will collectively give a **0.8x multiplier** increase. For a party with 90000 points and a **6.75X multiplier**, the score would roughly be 100000 and have a **7.55X multiplier** with the Multiplier Madness perk fully utilized.

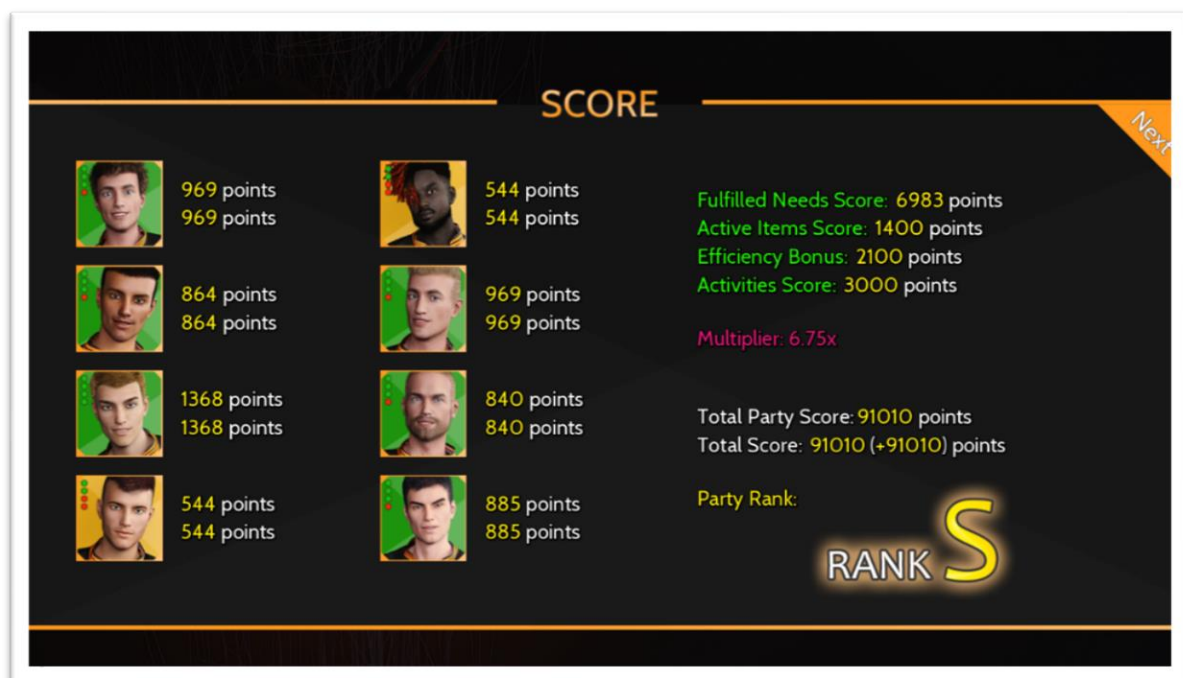
The difficulty of benefiting from this perk lies in keeping the DIKs at 50% happiness or above, as anything less makes this perk useless for those with lower happiness. The aforementioned “Easy to Please” and “Hard to Let Down” perks are excellent for keeping happiness above 50%.

Happiness and Score

After each party, you will get a report on how well you did.



Depending on how many **needs** you fulfill for the DIKs, their happiness will either increase or decrease. A happier DIK will yield a higher score.



In this example, you can see how Leon scores the highest individual score because he has the highest happiness out of all of the DIKs and all four of his **needs** were fulfilled, and conversely, how Jacob and Rusty give the lowest scores because of their lower happiness and lack of fulfilled **needs**.

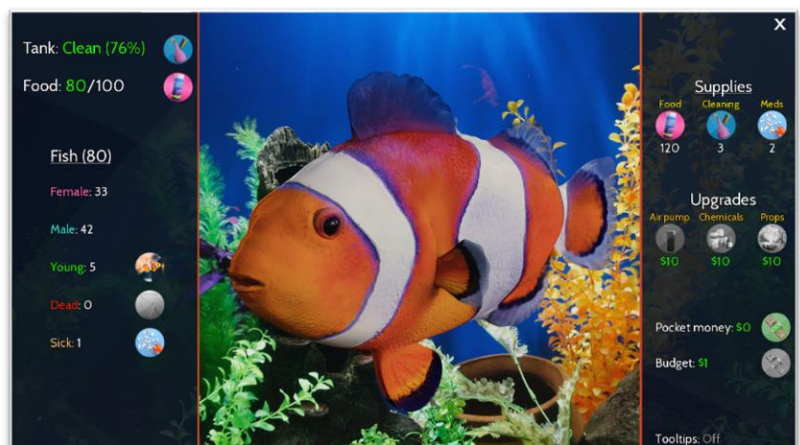
Keeping DIKs happy will net you a higher score for each party.

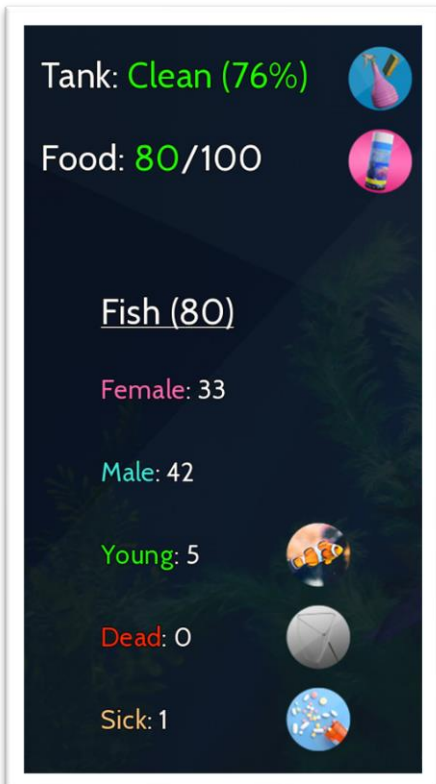
The right part shows the score tally. **Fulfilled Needs Score** is a sum of the DIKs' individual scores. Active items on the grid will increase the **Active Items Score**. The **Efficiency Bonus** is based on how well you utilized the grid by sharing items among the DIKs. Having one item used by several DIKs at once will increase the **Efficiency Bonus**. The **Activities Score** will give you 1000 points per activity or 1500 points per activity if you have the "DIK Party" perk.

The sum of the scores is multiplied by the **multiplier** and presented as your Total Party Score. It's added to your Total score, representing your score across all planned parties. And finally, your Party Rank is presented. It is calculated differently for each party.

Fish tank mini-game

In the fish tank mini-game, your goal is to keep fish alive and create a thriving fish population. You do this by ensuring the tank is clean and that fish are well-fed and disease-free. You play the mini-game by agreeing to help Nick with the fish tank in episode 10. After that point, you can either manage your fish tank from the upper area of the DIKs' mansion or from the desk in your room, which unlocks shortly after the mini-game starts.





To the left, you can find the current state of the fish tank. The cleanliness of the fish tank is depicted through three different states, and a percentage shows how clean the tank is, with 0% and 100% being as **toxic** and as **clean** as it can get, respectively. The three states of cleanliness are **Toxic**, **Dirty** and **Clean**. It costs one Cleaning supply to clean the tank. A clean tank is important for the fish to stay healthy, decrease their death rate and increase their reproduction. Aim to keep the tank in the **Clean** state to maximize the positive effects.

You must feed your fish if you want them to survive and procreate. There is an intricate balance between the parameters that can be generalized as:

- Not feeding the fish enough increases **death** and **sickness** and decreases reproduction.
- Feeding the fish too much increases **sickness** and decreases reproduction and cleanliness.
- Feed the fish as close to 1 Food per fish as possible to boost reproduction and decrease **sickness**.

It's not always possible to feed fish a perfect amount because the feed button will add 5 Food to the fish tank per click. Keep this in mind while feeding the fish, and try to aim for as close to 1 Food per fish as possible.

You can inspect how many fish you have and what type they are to the left. The **female** fish control reproduction, but you can't control how many **female** fish are in the tank. As fish reproduce, they will give birth to **young** fish. You can sell

young fish in groups of 5 for \$2. Selling **young** fish is advised when your total number of fish exceeds 100. If it does, you won't be able to feed all fish as your fish population is too big. Sell **young** fish to counter this problem as you predict it. **Young** fish will mature into **male** or **female** fish between rounds, meaning you only have one chance to sell newly spawned **young** fish.

If there are any **dead** fish in your tank, remove them by clicking the button next to them. Removing **dead** fish is important to keep a clean tank and healthy fish. It doesn't cost anything to remove **dead** fish. If there are **sick** fish in your tank, make sure you treat them with Meds. If **female** fish are **sick**, they won't reproduce, and lingering **sickness** will spread to other fish. Make sure to treat **sickness** early to keep your fish alive and well.

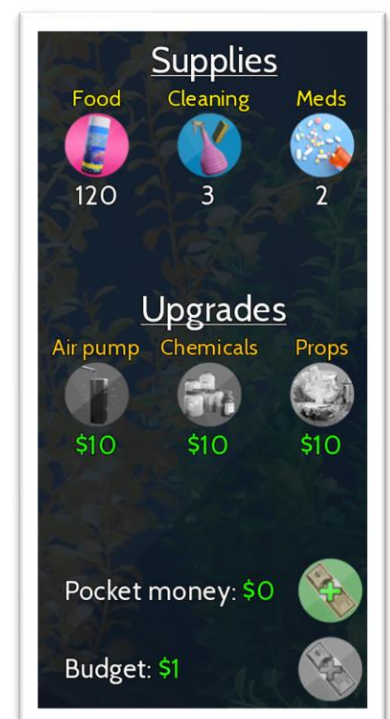
Your usable supplies, upgrades and budget are shown to the right.

The Food is bought in bundles of 100 Food per \$. You can buy as much as you like, but keeping some money in the budget is advised if you need to buy something other than food in the next round. The Meds and Cleaning supplies cost \$ each and last for one use.

You can buy upgrades for the fish tank that greatly boost different parameters. However, they are expensive and cost \$10 each. Think about if you need upgrades for your fish tank and plan to buy the ones you need.

The **Air pump** gives a permanent boost to tank cleanliness. This means you have to clean the tank less.

The **Chemicals** give a permanent boost to fish reproduction. This upgrade will lessen the blow on decreases in reproduction rates and thus increase the chance



of **young** fish spawning high at all times. More **young** fish means a bigger potential to increase the fish population or to make money by selling them.

The **Props** reduce **sickness** in a **Clean** tank. If you keep the tank clean, this upgrade can almost reduce the risk of **sickness** to zero. As a result, you won't have to purchase Meds a lot.

The fish tank mini-game has a budget from which you can add or take money. For every **\$** of your pocket money you put into the mini-game, its budget increases with **\$**. The same goes for extracting money from the mini-game. If all fish die, you can only extract money from the budget.

To sum up what it's advised to do every Fish tank mini-game round:

- Clean the tank to get at least a **Clean** state (>50%).
- Remove **dead** fish from the tank, if any.
- Cure **sick** fish, if any.
- Sell **young** fish if you need money or to control the population.
- Finish by feeding the fish as close as possible to the total number of fish.

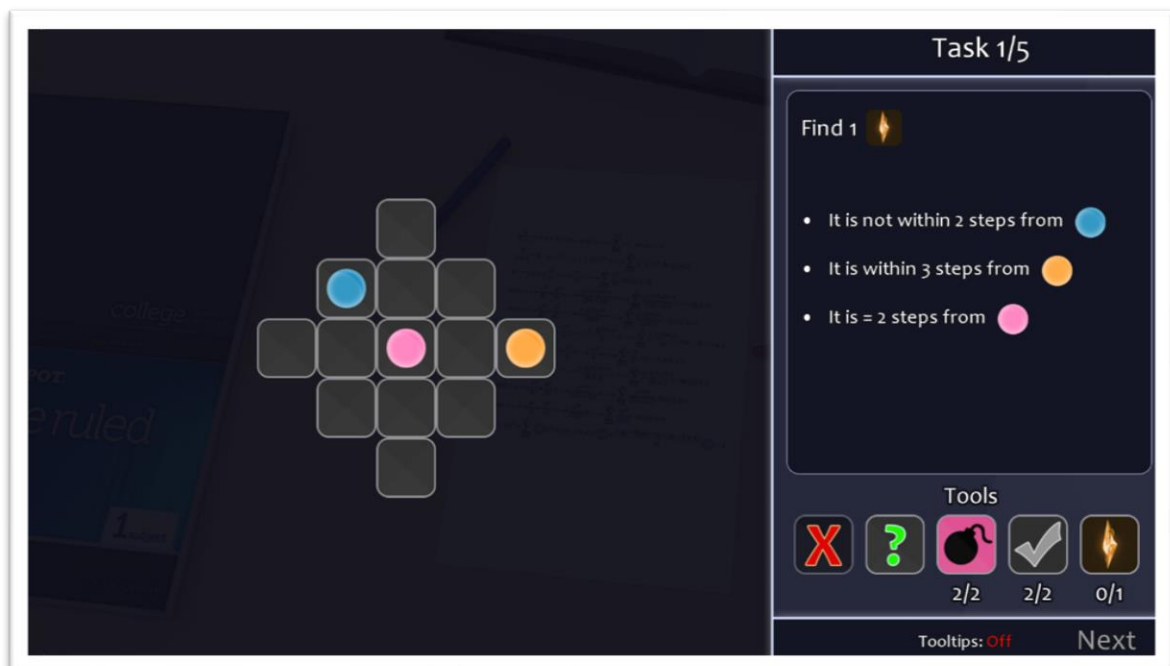
The pitfalls of the mini-game are:

- Selling all **young** fish and never keeping them.
- Forgetting to take care of the fish tank at every opportunity.
- Not having enough money in the budget to do everything you wish.
- Clicking too much when feeding them and causing them to be overfed.

Plan ahead, and your fish tank will be thriving in no time.

Math mini-game

The Math mini-game in Season 3 plays differently than its predecessor. While your character may have mastered the art of seduction, now he must master the art of deduction. The tasks in each Math class are randomized. Writing a guide is hard since your Math test will change with each playthrough, and covering all answers in this guide is not feasible – the episode 10 math class alone has over 50 different tasks and answers. This section of the guide will focus on explaining the core mechanics. The walkthrough section for each episode will discuss a set of problems and provide hints on how to solve them. Ultimately, you must use the tools taught to beat the mini-game. But with some practice, you can do it.



The grid

Your goal is to find diamonds hidden below empty tiles in a grid. The grid layout will change with every task and may include colored spheres that will aid you in the hunt for diamonds.

You must learn to count steps on the grid to beat the mini-game. Luckily, it's very simple to do.

A step is counted vertically and horizontally but never diagonally.

If you want to count toward a diagonal tile, you must count one vertical and one horizontal tile to get there.



You cannot count through space.

Only tiles whose borders you can see can be counted as a step.

Tiles that have colored spheres in them count as steps, but a diamond can never be placed in one of them. Diamonds can only be in empty tiles.

The tools



The most important tool is the diamond tool. It's the tool you use to place your guesses on the grid. You will have to place the number of diamonds that the task asks you to find before being able to click

Next and continue to the next task. To use the diamond tool, click its icon on the bottom right and enter your guess by clicking an empty tile on the grid.

To know where to place the diamonds, you must be able to deduce the correct locations - that's where the upper right box comes into play. In this box, you can read the criteria that must be fulfilled for the diamonds you are trying to find. By reading and understanding each criterion, you can deduce the correct location.

Note that every task can be completed by proper deduction. **No task is designed to have guesswork involved.** If you find yourself in a spot where you are guessing the answer, your deduction must be off with some of the criteria.



You're also given the 'X' tool at the start of the new Math mini-game. This tool is meant to be a visual aid when making deductions. Use this tool to mark empty tiles that cannot contain the diamond. For example, if a criterion says that the diamond cannot be in the same row as a pink sphere, you can mark every empty tile in the same row as the pink sphere with the 'X' tool.



On top of the 'X' tool, there is a '?' tool that you can buy for \$. Like the 'X' tool, it's a visual aid tool that marks empty tiles with a '?'. The recommended use of the '?' tool is the opposite of the 'X' tool - use it to mark empty tiles where the diamond possibly can be. The criteria will be easier to handle for some tasks if you use this tool. For example, if a criterion says that two diamonds are diagonal to a blue sphere, you can mark every empty tile diagonal to a blue sphere with the '?' tool.



The bomb tool is a tool that simplifies your deduction by removing a set of tiles that cannot contain any diamond. It costs \$ to unlock and can be used for a maximum of two tasks per class. Click the bomb tool two times when you want to use it, and it will remove a subset of tiles on the grid that don't contain diamonds.



The checkmark tool is a tool that lets you check your answer in advance - it costs \$ to unlock and can be used up to two times per class. To use this tool, enter your guess for the given task and click the checkmark tool twice. The tiles marked with the diamond tool will either light up green, red or a mix of both, depending on whether you're correct. Green borders mean that you have entered a correct guess, and red borders mean the current guess is incorrect. If you get an incorrect guess, use that opportunity to rethink and enter a new answer for the task. Getting an incorrect guess with the

checkmark tool doesn't penalize your score. The checkmark tool is great when you're unsure about your answer.

Interpreting the criteria

It may seem daunting to interpret the criteria initially, but reading one criterion at a time and understanding it is how you beat the mini-game. If a criterion is too hard to understand from the start, it is advised to skip it and return to it later. All criteria must be used to deduce the correct location of the diamond. In some tasks, you might be able to solve the task with fewer criteria than all, but it's uncommon.

All criteria will state something true for all diamonds you have to find. If a condition for an empty tile breaks any criterion, the diamond cannot be placed in that spot.

Examples of criteria and how to think:

Example 1:

You've been tasked to find one diamond, and one criterion is the following:

- It is ≤ 2 steps from a blue sphere

The best way to use this information on the grid is to mark every tile three steps or more away from the blue sphere with an 'X', as these tiles cannot contain the diamond. Alternatively, you could mark all tiles one or two steps away from the blue sphere with a '?' if you own that tool.

Example 2:

You've been tasked to find two diamonds and one criterion is the following:

- One is = 1 step from a pink sphere

This means that one – and one ONLY – diamond is exactly 1 step away from a pink sphere. Using the ‘X’ tool for this criterion is hard because it doesn’t provide any information about the whereabouts of the second diamond. It is advised to either mark every empty tile that is 1 step from a pink sphere with the ‘?’ tool or to re-visit this criterion after you’ve checked some of the other criteria.

When reading the second criterion for this example task, you get:

- They are = 1 step from each other

Now you have more information to use with the first criterion. Since one of the tiles next to the pink sphere has a diamond, you know all tiles next to those tiles can also be marked with a ‘?’. Or you can use the ‘X’ tool to mark all tiles that cannot fulfill both criteria simultaneously.

General advice

- Always read and understand all criteria.
- If a criterion is too hard to understand, skip it and return to it later.
- Use the tools; they are there to aid you.
- The criteria are always literal. If the criterion says: “One is diagonal to one sphere”, when there are multiple diamonds to find in a grid with several spheres, make sure that it is one diamond that is diagonal to one sphere only. Not two diamonds and not two spheres.
- Make sure you understand these basic mathematical signs:

≤ Lesser than or equal to

≥ Greater than or equal to

< Lesser than

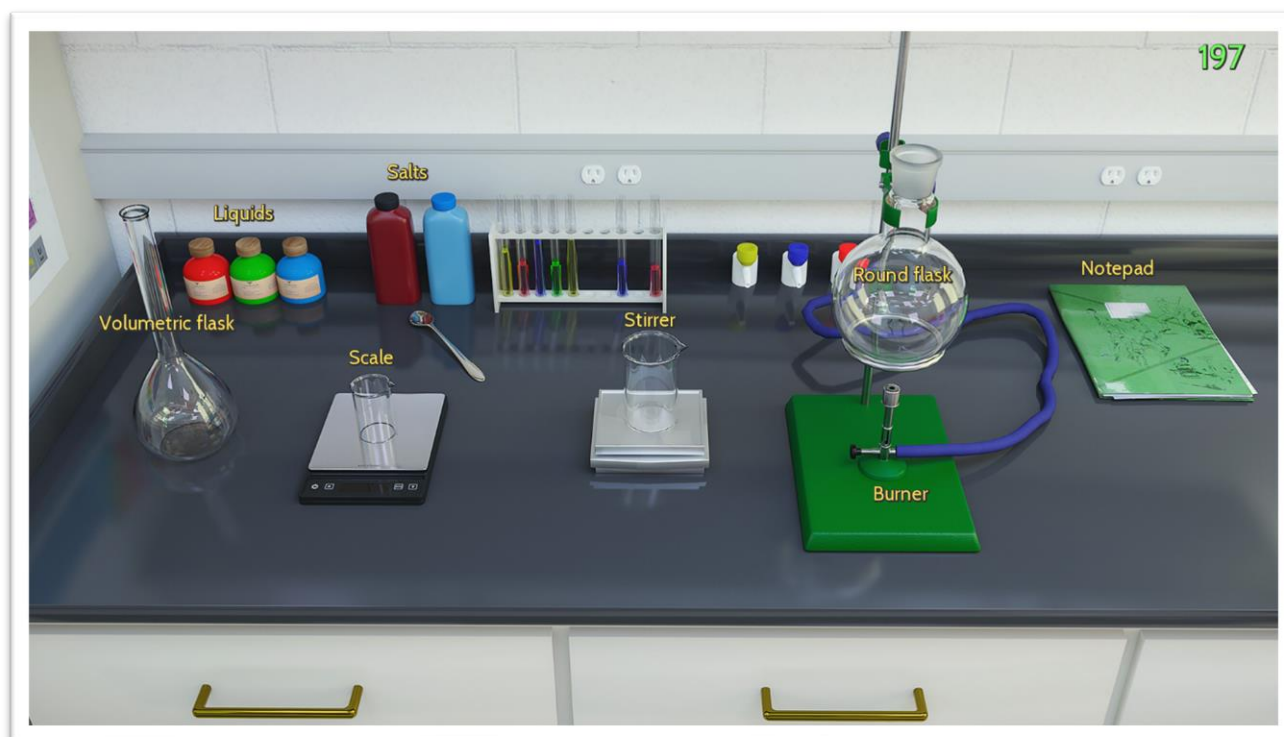
> Greater than

= Equal to

Science mini-game

The Science mini-game is one of the new mini-games in Season 3. The goal of the mini-game is to create a mixture according to instructions where you have to read, analyze, and carry out steps along the way.

You do all this by measuring the volume of liquids, weighing salts, mixing them with a stirrer, and boiling them with a burner. The tricky part is following the instructions and carrying out the correct step before the timer hits zero.



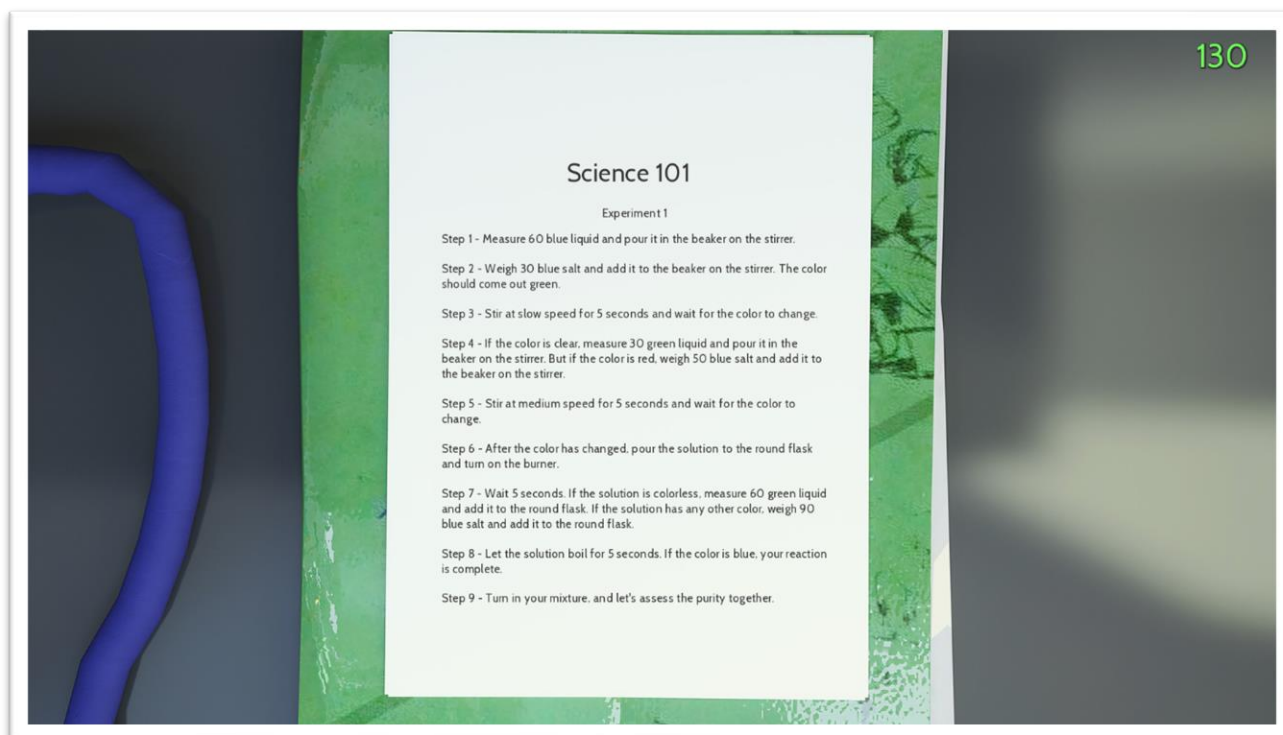
When the timer hits zero, your current mixture will be evaluated. You can submit your mixture beforehand if you're done ahead of time.

The mini-game has two difficulty settings, Easy and Hard. The difference between these difficulties is that the timer in Easy will have double the time compared to Hard.

The experiment

The experiment you need to carry out is listed in your notepad. Click it anytime to read the steps you must carry out to complete the experiment. An easy way to think about each experiment is that it's a recipe that you must follow. It is advised to read one step at a time and execute it before you carry on with the next step.

The experiment will be slightly randomized regarding liquids and salts to measure and weigh. Make sure you read the steps of the experiment each time you play the mini-game.



If a step asks you to measure a liquid, click the correct bottle to the left. You will be asked how much to measure, and here's where you input a volume as instructed by the notepad. Click OK and then try to stop the moving arrow in the middle of the bar – in the green zone. The arrow will move up to the top and down to the bottom. It's easier to stop the arrow when it is moving back down than trying to stop it on its way up.

If the notepad instructs you to pour the liquid somewhere, click the beaker with the liquid you measured and pour it into the instructed container.

A step can also tell you to weigh a salt. Click the correct salt and use the + and - signs to add and remove salt from the beaker. Try to aim at the exact amount of salt you need, but it can be hard to get it right as the addition and removal are slightly randomized. If you choose to be slightly off regarding the weighed amount, your chemical's purity will be penalized during evaluation. But if time is short, getting a passing result by being slightly off is better than failing.

The notepad might instruct you to transfer the salt somewhere, and you do this by clicking the beaker with the salt and choosing "Add to", followed by the location.

You can, at any time, choose to discard the contents of any container by clicking it and choosing Discard.

The stirrer is often used to mix salts and liquids. Click it to set it up. You can turn it on and off and set the desired speed for stirring. Check the notepad when to use it.

The round flask is used to boil the mixture. You can turn the burner on and off below the round flask. Clicking the round flask lets you turn in your chemical and end the experiment. You can do this at any point during the mini-game, and the content of this round flask will be used to evaluate your result.

Brawler

In Season 3, Brawler plays much like its predecessor but with key differences explained in this section. For a full description of the mini-game, read the tutorial in-game.

Controls

The biggest changes in controls are the Counter action and the **RAGE** mode.

After you dodge an attack, there's a chance that you get to counterattack your opponent. If you see **COUNTER** on the screen, press spacebar once to attack.

The **RAGE** mode is a new attack that can be devastating after getting some upgrades. Enter **RAGE** mode by selecting **RAGE** during an attack. Proceed to enter the arrow that is shown. Your **RAGE** counter is increased by one for every arrow you press correctly. Conversely, it's reduced by one if you press the wrong direction. When the timer runs out, the damage is determined from your **RAGE** counter and dealt to your opponent.



Stamina

Brawler now uses stamina for powerful attacks, special attacks, **RAGE** mode and dodging. Your and your opponent's stamina are shown below your health bars. Your depleted stamina is constantly being regenerated, but be smart with how you use it. **RAGE** mode uses at least two full stamina bars, but if more are available, it will use those bars, too, to extend the **RAGE** timer. The opponent uses stamina to hit hard. You can use your Break attack to your advantage by lowering his stamina temporarily.

Dodging and blocking

If you can, always try to dodge an attack. Dodging is the only way to nullify all damage from your opponent's attack. Blocking mitigates some damage, but not all. If you fail to do either, you will lose more health from their attack.

Skill points and Special attacks

To grow stronger, you need skill points that you can allocate from a menu in Brawler. To allocate skill points past a certain point, you must also upgrade your skill point max level. You can allocate and respec your skill points however you wish. Power and **Counter** are smart choices for some opponents when you start leveling up. But for heavy-hitting opponents, putting a few skill points into Block might save you from losing. If you're struggling with your reflexes, Speed is highly recommended. Play around with the skills, and don't be scared to experiment as it doesn't cost you anything to respec them.

Special attacks unlock as the game progresses. After unlocking several special attacks, you can choose which one to set as active. When you're playing Brawler and see Special while attacking, use it to attack with your chosen special attack.

Beer Pong

In the Beer Pong mini-game, you try to hit your opponent's cups and make them strip before they do the same to you. The first one to hit all six of their opponent's cups wins.



The mini-game is divided into two separate phases – attacking and defending.

Attacking

When attacking, choose between three different kinds of shots. You can inspect the hit chances and action point (AP) costs at any time. You have a maximum of 10 AP to use.

- The Arc shot is the most accurate, but it costs 6 AP.
- Fastball is the least accurate, but it doesn't cost any AP.

- The Bounce shot costs 3 AP. If you hit a cup with it, it counts as two cups. It has a medium hit chance, but the added difficulty is that your opponent may swat away your ball. It's a high-risk, high-reward type of shot.

Defending

After you have attacked and before your opponent gets to shoot, you may choose a defensive action.

- Tease will lower their hit chance.
- Focus will increase your hit chance.
- Rest will allow you to recover 3 AP.

Teasing is a good way to make your opponent miss their shots, but if you only tease them, you might not gain the stats you need to win the game fast enough. Focus is a



great way to ensure you hit your shots, but beware because the opponent will try to tease you if they notice your hit chance is too high for their liking. Resting is great if you plan to make any shots using AP.

After you have defended, the opponent will shoot and make a defensive action. The game is then repeated until someone wins.

Winning strategies

Your opponent's skill may vary, and sometimes luck may not be in your favor. But you can turn most games into victory by making smart decisions.

Finding a playstyle you like is recommended, as part of the fun is the banter between the players, the teasing, and the stripping. That said, going all in on Arc shots followed by resting is a strategy that can be successful. Teasing your opponent to oblivion and mixing in some Focus and Bounce shots can work wonders, too. Getting your hit chances extremely high by focusing could make your opponent try to fixate on teasing you, putting them in defensive mode while you fastball your way to victory.

If you, for some reason, want to lose, that could prove a challenge in itself. Resting too much and only shooting fastballs is likely the worst strategy. But as you're dealing with a mini-game with random elements, anything could happen.

Interlude – Riding the Waves

During the Interlude, you'll be in control of Zoey. Your choices will help shape her. If you have already played the Interlude once, you can choose to skip it and jump to episode 9. The game will simulate the Interlude if you do this.

The episode guide will use a **DIK** point when referring to Zoey's stat. It's not to be confused with the **DIK** point of your main character.

Scene location: Home

You "It is!"

Encourage him: -1 **DIK** point

Such a girl: +1 **DIK** point

Alison "Your grandma must have confused her medicine. Aunt Joline found her on the floor when she checked up on her."

Is she all right?: -1 **DIK** point

What the fuck!?: +1 **DIK** point

Alison "No, you're not. You have school tomorrow morning."

Nana is important!: -1 **DIK** point

Fuck school!: +1 **DIK** point

Alison "No alcohol in this house until you're 21."

Talk back: +1 **DIK** point

Apologize: -1 **DIK** point

You "What's wrong?"

Not your business: +1 **DIK** point

Nothing: -1 **DIK** point

You "I don't think it's a great idea to show up to dinner drunk. Dad would probably tell Alison we've been drinking."

What a snitch: +1 **DIK** point

You're right: -1 **DIK** point

Enjoy the lewd scene. Pick whatever you wish.

Alison "Zoey? You have to eat something."

Answer: -1 **DIK** point

Ignore: +1 **DIK** point

Scene location: Train station

You "I'll drop by and talk to her from time to time."

Appreciate it: -1 **DIK** point

Don't have to: +1 **DIK** point

The first drawing mini-game will begin if you're playing with mini-games enabled. If you get the S rank, you will unlock a **special render**.

You "Now would be a good time to remember that you forgot to pack something."

LOL! Asshole!: +1 **DIK** point

Don't scare me: -1 **DIK** point

You "Yeah."

You ok?: -1 **DIK** point

I'm excited: +1 **DIK** point

Scene location: Hostel

Owner "You cannot drink unless you're 21. That cannot be news to you, darling."

I am 21: +1 **DIK** point

Drink in my room: -1 **DIK** point

Owner "You'll have to wear this red wristband when you're in the bar, and we have a collaboration with other hostels and bars in the area..."

You can click a magazine on the desk that will unlock a **special render**.

Scene location: Beach

Emma "Well, you found the waves."

Love your tats: -1 **DIK** point

Too many tattoos: +1 **DIK** point

Emma "We're pretty small, but it's a living, and we tattoo each other for free."

Joke: +1 **DIK** point

Sounds dope: -1 **DIK** point

Emma "Can I see some of it?"

Um... Why?: +1 **DIK** point

Kinda personal: -1 **DIK** point

Emma "We've been talking about hiring a part-timer for the reception. Can you handle bookings and shit?"

Yes: -1 **DIK** point

Joke: +1 **DIK** point

Scene location: Tattoo studio

Bret "Ouch!"

It could be better: -1 **DIK** point

It sucks: +1 **DIK** point

Bret "I'll be your first if you'll let me."

Ignore him: -1 **DIK** point

Talk back: +1 **DIK** point

Scene location: Hostel

You "Sounds like you've got a lot going on for you..."

Sure do: +1 **DIK** point

Show concern: -1 **DIK** point

Scene location: Tattoo studio

The second drawing mini-game will begin if you're playing with mini-games enabled. If you get the S rank, you will unlock a **special render**.

Bret "Zoey... You drew this?"

Good, huh?: +1 **DIK** point

Yeah: -1 **DIK** point

Bret "Sketch some more stuff while you wait for work. If it looks good, we could use it for stencils and inspiration for the customers."

Pay me for it: +1 **DIK** point

Sounds fun: -1 **DIK** point

Scene location: Beach

Emma "How's that banana working out for you?"

Had better ones: +1 **DIK** point

Back hurts: <Nothing>

Emma "You are fuming. Did it get to ya?"

I'm fine: -1 **DIK** point

I'm pissed: +1 **DIK** point

Emma "You'll get it eventually. It takes practice."

Right... -1 **DIK** point

Talk back: +1 **DIK** point

Scene location: Bar

Bartender "I've always wanted to try blue, but it's scary taking that leap."

Not for everyone: +1 **DIK** point

Encourage her: -1 **DIK** point

Jonah "Zoey, help me out here. You're bright. You're going to college someday too, right?"

Help him out: -1 **DIK** point

Don't look at me: +1 **DIK** point

Scene location: Tattoo studio

Bret "You didn't drink anything today or yesterday?"

Is that a problem?: <Nothing>

Nope: <Nothing>

Bret "Ems and I started making shitty tattoos on each other for practice."

I can tell: +1 **DIK** point

Which ones?: -1 **DIK** point

Bret "Know what?"

Fuck: +1 **DIK** point

Discover our bodies: -1 **DIK** point

There's a magazine on the table on Bret's balcony. If you click it, you will unlock a **special render**.

Scene location: Beach

Open the notebook and go to the final page. Enter the code **2575** to unlock the vault.

Choose whatever you like for the photo session.

Emma "So... Who do I send these to?"

A guy: You get to pick either Bret or Jonah, and Emma will send him the photo.

A girl: Emma sends the photo to Jenna.

You can click a magazine on the beach towel that will unlock a **special render**.

Scene location: Emma's apartment

Emma "Yeah!? I'll do that when you unfuck Bret, you skank!"

Calm her down: -1 **DIK** point

Take her phone: +1 **DIK** point

Zoey "Let's talk. Ok?" If you calmed Emma down

What did Bret say?: <Nothing>

I didn't fuck him: <Nothing>

Emma "They're gone!" If you calmed Emma down

It is too late: +1 **DIK** point

Thank you: -1 **DIK** point

Zoey "(And the gallery too!)" If you took Emma's phone

Get revenge: +1 **DIK** point and you put Emma's nude pictures on Rooster

Be a bigger person: -1 **DIK** point

Scene location: Ending

If you calmed Emma down, you will unlock a lewd scene.

The third and final drawing mini-game will start if you're playing with mini-games enabled. If you get the S rank, you will unlock a **special render**.

You "Dad. Now is not a good time for me. I-"

There's a magazine on the counter that you can click to unlock a **special render**.

Enjoy the end of the Interlude.

Episode 9 – Vixens

During the episode, scenes will be shown depending on which branch you are playing. In episode 8 you ended up with one out of five possible branches. The walkthrough refers to the five different branches as:

Isabella's branch

Jill's branch

Josy's & Maya's branch

Sage's branch

Others' branch

Skip reading the sections of the guide that aren't meant for your current branch.

Scene location: DIKs' mansion

In the scene with Jacob and Tommy, at the start of the episode, you can click a magazine on the floor behind Jacob to unlock a **special render**.

Rusty "Aha... Ok... Well, take it up with Tommy again. I don't wanna get involved."

You're not gonna help?: +1 **DIK** point

I've got this: -1 **DIK** point

Tommy "It's fine, you know. Everyone makes mistakes."

No mistakes: -1 **DIK** point

Blame Tommy: +1 **DIK** point

Tommy "Ask yourself, what's most important when you're planning a party?"

The alcohol?: <Nothing>

The girls?: <Nothing>

The decorations?: <Nothing>

The food?: <Nothing>

Tommy will ask you questions about the activities for the party. These activities will give you different scenes during episode 9, but they are also part of the party planning mini-game. If you're playing with mini-games disabled, your choices will affect DIKs' happiness with your party more clearly.

Choose which activities you want for your party. Worth knowing is that the "Haunted mansion" activity will unlock a lewd scene if you're playing **Sage's branch**. And the "CUM-petition" activity will possibly unlock a lewd scene if you're playing **Others' branch**.

If you're playing with mini-games disabled, the two recommended combinations of choices are:

"Body shots", "Telling scary stories" and "CUM-petition"

and

"Drinking competition", "Haunted mansion" and "CUM-petition"

If you are playing with mini-games, pick whatever you want for now and refer to the guide below for the rest of the mini-game.

Mini-game: Party Planning #1 – Halloween

If it is your first time playing the mini-game, play the tutorial to learn the basics.

There are countless of ways to pass the party planner mini-game. And since there are random elements to the mini-game, it's impossible to give one perfect solution that covers everything. Instead, the guide will offer tips and tricks on how you can play each party. It is recommended to play the game as you want and find your own solution and strategy to the mini-game.

When you start the mini-game, three items will have been selected at random for you. The items that can be useful to upgrade for the Halloween party in general are: 1 Kegs, 1-2 Speakers, 1-2 Food, 1-2 Liquor. For your first item upgrades, choose items with that in mind.

The easiest perk to start with is Pink Weiss, as it removes the requirement to use Cups to activate Beer. But if you're planning long term and welcome a trickier start, "Crowdfunding", "Multiplier Madness", "Easy to Please" or "Hard to Let Down" are great choices as well. All perks are viable, and with the right strategy, you can attain the S rank at the Halloween party using any of them.

Before you start purchasing items, make sure you have selected the activities you want for the party. It is recommended to always select as many activities as possible, as they boost your rank, DIKs' happiness and give extra scenes. One recommendation for the Halloween party is to either choose one of the following combinations:

- Beer Battle, Haunted Mansion and CUM-petition (Total cost: \$8)
- Body Shots, Scary Stories and CUM-petition (Total cost: \$7)
- Beer Battle, Scary Stories and CUM-petition (Total cost: \$6)

All items except Decor and Drugs are worth buying for this round. Decor only fulfills one of Nick's **needs**, and adding Drugs won't increase your **multiplier** because Jamie doesn't want Drugs at the party.

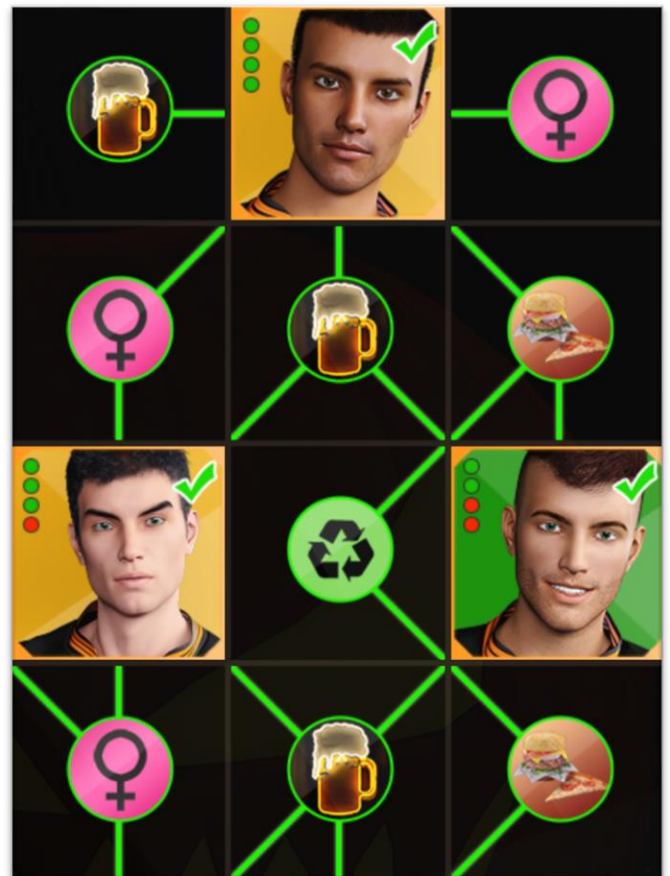
A good general strategy is to start by clicking all DIKs and reading their needs. Their positions are randomized, meaning that you'll have to evaluate the best approach every time you play the mini-game. Some **needs** that are always worth fulfilling to get a high score are Girls, Food, Beers and Trashcans. Consider fulfilling Derek's Speakers **need**, if you have at least one free Speakers item in your inventory; it is too expensive to fulfill this **need** if you have to buy two Speakers.

Start fulfilling needs by adding Girls, Beers, Cups (if needed to activate the Beers), Trashcans and Food. If you have a Keg, activate it with a Cups supply, and use that same Cups supply to activate Liquor for either Leon, Derek and/or Rusty. Keep fulfilling the easy and cheap **needs** and at the end, if you have money left, look into fulfilling the more expensive **needs**.

Be mindful of how you use the grid, try to share as many items as possible between DIKs. The most valuable slots on the grid are the ones next to several DIKs on the second and fourth rows. Make sure you share the items in those slots. It's recommended to choose 1 Food over 2 Snacks, since the Food item only takes up one slot on the grid.

In this example you can see how to share items during the Halloween party. Use it for inspiration, as you likely won't be able to follow it completely due to the random nature of the mini-game.

Pink Weiss was used in this example, and Beers were prioritized and effectively shared among DIKs. If you choose a perk like Pink Weiss, you should maximize your usage of it or it would be a wasted perk. Always apply that logic to the perks that you choose.



As a final tip for this round, try to keep all DIKs above two fulfilled **needs**, and favor the DIKs who have easy and shared **needs**. If you want to achieve the highest score and rank, aim to get a multiplier of at least **x6.5**.

Click the X button to the top right to end the mini-game.

After finishing planning the party, when Tommy leaves, you can click a magazine on the floor in the background to unlock a **special render**.

[Derek "Great. That's one out of three votes."](#)

Don't count on it: <Nothing>

Maybe: <Nothing>

Joke: <Nothing>

Scene location: The Burkes

Others' branch

Jade "You smell incredibly good." If you're having an affair with Jade

Don't stop her: Enjoy the lewd scene

Keep it together: Skip the lewd scene

All branches

Jade "Yes. Of course." If you rejected Jade's advance in episode 3

Talk to Josy: <Nothing>

Antagonize Tybalt: +2 **DIK** points

In the scene with Professor Burke, Sage and Maya, there is a blurry magazine to the right of Stephen. Click it to unlock a **special render**.

When Neil calls you, there is a magazine on his table. Click it to unlock a **special render**.

Sage "But now he tells her he can't help because she's not studying economics or something."

What can we do to help?: <Nothing>

Don't take it personally: <Nothing>

Sage "I don't know, dude. What does it matter? I mean, what's your dad's name?"

Enter your and Neil's last name.

If you chose to banter with Tyballs in episode 6 on Tybalt's cluck, by choosing "It's an orange one, he should get himself checked out.", you get + **RP Sage**.

Scene location: Park

Zoey "Hey!"

Hey...: <Nothing>

...: <Nothing>

Zoey "Wow. You look good! Really good!"

Thanks: <Nothing>

You too: <Nothing>

...: <Nothing>

Zoey "I'm good. You?"

I don't know: <Nothing>

I'm fine: <Nothing>

When the camera zooms out, there is a magazine on the ground underneath the bench near Zoey. Click it to unlock a **special render**.

Zoey "You're mad at me..."

I'm mad: You chose to be mad at Zoey.

I'm not mad: You chose to not be mad at Zoey.

Scene location: DIKs' mansion

Derek "Is she a better friend than me?"

Yes: Derek will remember this.

No: Derek will remember this.

When Derek leaves, there is a magazine on the table near you. Click it to unlock a **special render**.

Scene location: The first Halloween free roam event

Hint! If you want to unlock the vault, open it now. The code to open the vault is 4232.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and read the clucks.

Open the 2D art app and buy any new art pieces. Read the **special render** section of this guide for more information. Any new 2D art pieces you ordered in episode 8 will unlock at the start of this free roam event.

Open the Chat app and respond how you wish to Zoey and Elena.

Respond to your dad's chat. If you end the chat by telling him "I love you too, dad.", you get - **DIK** point. If you end the chat by telling him "Dad... That kiss emoji makes your text look weird as hell.", you get + **DIK** point.

For **Jill's branch**, respond to her how you wish. Complete her chat to get + **RP Jill**.

For **Josy's & Maya's branch**, respond to Josy's and Maya's chats.

For Josy, end the chat with "Can't wait to see you tonight. Good luck with the costume!" to get + **RP Josy**.

For Maya, complete her chat to get + **RP Maya**.

You can find money at two spots in this free roam event, the first one is on the floor at the bottom of the screen in the Main party room. The second spot is in the back of the Theater room, next to the mini-fridge.

Exit your room and click on the group with the Santa Claus, if possible.

Apologize to Santa Claus and you get - **DIK** point, or confront Santa Claus and you get + **DIK** point.

Go to the Dining room and click on your sword, it's on the dining room table.

Go to the Main party room and click on Jamie.

Still in the Main party room, click on Becky, Zoey and Tommy to view their scenes.

Click on the door behind Jacob to go to the Left hallway. Click on Leon.

Leon "We were gonna have theme costumes and he bailed on me. I feel ridiculous wearing this."

Sympathize: - **DIK** point

Joke: + **DIK** point

Leon "She's a party killer, dude. In a few hours she'll be lecturing people on why they shouldn't be wearing slutty outfits."

If it's needed: + **DIK** point

I can't do that: - **DIK** point

Joke: + **DIK** point

Go to Upper main room and talk to Rusty.

Rusty "It totally was. After all you did to get us back on track after the alphas trashed this place." or Rusty "He is such a trouper. He helped us get back on track after the alphas trashed this place."

Don't mention it: <Nothing>

You're the real leader: - **DIK** point and + **RP DIKs**

Go to the right area and click Derek.

Derek "Who even invited these two?"

We could throw them out: + **DIK** point

Don't start something: - **DIK** point

Go to Upper main room and click the arrow down. Talk to the group of girls.

Go to Derek's room and click Sally.

Sally "Is that how you greet your guests?"

How I greet you: + **DIK** point

I was surprised: <Nothing>

Sorry: - **DIK** point

You "Well, he's out there arguing, so that might be a while."

Offer to help: Make drinks for Sally and Karen

Leave: <Nothing>

Sally "..." If you stayed to make drinks for Sally and Karen

Tease her more: + **DIK** point

Don't tease her: - **DIK** point

You "A tequila drink for Karen is coming up..." If you stayed to make drinks for Sally and Karen

Soda, lemon and salt: <Nothing>

Green mixer and lime: Sally will comment on your drink

Neat: <Nothing>

Sally "I'm surprised you didn't fuck that up." If Sally comments on your drink

I know what I'm doing: <Nothing>

Me too: <Nothing>

Joke: + **DIK** point or +2 **DIK** points if you have **DIK** affinity

Sally "Actually... My hopes of you making me something I'd enjoy are exceptionally low. Give me a beer." If you stayed to make drinks for Sally and Karen

Beer: <Nothing>

Derek's special bottle: + **DIK** point and Sally drinks from Derek's bottle that's labeled "Don't drink".

Go to Nick's room and click the beer tap on his bed.

Go to Tommy's room and click on his curtain. Click the kegs to the right.

John Boy "How do you know her again?"

Ex-girlfriend: Tell John Boy Zoey is your ex-girlfriend

Childhood friend: Tell John Boy Zoey is your childhood friend

Isabella's branch

This section is for **Isabella's branch**, skip to the next section unless you're playing her branch.

Go to your room and click the windows and end the free roam event.

You "Of course, I have."

I feel the same: +2 **RP Isabella**

That's nice: <Nothing>

You "Yeah, the door's locked. Come on in."

Kiss her: <Nothing>

Hug her: <Nothing>

Isabella "What do you think?"

Scary: <Nothing>

Hot: <Nothing>

Joke: <Nothing>

Isabella "Quit your moaning..."

Behave: <Nothing>

Touch them: Touch her breasts

Isabella "*Sigh* Go ahead..."

Kiss: Kiss her breasts.

Fondle: Fondle her breasts

Behave: <Nothing>

You "Here, let me check..."

Fondle: Touch her ass

Behave: <Nothing>

Isabella "Like what?"

Underdressed: <Nothing>

Hot: <Nothing>

Joke: <Nothing>

Dodge the bullet (**CHICK** affinity): + RP Isabella

If you chose to have either body shots or a drinking competition as the party's first activity, the scene will play now. Read the section below for the corresponding activity or skip ahead if you chose to not have any activity.

All branches

After placing the keg in the Main party room, the first activity will start, if you chose to have either body shots or a drinking competition for your party.

Refer to the section corresponding to your choice or skip ahead.

Drinking competition

Tommy "What do you say, my half-naked brother with a skirt? Who's your winner in this race?"

Becky: Becky is favored to win

Kylie: Kylie is favored to win

Christie: Christie is favored to win

Too close to call: Becky is favored

Tommy "Here you go. You saw what I did, MC this bitch."

Hype the crowd: <Nothing>

Hype Becky: - **DIK** point and Becky is favored to win

Hype Christie: - **DIK** point and Christie is favored to win

Hype Kylie: - **DIK** point and Kylie is favored to win

Neg Becky: + **DIK** point

Neg Christie: + **DIK** point

Neg Kylie: + **DIK** point and Kylie is favored to win

Crowd *"*Crowd shouts*"* If you have **DIK** affinity

Spilling doesn't disqualify: + **DIK** point and the competition ends in a tie

Hype the crowd: <Nothing>

If the game didn't end in a tie yet, the girl who is favored to win wins.

If Becky wins, you can neg her for + **DIK** point.

If you're playing with mini-games enabled, Jamie, Leon, Rusty and Tommy will get a small boost of happiness from this activity.

Body shot battle

It doesn't matter if you accept or refuse, Tommy will force you to participate.

You can either choose Becky or Tiffani as your partner for this activity.

Choosing Becky

To win with Becky, choose to: Transfer the shot > Pour fast > Focus

You can make Becky lose by dropping the shot when she is straddling you.

If you choose "enjoy it too much", you will make out with Becky.

Choosing Tiffani

You cannot win the competition with Tiffani.

You can choose "enjoy it too much" to make out with Tiffani.

You can choose to lick Tiffani's pussy a bit for + **DIK** point or to ignore it for - **DIK** point.

If you're playing with mini-games enabled, Jacob, Jamie, Nick and Tommy will get a small boost of happiness from this activity.

No activity

If you chose no activity for this part of the party, nothing will happen.

After the activity, go to Derek's room to end the free roam event. You don't have to do this if you're playing [Isabella's branch](#).

Scene location: The Moose Lounge

This is a branch specific scene.

There are no choices during this scene for [Isabella's branch](#), skip to the next section.

[Jill's branch](#)

[Jill "Or...we can cuddle."](#)

Cuddle: Cuddle instead of getting a lewd scene

Try sexy stuff: Unlock a lewd scene

[Josy's & Maya's branch](#)

[Josy " We can get several and change between them. "](#)

Kinda funny: Take Josy's side in the argument and get **+ RP Josy**

Pretty lame: Take Maya's side in the argument and get **+ RP Maya**

Choose to follow Josy or Maya into the changing room and get **+2 RP** for the girl you choose. Choose whatever you wish for the scenes inside the changing room.

Sage's branch

Choose what you wish for Sage's text message.

During Sage's lewd scene, call her a whore to get + **DIK** point.

Exhaust all options for the talk about her family.

Others' branch

Text the girls who are available. If you can text Quinn, you must text her to choose to stop texting. Choose whatever you wish for the different text chats.

Texting Lily unlocks a lewd scene.

Unknown "Haha! He's pretty cute, but I don't know... He came dressed as a Spartan. Maybe he's the violent type?"

You got me there: <Nothing>

Not really: <Nothing>

Scene location: DIKs' mansion

Isabella "I don't know yet. I don't want to scare her away." If you are playing

Isabella's branch

Take it easy: - **DIK** point

Joke: + **DIK** point

When you walk down the stairs and Sage greets you, there is a magazine to the right on the floor near the door to the Left hallway. Click it to unlock a **special render**.

You "Whoa! Hey!" or You "Hey!" or You "Yeah! Finally! I've been waiting for you."

Nice costume: <Nothing>

Hot costume: <Nothing>

Where's your costume: <Nothing>

You "I see you're still looking great in those outfits." If you are playing Josy's & Maya's branch

Notice Josy's hairstyle: +2 RP Josy

Notice Maya's hairstyle: +2 RP Maya

Notice their hairstyles: + RP Maya and + RP Josy

Josy "Excuse me for trying to save us money." If you are not playing Josy's & Maya's branch

Don't fight tonight: Calm them down

Anyway...: Don't calm them down

Scene location: Forest

If you are playing **Jill's branch** or never tried to take it further with her than your first date you can skip to the next section.

If you are playing any other branch than **Isabella's branch**, Jill might ask you why you think the relationship didn't work out. Answer what you want to this question.

Jill "What made you choose her and not me?" If you are playing Isabella's branch and chose to fight for Jill in episode 7

Followed my heart: <Nothing>

Couldn't choose both: If she wanted you, she will try to kiss you. You must choose to either kiss her back or not.

Scene location: DIKs' mansion

You "Sarah... Melanie..."

Hot!: Opens up additional dialogue

Fun costumes: <Nothing>

You "Oof..." If you chose "Hot!" in the previous choice

You're killing me: If you have a **DIK** affinity you can choose to grab their asses for + **DIK** point

I prefer the front: + **DIK** point

Tommy "There are a lot of cocks in disguise here. Make sure some asshole doesn't harass her."

Ok: + **RP DIKs**

She doesn't need it: <Nothing>

Heather "What?"

Nice hair: <Nothing>

Tease: <Nothing>

I recognize that outfit: <Nothing>

Flirt: + **DIK** point if you have a **DIK** affinity.

Camila "Haha. Go ahead and get it done. Gush over how good I look."

Flirt: You get a choice to kiss her

Tease: You get a choice to kiss her

Compliment her: <Nothing>

You "I'm joking of course."

Cute costume: <Nothing>

Compliment her: <Nothing>

Joke: <Nothing>

Sage "What?" If you are playing Sage's branch

I really like you: +2 RP Sage

Thanks for the drink: <Nothing>

Jill "Go bananas! Get it?" If you are playing Jill's branch

You look cute: <Nothing>

You look silly: <Nothing>

Scene location: The second Halloween free roam event

Hint! If you want to unlock the vault, open it now. The code to open the vault is 4232.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and react to the clucks.

For Jamie's cluck, there is a third option if you have a **DIK** affinity; choose this option and get + **DIK** point.

For Elena's cluck, thank her for helping out and get - **DIK** point.

You can find money in one spot of this free roam event. There's money on the table in Tommy's bedroom.

In the Main party room, click Sage.

Sage "Disappointed, huh?" If you are not playing Sage's branch

Yes: A flirty response

No: <Nothing>

More like worried: <Nothing>

Sage "Not likely. Stand next to me for one."

Funny pose: Snap a funny picture of the two of you

Sexy pose: Snap a sexy picture of the two of you

In the Main party room, click Riona.

In the Main party room, click Jill.

Jill "I can't reach him! Haha! This will have to do." If you're playing Jill's branch

Gently place your hand on ass: Bianca notices what you did.

Grab her ass: Bianca notices what you did.

Hover-hand: - **DIK** point

Jill "It's kind of scary, isn't it?" If you're playing Jill's branch and weren't in Josy's and Maya's relationship.

A bit: <Nothing>

No: <Nothing>

Joke: <Nothing>

Bianca "Oh, boy. Here we go..." If you're not playing Jill's branch and Jill isn't upset with you

It suits you: <Nothing>

Totally not you: <Nothing>

In the Main party room, click the stairs and talk to Jamie and Leon.

Choose to side with Leon or Jamie. If you choose the opposite of what you chose in episode 8 during the dorm party, there will be another scene with Jamie and Leon near the end of the episode.

Click the left door and a scene with Leon will play.

Leon "It's impossible to get laid while wearing this."

Remove the wig: <Nothing>

I bet I could: + **DIK** point

Leon "You don't see it?"

Humor him: + **RP DIKs**

No: <Nothing>

Click Sarah. If you want to take a picture together with Sarah and Melanie, you need to offer to fetch some punch for her. If you're not interested in that picture, you can choose to tell her where the punch is, instead. We'll return to this task later.

Go to the right area and click Derek who is talking to Camila on the couch.

Derek "You still think that's a good idea, right?" or Derek "Yeah, but come on... It would be good for me, I think."

Go for it: Encourage Derek

Not when you're drunk: Encourage Derek

Don't do it: <Nothing>

Derek "Yeah! Talk me up to her. Be my wingman." If you encouraged Derek

Ok, I'll do it: Derek will remember that you tried to help him

Not gonna happen: <Nothing>

If you are playing **Isabella's branch**, click Isabella and you will take a picture together. Choose to do a scary or cute pose for the picture. Click the down arrow to exit your room and a scene with Isabella and Jill will play.

Go to the Right hallway and click Josy and Maya next to the table of cakes. This scene has variations depending on your branch and status with Josy and Maya. If you are playing **Josy's & Maya's branch**, you will snap a picture together with Josy and Maya and choose to do a funny or sweet pose. If you are in Josy's and Maya's relationship, but not playing their branch you will get another variation of the scene.

There is a third variation if you aren't playing **Josy's & Maya's branch** and never were in their relationship. Josy will ask you to take a picture with her and you can either accept or decline. If you accept, you will take a picture together and she will ask you:

Josy "Can't help but wonder, no?" If you took a picture alone with Josy

All the time: Tell Josy you wonder about them all the time

A bit: Tell Josy you wonder a bit about them

We wouldn't have worked out: Tell Josy you don't think you would have worked out together.

In the Right hallway, click Quinn. After Arieth suggests renting a bus, there is a magazine on the table. Click it to unlock a **special render**.

In the Right hallway, click the table with cakes. If you accepted to get Sarah punch, click the punch bowl to fill a cup with punch. Click the plate with Halloween muffins while you're here. You will make a comment that you need to restock the cakes. Go to the kitchen and click the fridge to fetch cookies. Return to the table and click the Halloween muffins again to restock the cakes and get **+ RP DIKs**. Go to the Upper main room and click Sarah to give her the punch. Choose to take a picture together of her and Melanie.

Melanie "What a lame answer." If you took a picture of Sarah and Melanie

Something sexy: A sexy picture and get another choice

Something cute: A cute picture

Sarah "Do we look fuckable?" If you took a picture together of Sarah and Melanie, and chose a sexy picture

Yes: **+ DIK** point

Looks good: **- DIK** point

Not to me: **+ DIK** point

Melanie "Wanna take a picture with us?" If you took a picture of Sarah and Melanie

Sure: Take a picture with them and get another choice

No thanks: <Nothing>

You "Let's do it like this..." If you took a picture of Sarah and Melanie and chose "Sure" in the previous choice

Grab their asses (**DIK** affinity): A raunchier picture

Hold up sword: A group picture

In the Right hallway, click the door to the Theater. A scene with Sage and Maya will play. When Maya asks Sage to look around the room, there is a magazine on the table to the right. Click it to unlock a **special render**.

Go to Jacob's room and click Zoey. Choose to take a picture with her if you want.

Go to your room and click Riona. You can choose to cheer her up or not.

Riona "No, I don't want to see more blood spilled." If you chose to cheer her up

Hug her: Offer her support and a choice to kiss her if you're playing **Others' branch**.

Cheer her up: <Nothing>

Go to the Main party room. If you chose an activity for this part of the Halloween party, it will start now. Refer to the corresponding section below.

Scary Stories

If you're playing with mini-games enabled, Derek, Jacob and John Boy will get a small boost of happiness from this activity.

Haunted Mansion

If you're playing with mini-games enabled, Jacob, Jamie, Nick and John Boy will get a small boost of happiness from this activity.

During this event you're looking for a way to escape the room. Start by clicking the down arrow to turn around. Then read the note on the door again.

If you're playing **Sage's branch**, and want to end the event without exploring, click the cage and find the up arrow. Then find the key in the upper area of the screen. Exit the cage and you will unlock a lewd scene.

If you're playing any other branch, you need to find three keys. Find the key in the cage in the same way as in **Sage's branch**.

The second key you find by inspecting the colorful jars to the right. Click the green jar twice to get another key.

For the third key, click the torture device in the middle of the room. Click the upper part of the device and it will open. Click the symbols to reveal that they were numbers all along. Go back and click the freezer. Click the key pad to enter the code and click the key lodged in the brain.

Go back and click the locks on the door to unlock the room and escape.

Nothing

If you chose to not have any activity, Becky will bitch about it to Quinn.

If you're playing **Sage's branch**, go to the Right hallway for a scene with Sage.

If you're playing **Josy's & Maya's branch**, go to Derek's room to get a scene with Josy.

Pete "Hi, is this Josy's friend?" If you're playing Josy's & Maya's branch

Yes: <Nothing>

More than a friend: + RP Josy

Josy "Imagine if we never did. We'd meet here at college instead; it might have been totally different." If you're playing Josy's & Maya's branch

Reassure her: + RP Josy

Who knows?: <Nothing>

If you're playing Josy's & Maya's branch, go back to the Main party room.

A scene with Josy and Oscar will play.

<Nothing>

Are you ok?: <Nothing>

What happened?: <Nothing>

Want me to kill him?: <Nothing>

Major choice #16

Josy "Yeah."

Punch him: **DIK** choice. If you fought the jocks, Caleb or Tommy this choice is available with a Neutral affinity.

Throw him out: Neutral choice

Comfort Josy: **CHICK** choice

If you're playing **Josy's & Maya's branch**, go to the Right hallway and a scene with Maya will play. Choose to keep making out to unlock a lewd scene, or choose to mention Josy and the scene will end.

If you're playing **Jill's branch**, go to the Dining room for a scene with Derek.

Derek "So...? No more condoms?" If you're playing **Jill's branch**

Doesn't look like it: - **DIK** point

Never!: + **DIK** point

If you're playing **Others' branch** and got the scene with Quinn on the park bench in episode 8, go to the Main party room and click Quinn to take a picture with her. Choose to either hold her tits or snap a funny picture. Then choose to grab her ass or lick her tits.

If you made Sally drink from Derek's special bottle in the first free roam event, go to the Right hallway for a scene with her.

Go to Tommy's room. Click Rusty for a scene.

In Tommy's room, click the dance floor. Depending on your branch you will dance with different girls. Refer to the section for your branch below.

Isabella's branch

Choose what you want.

Jill's branch

Kiss Jill to get + **RP Jill**.

Josy's & Maya's branch

Choose to dance with either Josy or Maya or both.

Kiss either of them to get + **RP Josy** and/or + **RP Maya**.

Sage's branch

Choose what you want for the choices.

Others' branch

Choose to dance with Camila if you want. If you tease her, it will unlock a lewd scene.

In Tommy's room, click the curtain for a short scene with Heather.

Go to the Left hallway and click Camila to take a picture of her. Choose a pose for her.

Go to the Main party room and a scene will play. The scene has variations depending on your branch, but Sage, Maya, Josy and Isabella are always in it.

To end the free roam event, go to the Upper main room, go right and click Sage.

Scene location: DIKs' mansion

Sage "Truth or drink!"

Truth: <Nothing>

Drink: <Nothing>

Sage "Now it's your turn!"

Ask Bella: <Nothing>

Ask Josy: <Nothing>

Ask Maya: <Nothing>

Ask Sage: <Nothing>

Scene location: The blackout free roam event

Navigate forward, talk to Tommy and head down the stairs. Navigate forward and then click the stairs to the basement to end this short free roam event.

After fixing the lights in the basement there is a magazine behind you. Click it to unlock a **special render**.

Scene location: The DIKs' mansion

If you're not playing **Jill's branch**, you can skip this section.

Jill "Would you like to meet my parents?"

Of course: <Nothing>

Do I have to?: - **RP Jill**

Jill "Sorry... I think that's enough for tonight. I didn't want to bum you out, but I wanted to tell you."

I'm happy you did: <Nothing>

Hold her: <Nothing>

Jill "I've never felt like that before."

Me neither: <Nothing>

You deserve it: <Nothing>

Scene location: The final Halloween free roam event

Hint! If you want to unlock the vault, open it now. The code to open the vault is 4232.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and react to the clucks. If you got the lewd scene with Camila, you can react to her cluck.

You can find money in one spot of this free roam event. There's money on the floor of the balcony above the Main party room, but only after the best costume competition has ended.

Go to the Upper main room and a scene with Quinn and Vinny will play.

Go to Jacob's room and click Becky.

Go to Tommy's room and click Jacob.

In Tommy's room, click Sandy.

Go to the Right hallway. If you're playing [Isabella's branch](#), a scene will play.

If you cheered Riona up and hugged her in the second free roam event, a scene will play.

Major choice #17

You "What are you up to?" If you're not playing [Others' branch](#)

Make out: **DIK** choice. If you fucked Riona in episodes 5 and/or 7, this option available with a Neutral affinity.

Tell her about your situation: Neutral choice

Refuse her: **CHICK** choice

You "What are you up to?" If you're playing [Others' branch](#) this choice isn't presented as a major choice.

Make out: Make out with Riona

Refuse her: Don't make out with Riona

Click Nicole for a scene with her and Lily.

Nicole "Looking hot!"

Thanks: <Nothing>

You too: <Nothing>

Nicole "I'm so happy we came!" or Nicole "I can't get over how good you look in that costume. Are those your abs?!"

Grab ass: + **DIK** point and grabs her ass

Don't grab ass: - **DIK** point

Lily "I don't think he likes his girls bad." If Lily likes you

I like them bad: + **DIK** point and grabs her breast

Talk about something else: - **DIK** point

Nicole "Very much so! I feel like I'm in college."

Dressed as a teacher?: <Nothing>

Dressed as a schoolgirl?: <Nothing>

Nicole "Hey, I was gonna offer first!" If you're playing **Others' branch** and selected private CUM-petition as an activity for the party

Join CUM-petition: Unlocks a lewd scene later

Skip it: <Nothing>

In the Right hallway, click the ghost. If you are playing **Others' branch**, you get a choice to kiss Tara. If you don't kiss her you get - **DIK** point.

Go to the Main party room and a scene with John Boy and the preps will start. If you called a truce during the dorm party in episode 8, you can choose to let the preps inside or turn them away. If you didn't call a truce in episode 8, you will turn them away automatically.

If you are playing [Isabella's branch](#), a scene will play.

A scene with Tommy and Jamie will play.

If you let the preps inside, go to the Theater and a scene with Gordon will play.

If you turned the preps away, go to the Left hallway and click Christian to kick him out. Head down the stairs to Tommy's room and click Lucas on the dance floor to kick him out too.

Go back to the Main party room and click Josy and Maya.

Still in the Main party room, click Tommy. If you are joining the CUM-petition, a lewd scene will play. If you're playing with mini-games enabled and chose to have the CUM-petition activity, Leon and Tommy will get a small boost of happiness from this activity.

Go to Leon's room and click Heather.

[You "Did you check the dance floor?"](#)

Check her tits: + **DIK** point

Focus on eyes: - **DIK** point

[Heather "I mean, he doesn't ask for permission to be with others; why should I?"](#)

That wasn't what I meant: <Nothing>

You're not wrong: She will try to use you.

Major choice #18

Heather "Shut up, it's just a blowjob. I'm using you." If you're playing Others' branch

Let her use you: **DIK** choice and a lewd scene

Maybe in the future?: Neutral choice

Refuse: **CHICK** choice. If you have Neutral affinity this choice is available.

Heather "Shut up, it's just a blowjob. I'm using you." If you're not playing Others' branch this choice isn't presented as a major choice.

Maybe in the future?: Don't close the door on it.

Refuse: Refuse Heather

Go to the Upper main room and talk to Zoey.

Go to Tommy's room and another scene with Zoey will play.

Go to Rusty's room and watch the scene with Matthew and Olivia.

Go to Jamie's room and watch the scene with Penny and the Scuba diver.

If you're playing **Jill's branch**, go to the Upper main room and go right. Click on Jill to get a scene with Jill and Bianca.

Go to the Left hallway and click the door on the left to the porch. Click Sage to play a scene.

Your task is to select your top three entries for the best costume contest.

Depending on your branch, you can select different people for it. The list below shows all selectable characters and any requirements for selecting them.

- Camila: On the porch. You can always select her.
- Riona: On the porch. You can always select her.
- Sarah and Melanie: In the dining room. You can always select any of them and you can choose to grope their tits too.
- Lily and Nicole: In the Right hallway. You can always select any of them.
- Zoey: In the Upper main area. You can select her if you're not mad at her.
- Derek: In the theater. You can always select him.
- Jill: To the right of the Upper main area. You can only select her if you're playing [Jill's branch](#).
- Elena and John Boy: To the right of the Upper main area. You can always select any of them.
- Leon: In Tommy's room. You can always select her... *ahem* ...him.
- Maya and Josy: In the Main party room. You can only select them if you are not planning on breaking up with them.
- Isabella: You cannot select her, but you can talk to her for an extra scene if you are playing [Isabella's branch](#).

Choose three people and then return to Sage on the porch.

During the scene with Quinn and Sage, you must pick one of your top three entries as your main pick. The winner is decided depending on who you choose and what branch you are playing. Here are the possible winners and what you must do to see them win.

- Isabella: If you are playing [Isabella's branch](#), she will always win, no matter who your top pick is.
- Camila: She will win if she is your top pick.
- Riona: She will win if she is your top pick.
- Sarah and Melanie: Neither can win.

- Lily and Nicole: Lily will win if she is your top pick. Nicole can't win.
- Zoey: She will win if she is your top pick.
- Derek: Derek can't win.
- Jill: She will win if she is your top pick.
- Elena and John Boy: Neither can win.
- Leon: Leon will win if Derek, Sarah, Melanie, John Boy, Elena or Nicole is your top pick and you're not playing [Isabella's branch](#).
- Maya and Josy: Maya or Josy will win if she is your top pick.

After the best costume competition, go to the Left hallway. If you got Nicole's and Sandy's lewd scene in episode 6, or Sandy's lewd scene in episode 8, a scene with Sandy will play.

[Sandy "Mhm. I've waited all night to pounce on you."](#) If you're playing [Others' branch](#).

Accept: You accepted Sandy, but there is no lewd scene.

Decline: You dismissed Sandy's advances tonight.

[Sandy "Not at all? Like, not even at the club?"](#) If you're not playing [Others' branch](#).

Not even at the club: You rejected Sandy.

Maybe at the club: You didn't close the door on Sandy.

Go to the Main party room and watch the scenes with Jamie and Zoey.

Zoey "I would stay if I could, but I'm gonna miss the last train ride home." If you're playing **Others' branch** and didn't choose to be mad at Zoey.

Crash in your room: You offered her a place to crash.

Say goodbye: <Nothing>

Go to the Right hallway and a scene with Riona and Camila will play. You can flatter Riona if you want.

Click the bathroom door to play a scene with Elena.

If you are playing **Josy's & Maya's branch** or if you aren't planning on breaking up with Josy and Maya, go to Rusty's room and click Josy.

If you are playing **Josy's & Maya's branch**, there will be an extended scene here. Skip to the next section if you're not playing their branch.

Josy's & Maya's branch

Josy "No, I can do it."

Alone time with Josy: Spend some time alone with Josy

Alone time with Maya: Spend some time alone with Maya

When Maya or Josy returns, the scene that follows is a lewd scene where you play a drinking game. For the questions you ask Josy and Maya, pick whatever you wish. When you dare Josy or Maya, you can get them to post an embarrassing cluck each on Rooster if you want.

When Maya asks you truth or dare and you pick truth, she will ask you how many girls you've been with sexually. You can drink and dodge the question, and get **-2 RP Josy** and **-2 RP Maya**. If you choose to tell the truth, you get **-3 RP Josy** and **-3 RP Maya** if you've had at least 10 different girls. If you have been

with 6-9 girls nothing happens. If you have been with at least 4 girls, you get + **RP Josy** and + **RP Maya**. And finally, if you only have been with Zoey, Maya and Josy, you get +3 **RP Josy** and +3 **RP Maya**.

When Josy asks you truth or dare and you pick truth, she will ask you about Zoey. If you tell the truth and tell Josy that "I wish I knew", you get - **RP Josy** and - **RP Maya**. With the other options, nothing happens.

After this scene, you return to the free roam event.

All branches

Go to the Right hallway and enter your room. Go left to your bed area for a scene with Vinny.

Vinny "Ah, so you do know your history."

Rude: + **DIK** point

Non-confrontational: - **DIK** point

Major choice #19

Vinny "Or you'll what?"

Punch him: **DIK** choice. If you fought Caleb and Tommy this choice is available with a Neutral affinity.

Tell him off: Neutral choice

Defuse the situation: **CHICK** choice

Go to the Upper main room and go up into the hallway. Click the bathroom and a scene with Sally will play.

You "No clue..."

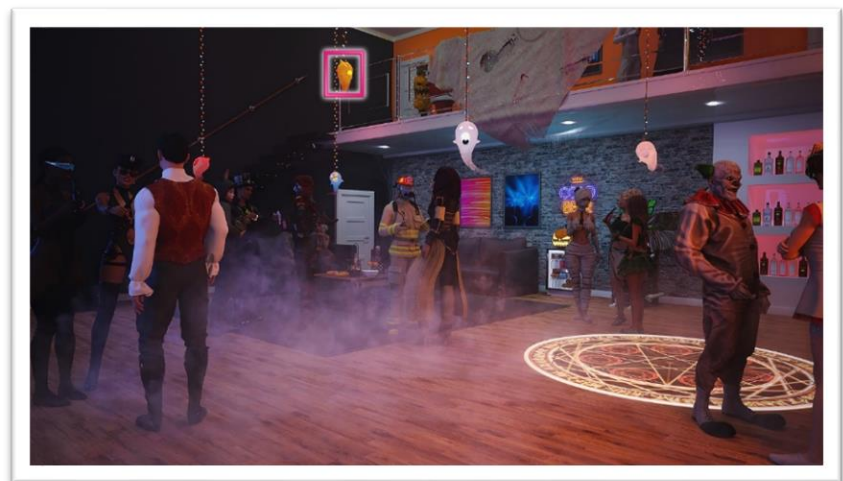
Offer your clothes: You helped Sally with her problem.

Leave her hanging: You didn't help Sally with her problem.

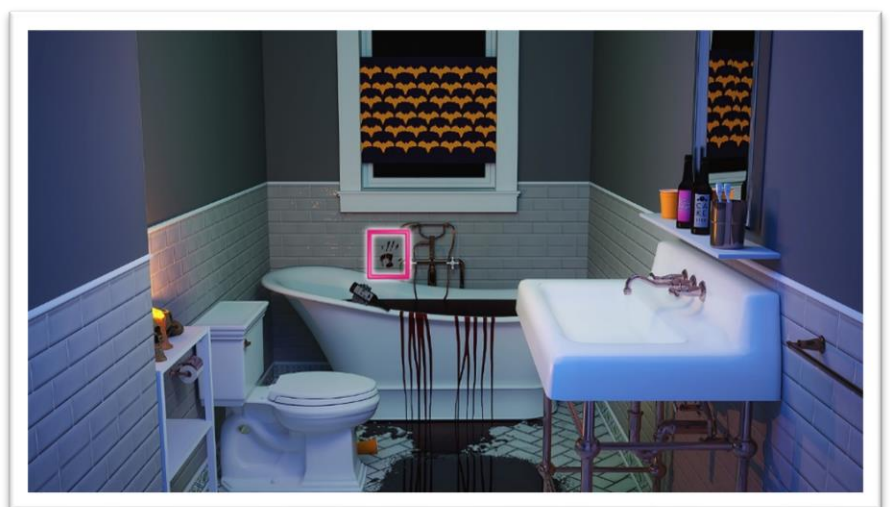
Pack Quest

Before you end the free roam event, open the Pack Quest app on your phone and start the new quest. You will have to find ten hidden buttons to unlock a set of special renders.

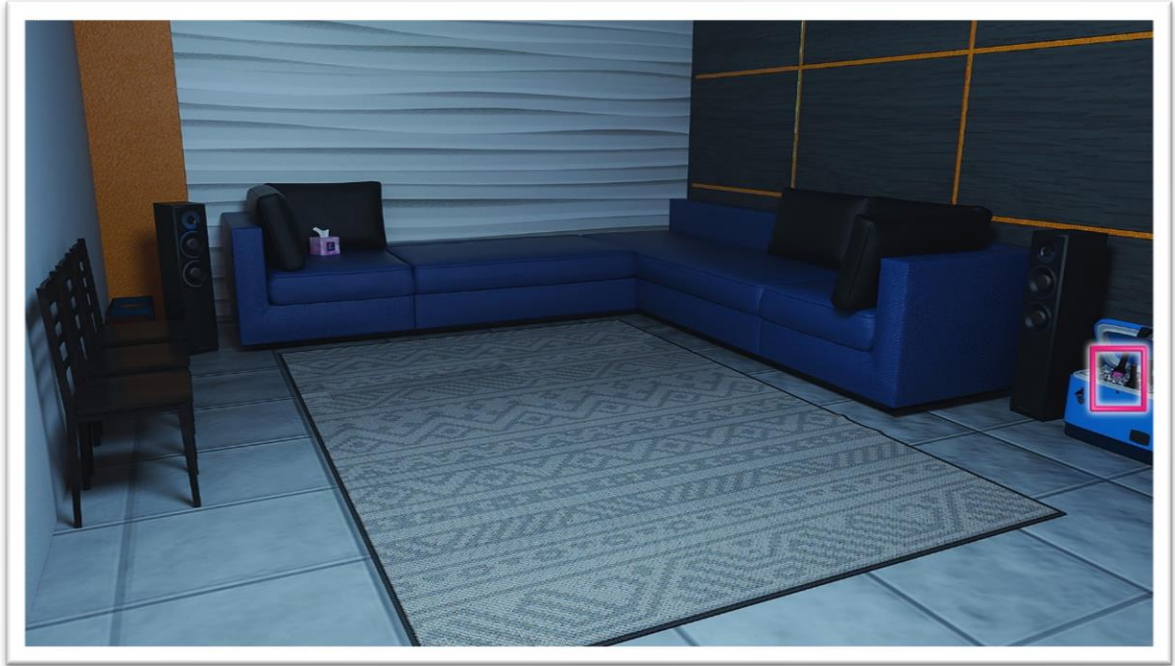
A vengeful spirit – Click the hidden button on the orange ghost in the Main party room



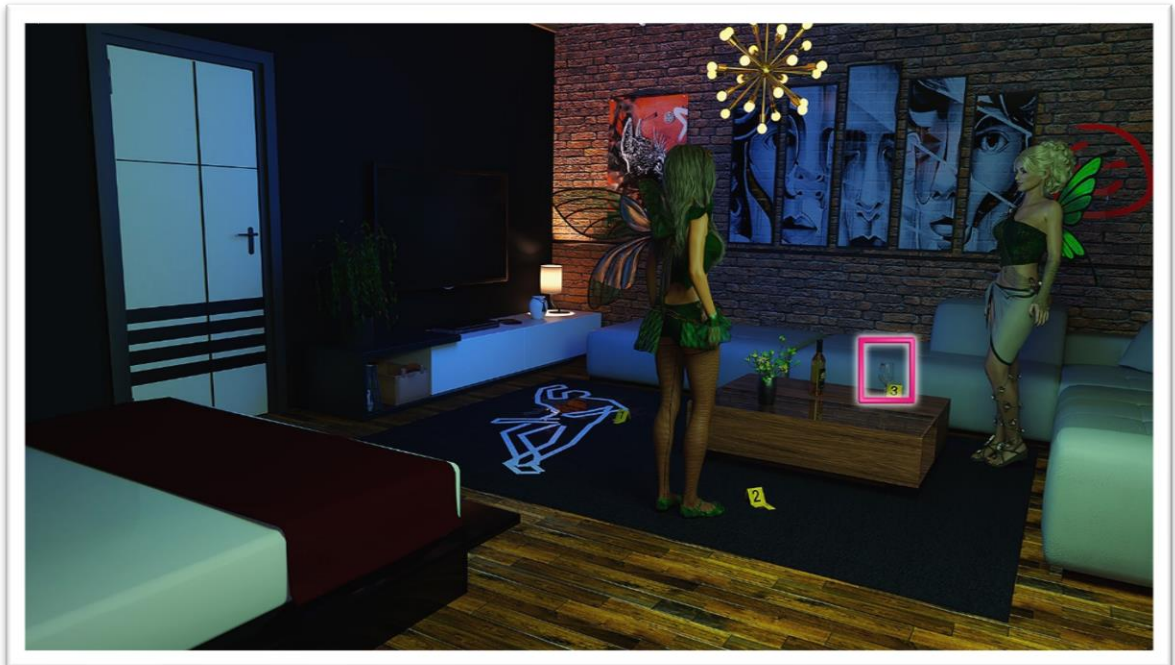
The other bloody five – Click the bloody handprint on the wall in the upstairs bathroom. You will have to get rid of Sally to be able to enter the bathroom, which you only can do after the best costume contest by either helping her out with your clothes or ignoring her. If you ignore her, leave the area and return; the bathroom will now be available.



Hell Week box - In Tommy's room, click the curtain to enter his bedroom. The hidden button is on the beer cooler to the right.



Lips - In Rusty's room, click the lipstick mark on the wineglass that's on the table.



Rescue me - After talking to Heather in Leon's room, she will throw her buoy on the floor. The hidden button is located on it.



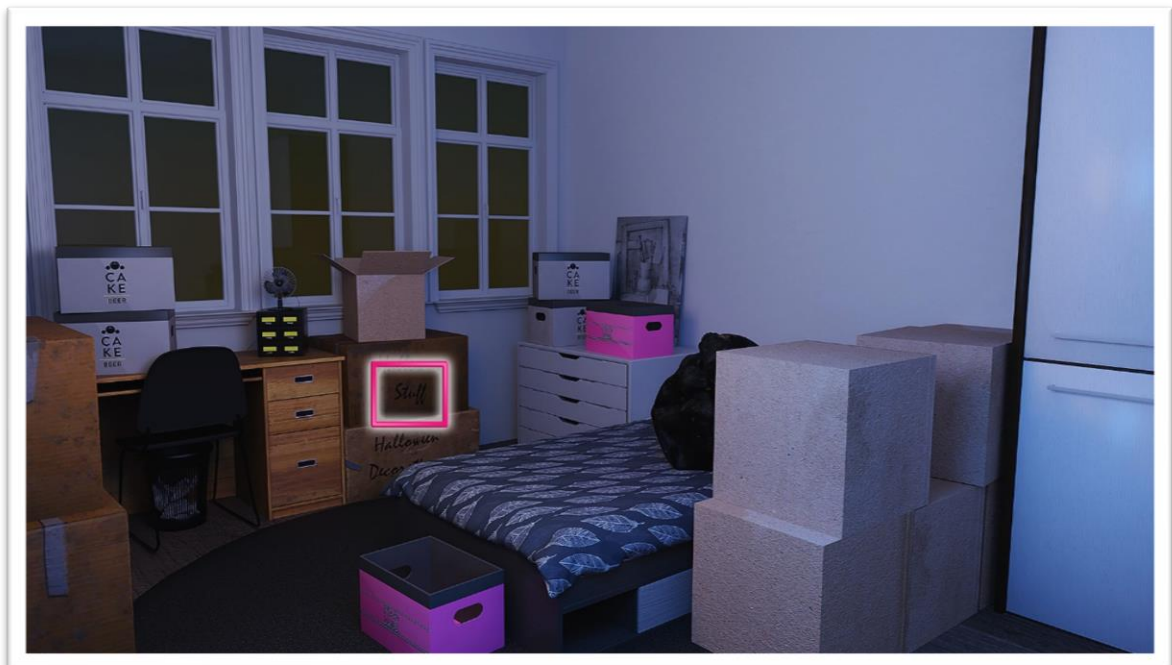
Ribcage - In the Upper main room go to the right area. There is a teddy bear on the top shelf with an exposed ribcage. The hidden button is found there.



Second costume - In Jamie's room there is a shopping bag on the floor. Find the hidden button on it.



Stuff - In Nick's room there are cardboard boxes. One of them is named Halloween stuff. Click the hidden button on the word stuff.



The hidden owl – On the porch there is a lantern on the floor with an owl in a tree. You can only click it if Camila isn't lying on the floor, which is either at the start of the free roam event or at the end of it.



Twins – The final hidden button is found on the polaroid on the wall in Derek's room.



The end of the free roam event is different depending on your past choices and selected branch. Read how to end the free roam event for your branch below.

Isabella's branch

If you are planning on breaking up with Josy and Maya, go to the Upper main area and click them to end the free roam event.

If you weren't in Josy's and Maya's relationship, go to the Main party room and end the free roam event by clicking Isabella.

Enjoy the lewd scene that follows the free roam event.

Jill's branch

Go to the Upper main area and click Josy and Maya to end the free roam event.

Enjoy the lewd scene that follows the free roam event. If you want to make Jill orgasm, make sure to wait until she does during the "Standing" sex animation.

After the lewd scene she will ask you if you wish she were more vocal during sex. Pick what you want.

If you got confronted by Santa Claus during the best costume contest, Jill will ask you more about it. If you tell her "I don't know" you will get **- RP Jill**.

Before the scene ends you get to choose to tell Jill about Matthew and Olivia or not. You either tell Jill that Bianca is being cheated on, or you keep it a secret.

Josy's & Maya's branch

Go to the Upper main area and click Josy and Maya to end the free roam event.

Enjoy the lewd scene that follows the free roam event.

After the lewd scene, the girls start comparing how many times you've been sexual with them. If you've favored Josy over Maya you get **+3 RP Josy** and **-3 RP**

Maya. If you've favored Maya over Josy you get **+3 RP Maya** and **-3 RP Josy**.

If you've been with both of them a similar amount of times you get **+3 RP Maya** and **+3 RP Josy**.

<Nothing>

It's all about opportunity: <Nothing>

Bad to keep count: **+ RP Maya** and **+ RP Josy**

Maya "I think that's what I can share at the moment."

Hug Maya: **+ RP Maya**

Let her get out of it: <Nothing>

Sage's branch

Go to the Upper main area and click Josy and Maya to end the free roam event.

Enjoy the lewd scene that follows the free roam event. Pick whatever you like for the text conversation and the lewd scene.

Sage "How good was that!?"

5 out of 5: <Nothing>

4 out of 5: <Nothing>

Sage "You'd be on board for everything I'd suggest, wouldn't you?"

Likely: You have no preference

I prefer vanilla: You prefer vanilla sex

Others' branch

There are five different ways you can end your night in this branch, but you can only pick one and some of the endings have requirements to be available.

- Sarah & Melanie: Go to the Dining room and enter the kitchen. Click on them and choose to end the night with them. This is only available if you had a lewd scene with Sarah in episode 6 or 8, or had a lewd scene with Melanie in episode 4 or 8. One of those lewd scenes is enough for the choice to be available. Enjoy the lewd scene that follows and pick whatever you like.
- Lily & Nicole: Go to the Main party room and click Lily if she is there. This is only available if Nicole likes you or if you got Lily's lewd scene in episode 7. Enjoy the lewd scene that follows and pick whatever you like. During the ending choose to either spoon Nicole or Lily.
- Quinn: Go to the Main party room and click Quinn. This is only available if you got Quinn's park bench scene in episode 8. Either convince Quinn to take you back home with her or tell her that you saved yourself for her to unlock her lewd scene. Enjoy the lewd scene that follows and pick whatever you like.
- In bed with three girls: Go to the Upper main room and click Josy & Maya. Choose to join the girls in your bed when you find them.
- Alone on your sofa: Go to the Upper main room and click Josy & Maya. Choose to take the couch when you find the three girls in your bed.

All branches

If you are playing with mini-games enabled, there will be a report for the Halloween party after you've completed it.

You can get the highest rank in different ways. The first way is to get a party score higher than 90000 points, but if you have three activities for your party you only have to score 80000 points to get the S rank. The requirements for the lower ranks aren't listed in this guide.

You get to choose two new items to upgrade. A recommendation is to either keep it balanced for now and choose items that you have none of in your inventory, or to choose expensive items like Drugs, Kegs or Speakers. Food, Decor and Liquor. In general, don't upgrade the cheaper items too much, e.g. Beers and Snacks.

For the next perk, consider choosing "Easy to Please", "Hard to Let Down", "Multiplier Madness" or "Crowdfunding". You may choose different too. Other strategies include choosing all perks from the top row to eliminate the need for activation items and thus getting more space on the grid in the future. You can also start reducing the item cost of expensive items with the second row of perks, and later choosing "Crowdfunding" or "Below Budget", to have plenty of money when planning parties. Maximizing the score of the party planning mini-game will require you to choose the happiness and score related perks: "Easy to Please", "Multiplier Madness", "DIK party" or "Hard to Let Down".

It can be good to be a jack of all trades and choose a broad strategy too. For example, choosing one perk per row and keeping an evenly distributed item inventory is a viable strategy.

During the morning scene, there is a magazine between Chen's (the ghost/ninja) legs. Click it to unlock a **special render**. Enjoy the ending to episode 9.

Episode 10 – Calm Before the Snow

Scene location: Intro

In the scene with Patrick and Helen, when Helen is holding Derek and Maya, you can click a magazine in the bookcase behind her to unlock a **special render**.

Scene location: DIKs' mansion, HOTs' house, or Nicole's

The episode continues the morning after episode 9.

Isabella's branch

Nick "Hey. So... What was that about?"

It was nothing: Nick will remember your answer.

Do you know her?: Nick will remember your answer.

Nick "It's not a problem. Are you with her or something?"

Just a friend: Nick will remember your answer.

Just sex: Nick will remember your answer.

Kinda: Nick will remember your answer.

Isabella "Are you sure you can trust him?"

Yes: <Nothing>

Not sure: <Nothing>

Jill's branch

Leon "No offense to you guys."

None taken: + RP Jill

We have to accept it: <Nothing>

Josy's & Maya's branch

Tommy "You fucking asshole! I told you to look after my sister! I didn't tell you to fuck her!"

I didn't do that: <Nothing>

Who's your sister?: <Nothing>

Sage's branch

Tommy "You fucked the HOTs' president."

Yes: <Nothing>

No: <Nothing>

Who? Me?: <Nothing>

Tommy "Come on, bro! That's what you do with your pals."

Share with him: + **DIK** point

We're pals now?: <Nothing>

That's private: - **DIK** point

Others' branch

Depending on your choices in episode 9, you will start the episode in different ways.

Others' branch - If you ended episode 9 with Lily and Nicole

Nicole "How about a date?" If you spooned Lily, and Nicole likes you.

Date her: You accepted to date Nicole.

Don't date her: You rejected Nicole.

You "Oh, yeah! Now I remember."

What were we thinking?: <Nothing>

What a night: <Nothing>

Lily "Are we finally rolling now, or what?" If you got Lily's lewd scene in episode 7.

We're rolling: You accepted to roll with Lily.

We're just fucking: You declined Lily's offer to roll with her.

Lily "We hang, we fuck, we cover each other's asses." If you're rolling with Lily.

Just you and me, huh?: - **DIK** point

Can I date others?: <Nothing>

Can I sleep around?: + **DIK** point

Lily "We hang, we fuck, we cover each other's asses." If you're rolling with Lily and spooned her.

Spooning feels good: <Nothing>

Define stuff: <Nothing>

Others' branch - If you ended episode 9 with Quinn or Sarah and Melanie

Elena "Fuck... That's right. Was that insensitive of me?"

A bit: - **DIK** point

No: + **DIK** point

Elena "Hence the question."

Tell her: <Nothing>

Don't tell her: <Nothing>

Elena " So, what's going on between you and Quinn? Just sex or?" If you chose "Tell her" to Elena and ended episode 9 in bed with Quinn.

Yeah: <Nothing>

I don't know: <Nothing>

Others' branch – If you ended episode 9 in your room in any way

There are no choices for this scene.

All branches

When Derek talks to you in your room and you say, "That does sound like a hangover to me.", there is a **special render** in the bookcase to find behind them.

Scene location: Free roam at the DIKs' mansion

Hint! If you want to unlock the vault, open it now. The code to open the vault is 8313.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and respond to the clucks. If you tell Derek to ignore the feminists, you get - **DIK** point.

Open the 2D art app and buy any new art pieces. Read the **special render** section of this guide for more information.

You can find money at two spots in this free roam event; the first is on the floor below the cleaning bucket in Rusty's room. The second spot is on John Boy's bed.

You need to clean at least five spots from bottles and cups, but the guide will list how to find all spots.

You need to check five rooms for hidden cameras. These five rooms are: The bathrooms upstairs and downstairs, Jamie's, Nick's, and Jacob's.

Start by going to the left of your room and interact with your desk. One side of the puzzle box will open, and you can solve parts of it in episode 10 or save it for later.

The puzzle box solution

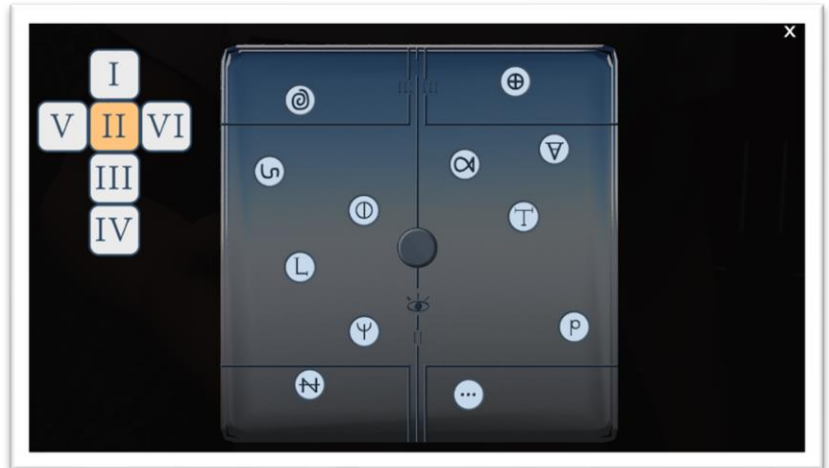
This is a step-by-step instruction on how to solve the puzzle box. Please note that if you click things not listed in the guide, you may have to take extra steps to make it work. Start by clicking the bottom left dial three times. Click the upper left dial three times. Click the lower right dial two times. Click the upper right dial one time.



The dials should now look like the picture and you can click the middle button to unlock Side II. A loud clicking noise will sound when something new is unlocked.

Go to Side II to inspect the symbols. If you click the middle button repeatedly, you will notice that it is closing the lids on the symbols. But four of the symbols never get closed. You want to find those four symbols on Side I and turn the dials to them.

Go back to Side I. Click the bottom left dial one time. Click the upper left dial two times. Click the bottom right dial two times. Don't click the upper right dial, as it's already in the correct position.



The dials should now look like in the picture. Click the middle button and the puzzle box will close. This is the progress you can make with it in episode 10.

Enter the Right hallway and click the bottles on the floor.

Click Arieth to view a scene.

If you can click Elena, do it to get another scene.

Elena "Haha, I couldn't resist." If you accepted Elena's special shot in episode 8

That's sexist: <Nothing>

I'm irresistible: <Nothing>

Elena "Here! You get one free slap. Make it count." or "As if you would be able to resist if I bent over in front of you." If you accepted Elena's special shot in episode 8

Slap her: + **DIK** point and another choice opens up if you have **CHICK** affinity.

Don't slap her: - **DIK** point

Elena "You have a good slap. I hope you're putting it to use in bed." If you accepted Elena's special shot in episode 8, slapped her ass and have **CHICK** affinity

That's private: - **DIK** point

Maybe: <Nothing>

Joke: + **DIK** point

Enter the bathroom next to Elena to check the lights for a hidden camera. Click the bottles on the sink before you leave.

Enter the kitchen and talk to John Boy.

John Boy "You're right about that. It's just a gut feeling."

Tell him what you know / Tell him some of what you know: You trusted John Boy with what Heather told you.

Don't tell him: <Nothing>

Enter Rusty's room and click Rusty.

Rusty "Fuck... I thought she was single and interested in me."

Sympathize: - **DIK** point

It's her fault: + **DIK** point

Enter Jamie's room to check the lights for a hidden camera. Exit his room, go to the Left hallway, and click Lily if possible.

Lily "This is not what I feel like doing today. Plus, I gotta work tonight." If you didn't start the day with Nicole and Lily.

I can cover for you: - **DIK** point

We all have to help out: + **DIK** point

Lily "Are you in or out?" If you didn't start the day with Nicole and Lily, got Lily's lewd scene in episode 7 and are playing **Others'** branch.

We can roll: You accepted to roll with Lily.

We can fuck: You declined Lily's offer to roll with her.

If you got a flower to water from Jamie in episode 7 and it's still alive, enter the porch and water it.

Go to Tommy's room and click the bottles on the floor.

Click Jamie to view a scene.

Click Tommy's curtain. This scene plays out differently for **Josy's & Maya's branch**. For the other branches: Your choice of telling him to help or ignoring him doesn't affect any stats.

Go to Nick's room to check it for any hidden cameras.

Go to Jacob's room to check it for any hidden cameras. Click the cup on his nightstand to clean it.

Go to the upstairs bathroom next to Derek's closet to check for hidden cameras. Click the bottles near the sink to clean up.

Go to the Upper main room and click Nick. If you didn't agree to help him with the fish tank in episode 8, he will ask you about it again. You can decline the fish tank mini-game altogether if you'd like, but declining it will give you **- RP DIKs**.

If you're not playing with mini-games enabled, you'll notice that you can manage the fish tank with choices. As the text says, keep the food and clean levels above 50 to keep the fish alive. You can add or remove money to the fish tank budget when needed.

Click the ladder to exit to the roof. Click the bottles to clean up.

Enter the room to the right of Nick and click the bottles to clean the room.

Click Melanie to view a scene.

Click Maya to view a scene.

Maya "That's not like us, right?" If you are playing Josy's & Maya's branch.

It sounds like it: - RP Maya

Not necessarily: + RP Maya

Go to the balcony outside of Leon's room. You can click Sarah for a scene if you spent the night with Sarah and Melanie.

Enter Leon's room.

Leon "I have to do some damage control first, though. Some girls I like cringed at me last night." If you didn't start the day in your room on the Others' branch.

Make him feel better: - DIK point

Make fun of him: + DIK point

Go to the Main party room and click the bottles to clean the room. Click Jacob for a scene. Click Josy for another scene.

Josy "And you thinking I'd be ok with it shows how clueless you are about me and my feelings." If you broke up with Josy and Maya in episode 9.

Walk away: <Nothing>

Console her: <Nothing>

Josy "If it works out, we won't have to sneak around that much anymore." If you are playing Josy's & Maya's branch.

Only with a few people: <Nothing>

Kiss her: + RP Josy

Josy "When I woke up today, I looked like a big mess. I had to put it in a ponytail."

If you didn't break up with Josy and Maya in episode 9 and are not playing Josy's & Maya's branch.

Pull it: + **DIK** point and + **RP Josy**

Don't pull it: <Nothing>

Click the door to the left to go outside. Click the bottles on the ground to clean up.

Click Quinn to view a scene.

Go to the movie theater and click the bottles to clean up. You have now cleaned all bottles in the mansion; only five are needed to complete the task.

Click Derek. The scene will be longer if you have checked all rooms for hidden cameras. If you haven't checked all the rooms yet, do it and then return to Derek.

Go to the Main party room and click Sage to end the free roam event.

When the DIKs, jocks and HOTS go to Rusty's room to discuss, there is a **special render** on the coffee table.

Scene location: Campus

If you're playing with mini-games enabled and have bought the Nerd Notes perk, it loses its effect. Magnar offers you the chance to buy any of his new perks. The Pencil perk makes science class easier, allowing you to cross off steps on your notepad. The other boosters he sells make it easier to pass classes. If you're struggling with Math class, each level of the Math booster lowers the

passing grade limit by 10%; it also lowers the limit for getting the Special renders by the same. For example, having a maxed-out Math booster on top of studying Math once before a class, you would only need to pass 2 out of 5 tasks for a passing grade in Math class. The English booster works as before, with a 5% decrease in limits for passing grades and Special renders. The Science booster will boost the purity of your chemical by 5% per level, making it easier to get a perfectly pure chemical even when your weights and volumes are slightly off.

Derek approaches you after Magnar leaves, and if you're playing with mini-games enabled, he'll show you his new perks. The English cheat works as before, and you get more revealed words per cheat level. Having no points put into English cheat will reveal 25% of the words. Levels 1, 2 and 3 will reveal 33%, 40% and 50% of the words, respectively. The Math tools you can buy are explained in the Math mini-game section of this guide. Lastly, the Science Perk: Timer will give you 10% extra time per level during Science class. Consider buying it if you're struggling to complete the mini-game in time.

You can buy the perks from Derek and Magnar by calling them during some free roam events. The Math perks can also be bought from within the Math mini-game.

[Derek "Ass man?" or "Bro?"](#) [If you're rolling with Lily.](#)

Go with Lily: - **RP Derek** and Lily will remember your choice.

Stay with Derek: + **RP Derek** and Lily will remember your choice.

Mini-game: English class #7

Hint! Enter these words to get a perfect score on the test.

Four letter words:

aged dare darn dean dear drag dreg earn gear gnar grad gran nard near nerd
rage rang read rend

Five letter words:

anger grade grand raged range

Six letter words:

danger gander garden grande ranged

Scene location: Science class

Sally "And if you're wondering about your clothes, I'll drop them off later." If you helped Sally in the bathroom in episode 9.

Tease her: + **DIK** point

Whatever works for you: - **DIK** point

Derek "I feel raped, ass man. Raped." Or "I feel raped, bro. Raped."

You're not raped: <Nothing>

I get that: <Nothing>

The picture wasn't that bad: <Nothing>

Derek "Wait a minute... Do you think it's the same person doing it? It could be, right?"

Similar methods: <Nothing>

Why would it be?: <Nothing>

At the end of the scene in Science class, there is a **special render** behind you and Derek against the wall.

Scene location: Library

When the group arrives at the library to talk to Bella, there is a book in the bookcase that you can click to unlock a **special render**.

Isabella "Do you realize what situation you've put me in?" If you cheated on the midterm tests in episode 8.

I won't do it again: - **DIK** point and Bella remembers what you said.

You're overreacting: + **DIK** point and Bella remembers what you said.

Scene location: Jill's room or Campus grounds

If you stole money from Jill in episode 2, you get - **5 RP Jill**.

Scene location: DIKs' mansion

Rusty "You let preps in?" If you let the preps enter the Halloween party in episode 9.

Those preps are cool: - **RP DIKs**

I didn't think this would happen: <Nothing>

If you let the preps enter the Halloween party, and you're playing with mini-games enabled, the following DIKs will lose 10% happiness in the Party planning mini-game: Jacob, Leon, Rusty and Tommy. You get - RP DIKs if you let them in.

Scene location: Campus

After you have your picture taken, there is a book you can click on the table behind the photographer to unlock a **special render**.

Enter a quote for the yearbook. You can use either choice as is or type in your own quote.

[Sage "Tell me about it. And on the one day I don't put on makeup, it's today." If you're playing Sage's branch](#)

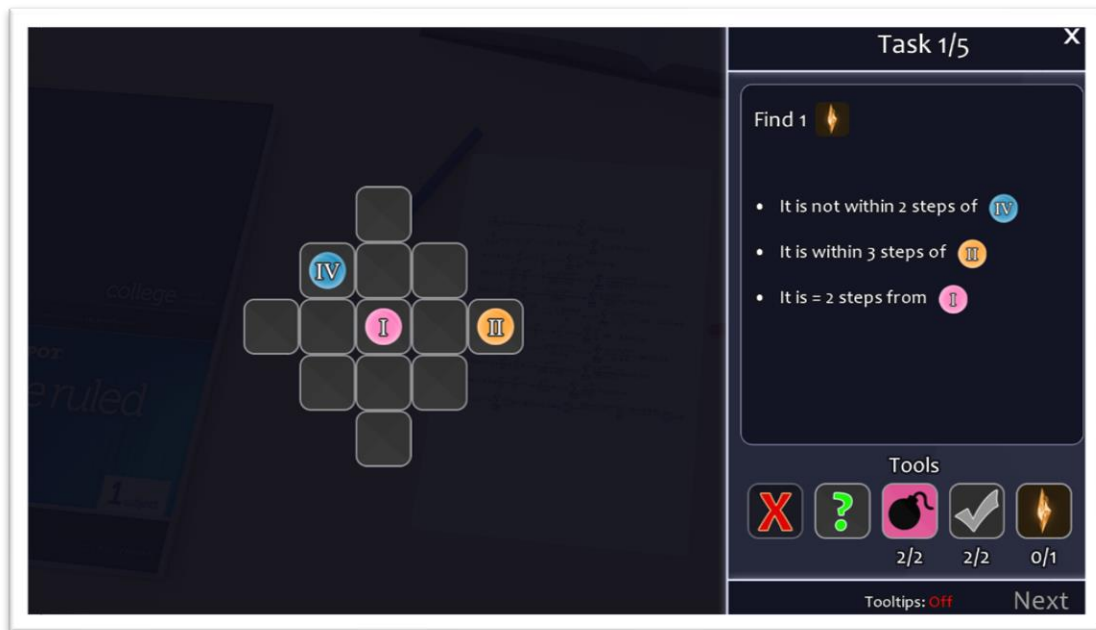
You look cute: <Nothing>

You got time to do it: <Nothing>

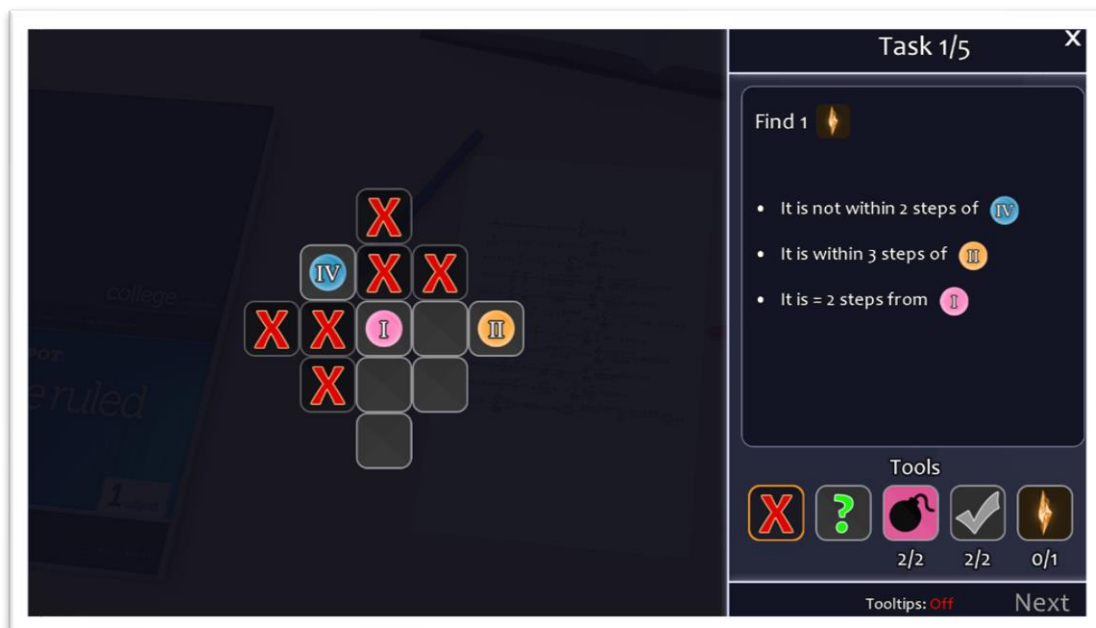
Mini-game: Math class #9

Read the mini-game section to learn the basics of the Math class. Note that the grid will always look the same for the tasks, but the answers may differ. As the tasks are randomized, each solution won't be listed in the guide, but the guide will look at a set of selected tasks and show you how to deduce them properly. Apply similar reasoning to your task to beat the Math class. If you are struggling with this mini-game, it is recommended that you use the checkmark tool. The tasks below will use color blind accessible mode so that the guide is readable for everyone.

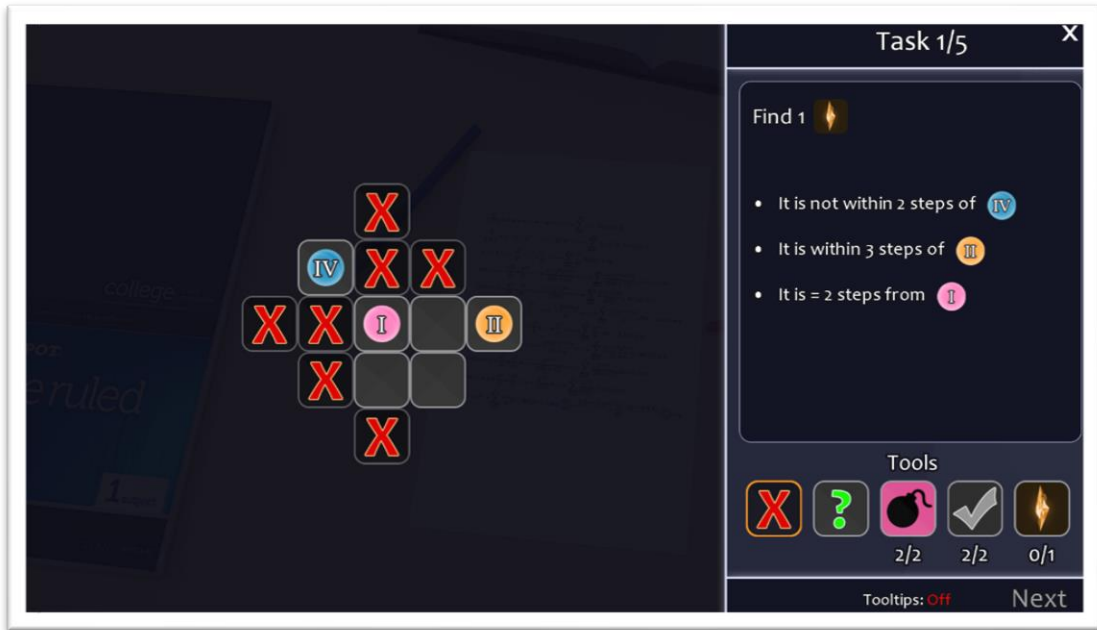
Task 1



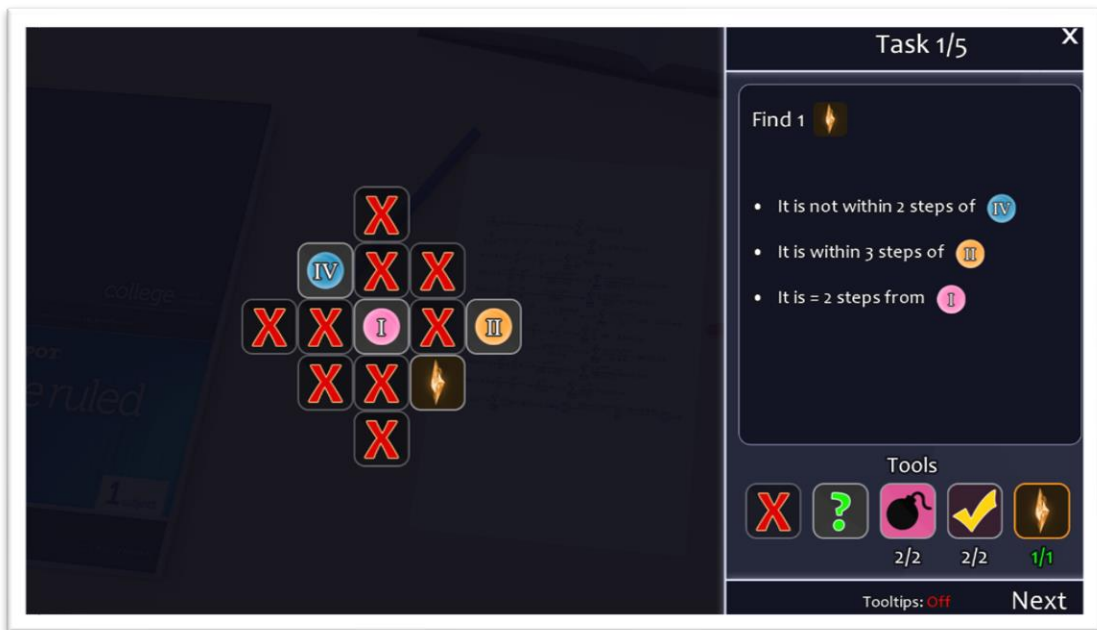
The best way is to always look at the criteria from top to bottom, if possible. For this task, the diamond cannot be found within two steps of the blue sphere.



Use the 'X' tool to mark the tiles within two steps of the blue sphere like this. The second criterion says the diamond is within three steps of an orange sphere.

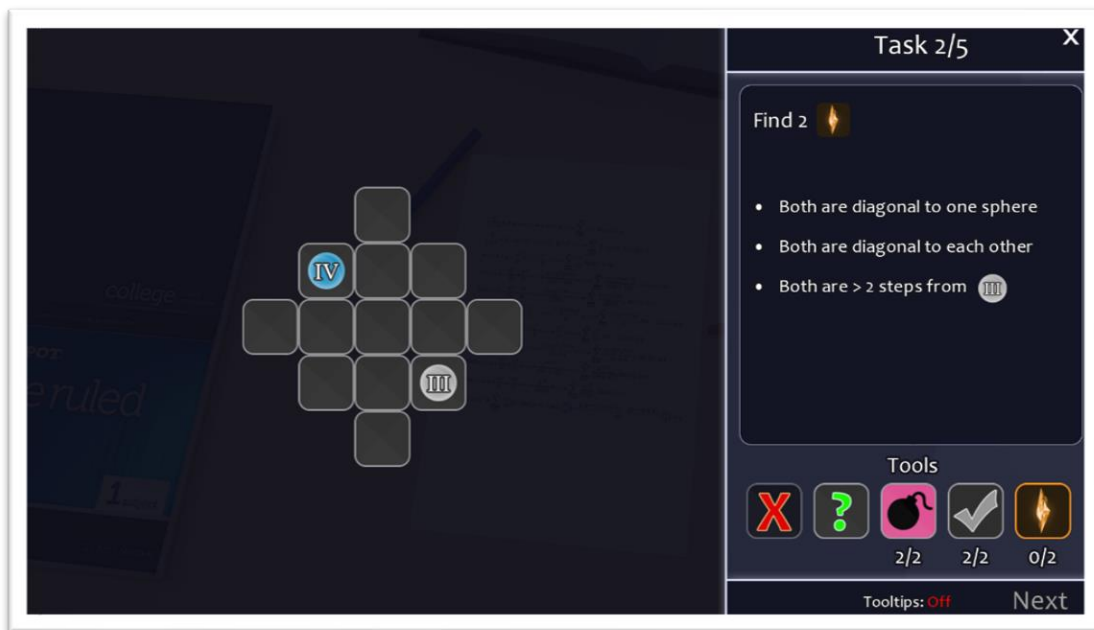


Only one empty tile can be removed using the second criterion. The final criterion says the diamond is two steps from the pink sphere.

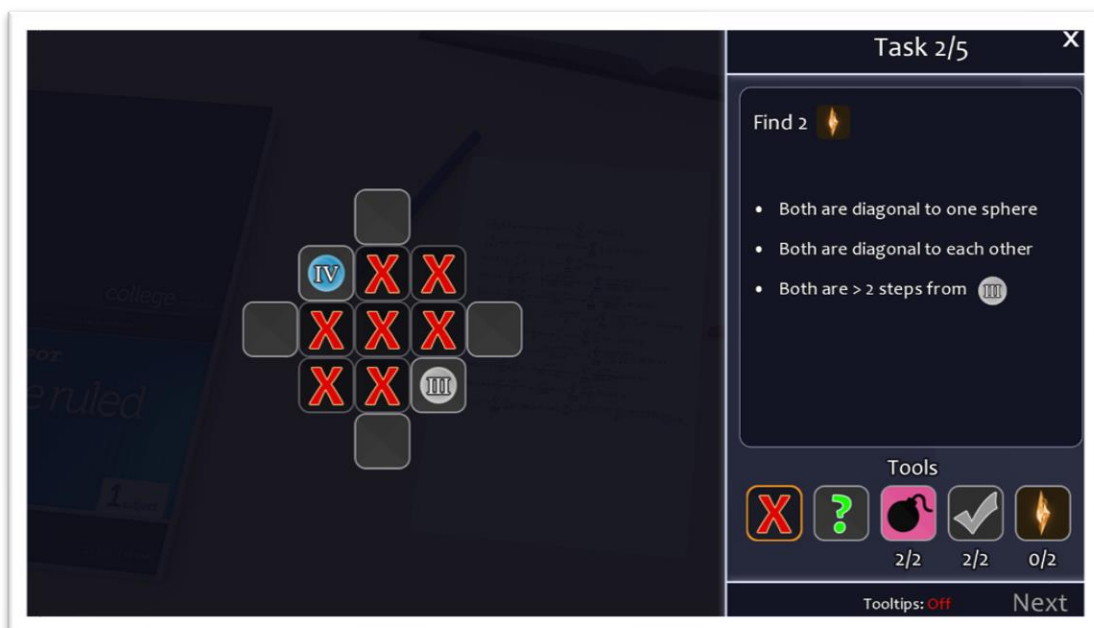


There is only one tile that fulfills all criteria at once. Mark it with the diamond tool and click Next. Note that you don't have to use the 'X' tool if you don't need it. The only thing that matters to the result is that the diamond placement is marked correctly.

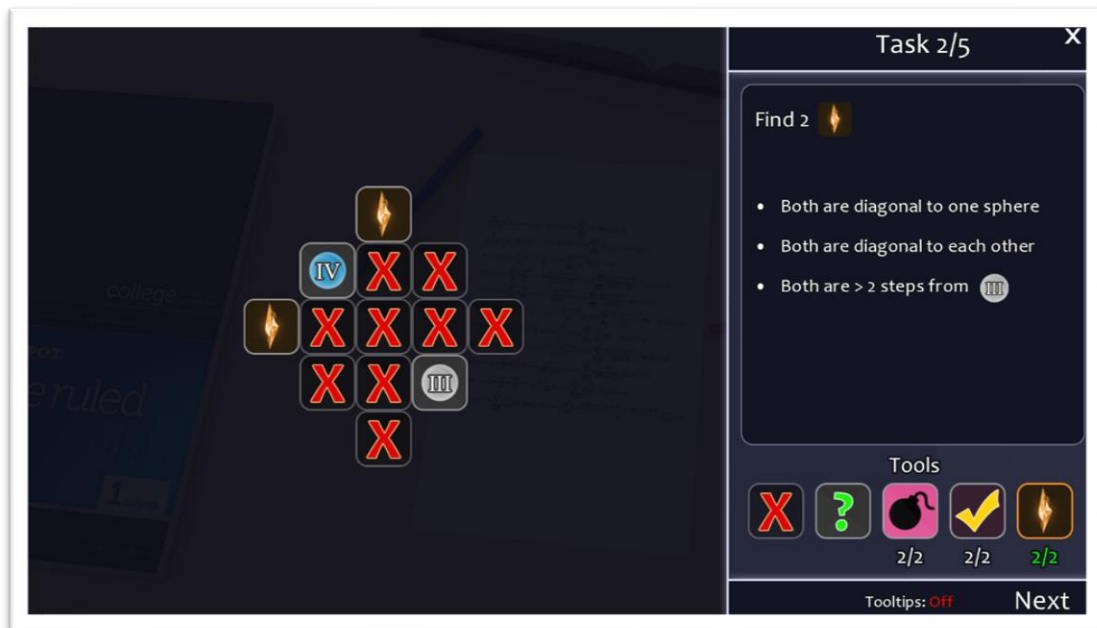
Task 2



This grid is similar to the first task, but you are tasked to find two diamonds. Reading the criteria from top to bottom, we can deduce their locations. The diamonds are diagonal to one sphere.

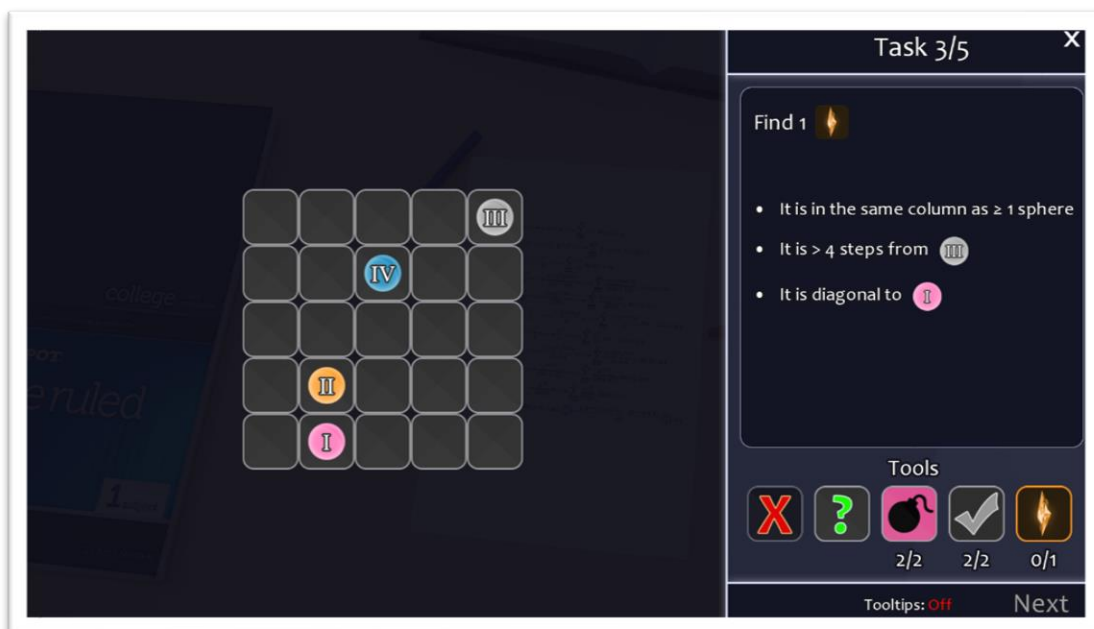


Start by marking the tiles that aren't diagonal to a sphere with an 'X'. Also, pay attention to the wording of the criterion. It says "one sphere", meaning that you also can mark the middle tile with an 'X', as it is diagonal to two spheres - gray and blue. The second criterion doesn't help us, as all available tiles are diagonal.

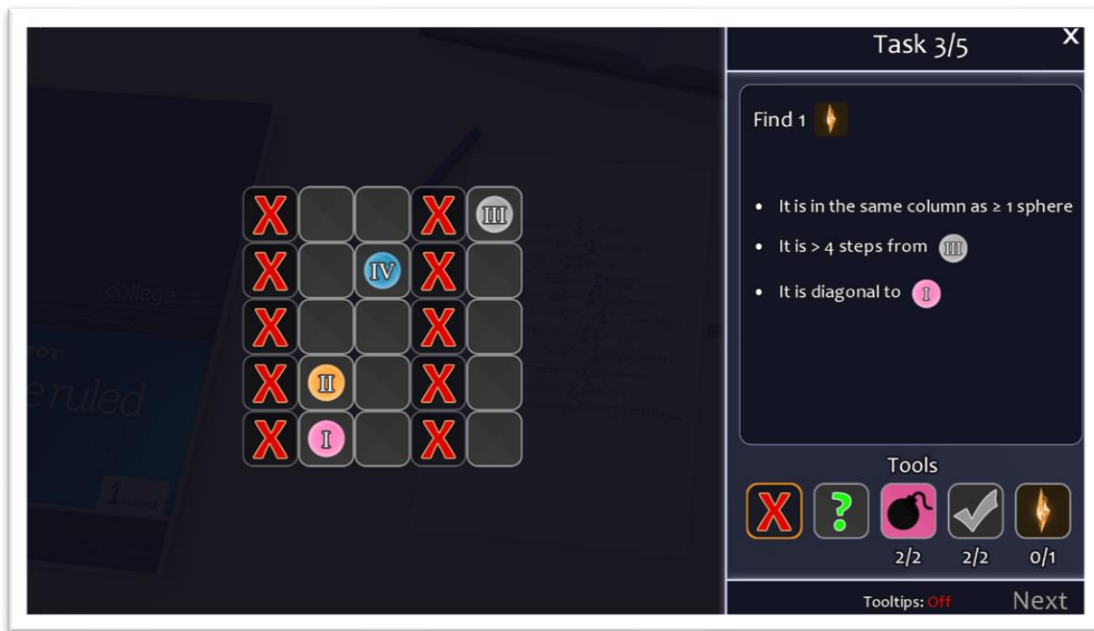


The third criterion, however, tells us that the diamonds must be more than two steps away from the gray sphere. Only two empty tiles remain, and that's where the diamonds must be. Mark them with the diamond tool and click Next.

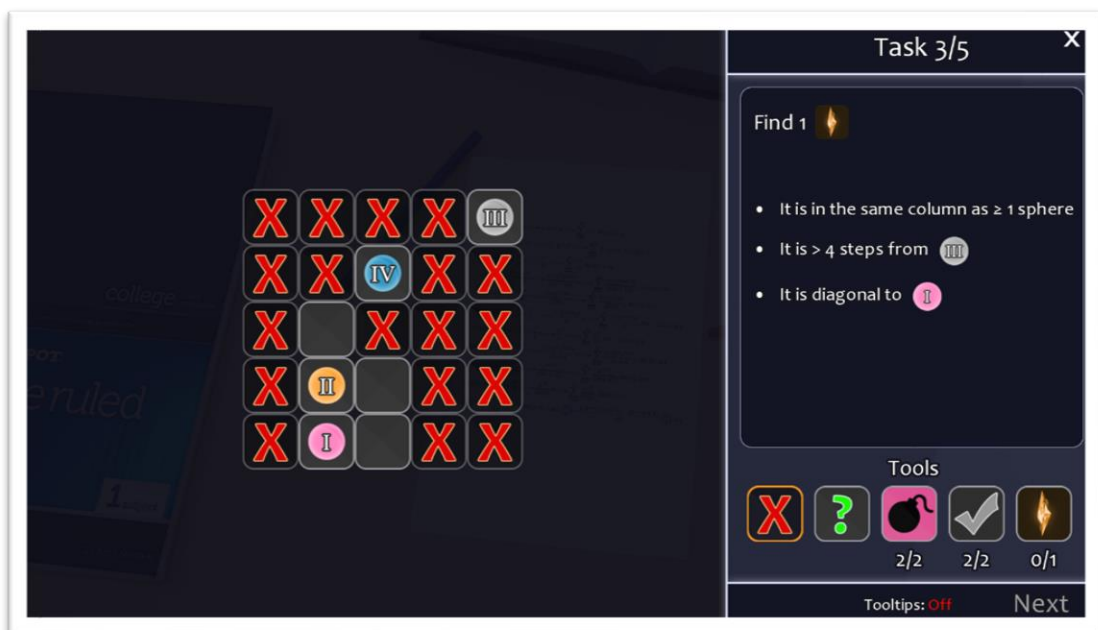
Task 3



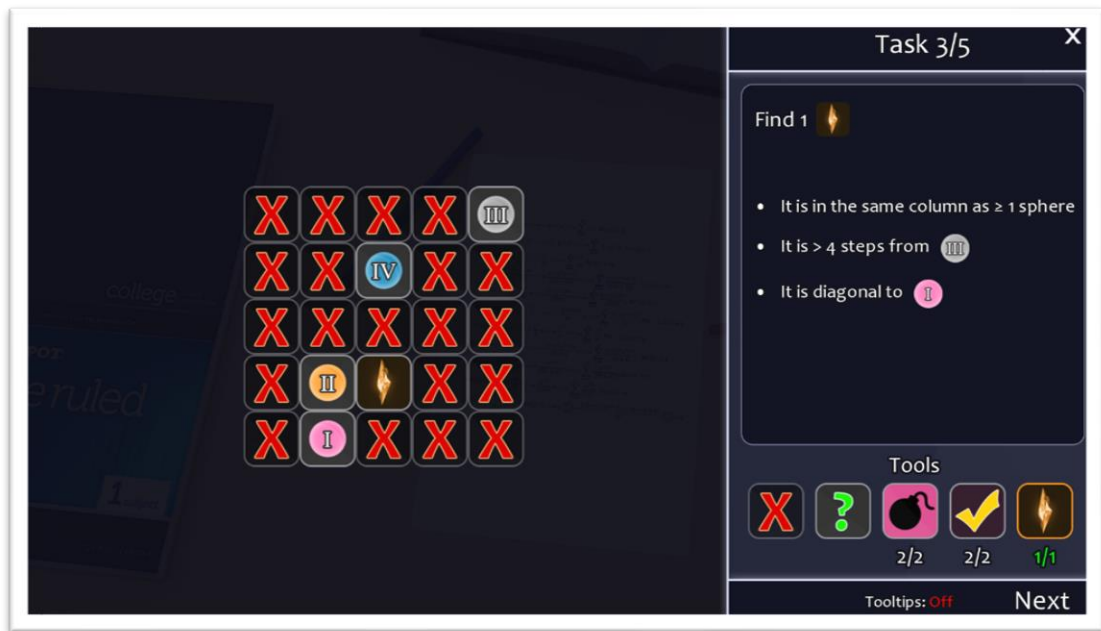
The grid is bigger, and you're asked to find one diamond. The diamond is in a column that has at least one sphere. Start by removing the tiles that are in a column without any spheres.



After doing that, the second criterion tells us the diamond is more than four steps away from the gray sphere. This greatly helps us since many tiles can be marked with an 'X'.

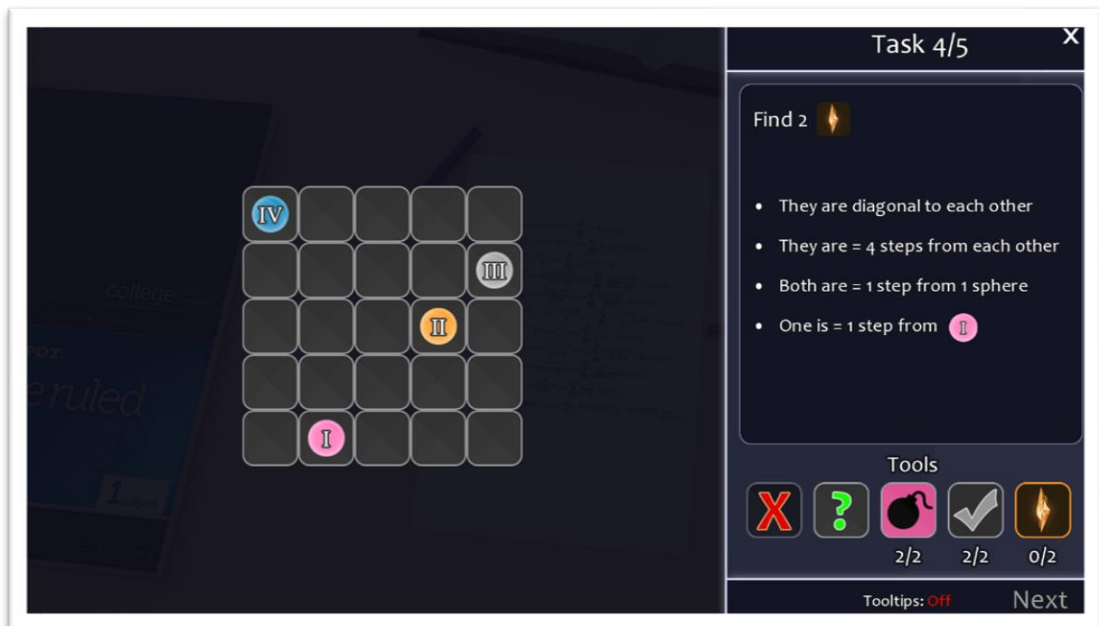


Only three tiles remain after using the first two criteria. The final criterion solves the task since it tells us that the diamond must be diagonal to the pink sphere.

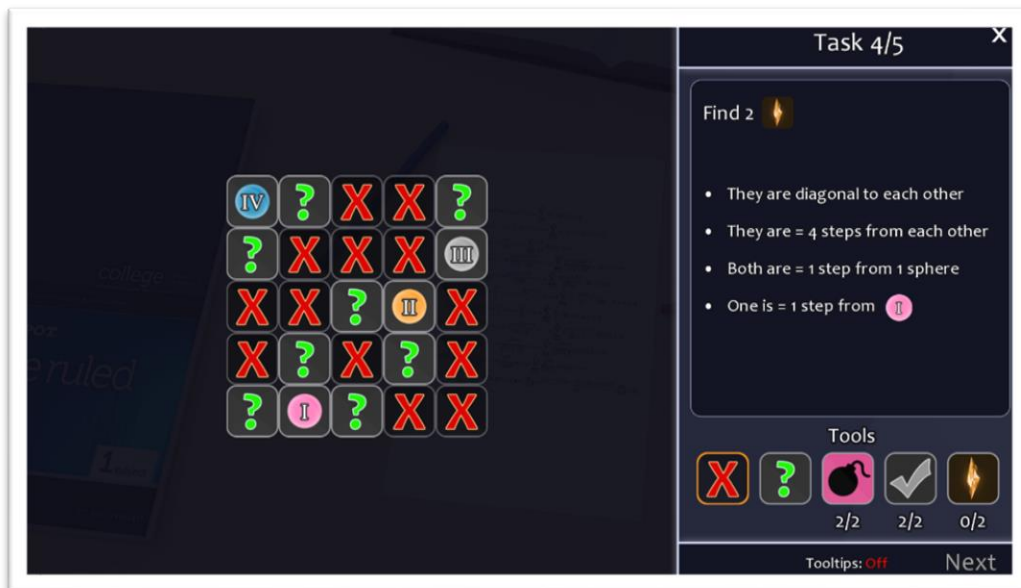


Only one possible tile can fulfill all three criteria at once. Mark it with the diamond tool and click Next.

Task 4

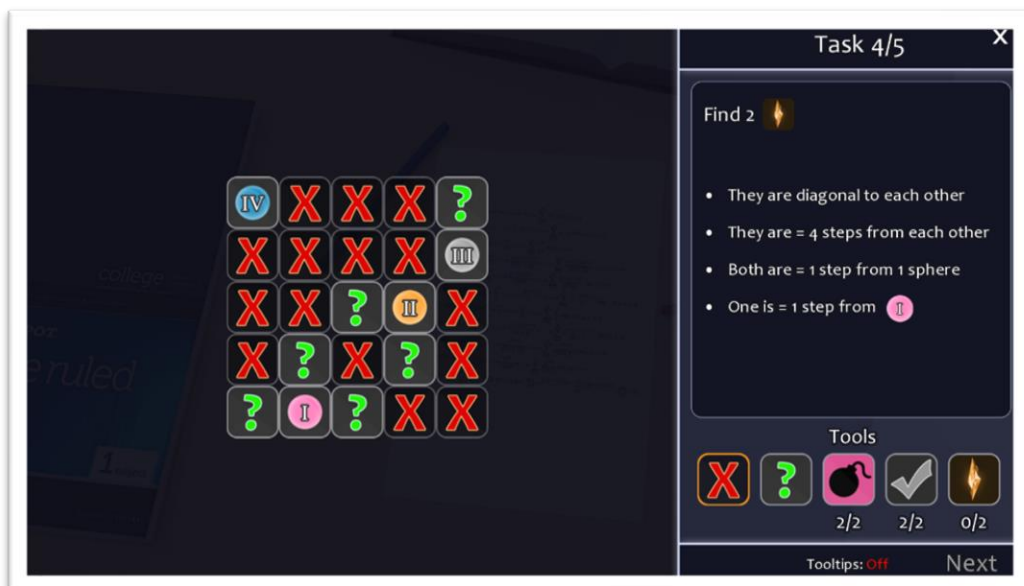


Now, things are getting harder. You're asked to find two diamonds. And in this case, you have one more criterion to use. The first problem you'll notice is that the first two criteria don't help you with anything initially. Skip them for now and read the third and fourth criteria.

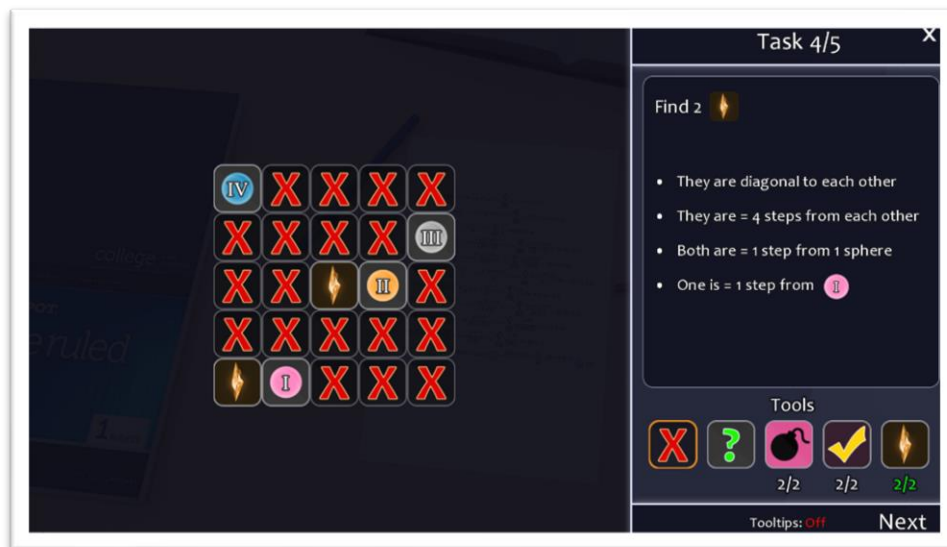


The diamonds are one step away from one sphere. You can mark every tile that doesn't fulfill that criterion with an 'X'. Be sure to mark the tiles one step away from both orange and gray spheres since the criterion says it's one sphere - not two. The fourth criterion doesn't help us further, but we know that one of the three tiles next to the pink sphere must have a diamond. Remember this information and read the first criterion again.

The diamonds are diagonal to each other. This means we can mark the ones next to blue with an 'X' since none of those tiles are diagonal to the tiles next to the pink sphere, where we know one diamond is.



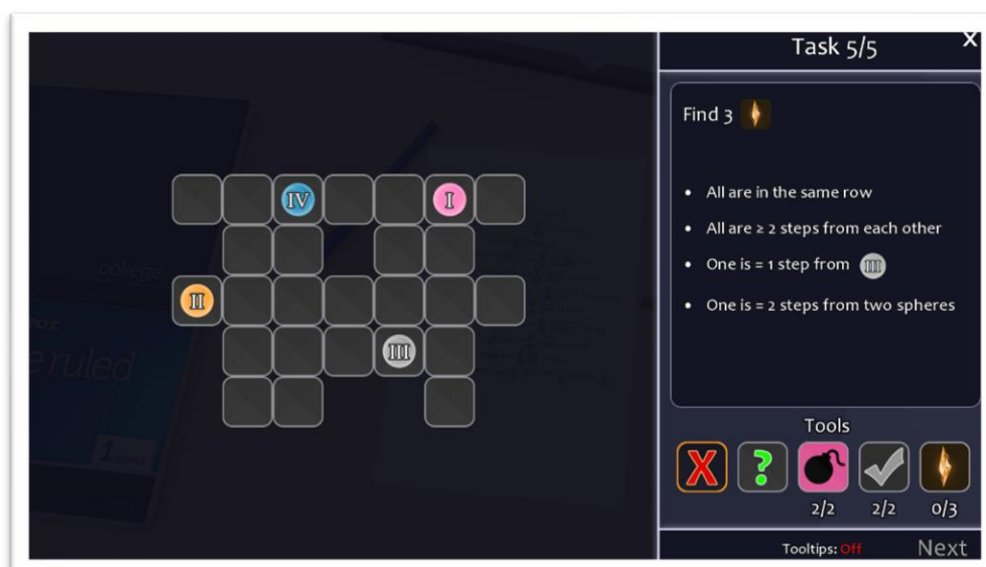
The second criterion brings us home, as it says that the diamonds are four steps away from each other. To deduce this, go through the tiles next to the pink sphere, one by one. Count four steps away and see if there's another empty tile there. If you cannot reach a diagonal tile that's four steps away, you can mark the tile next to pink with X.



Doing this, you will end up with the answer above. This task was tricky, but it was possible because you looked at all criteria and revisited them when needed.

Task 5

The final task asks you to find three diamonds. Finding several diamonds can be hard, but it can also be easy to eliminate many empty tiles quickly.

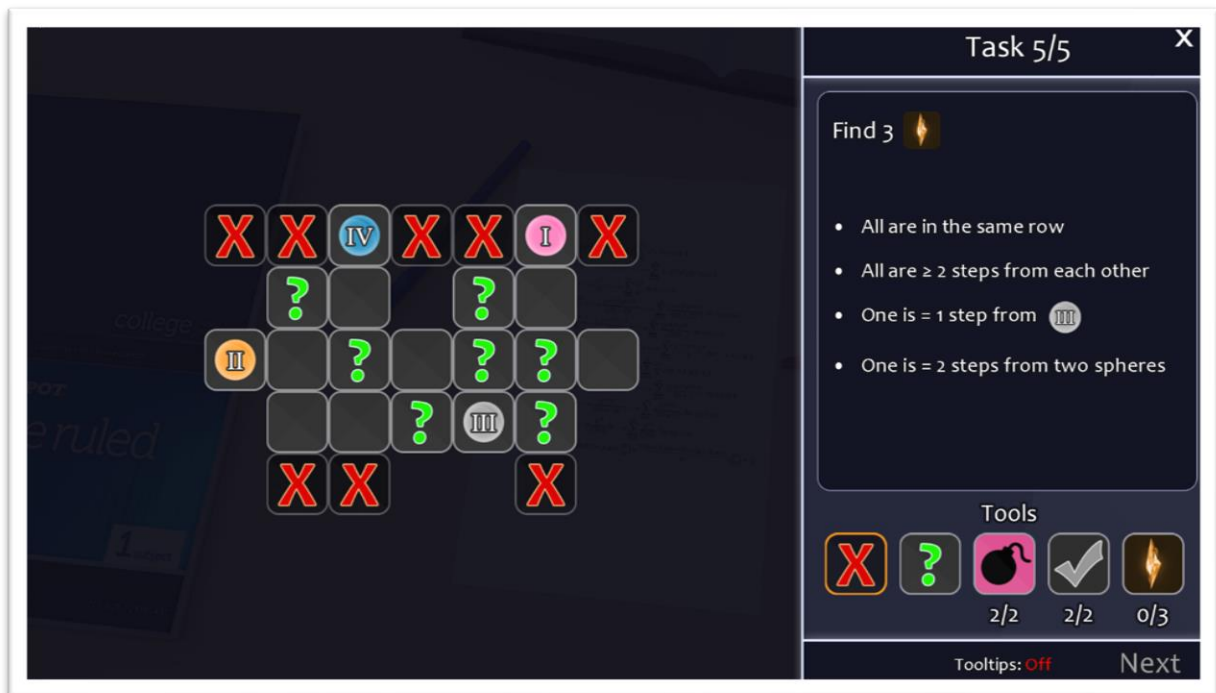


The rules of the game stay the same. Don't let any diamond placement break any criteria.

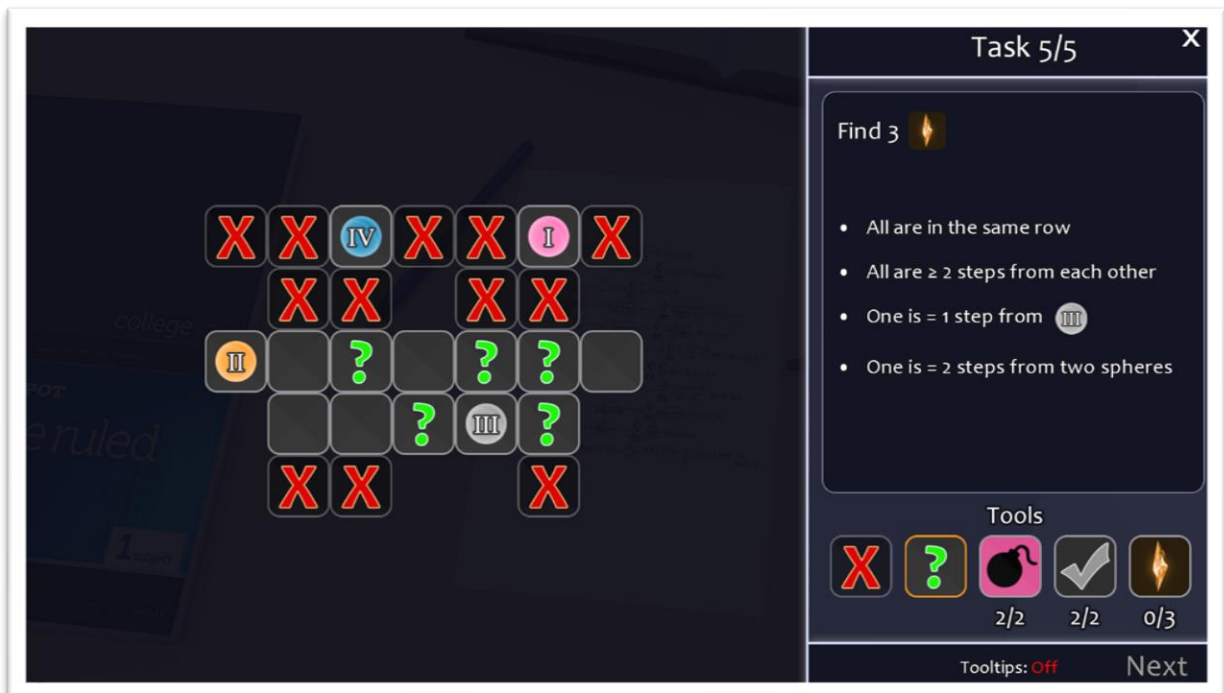
The first criterion helps us a lot, but not straight away. Remember that all three diamonds are in the same row and read the second criterion. All diamonds are at least two steps away from each other. This doesn't help us much, but it lets us know there is at least one tile between each diamond. The third and fourth criteria tell us which positions may contain diamonds. It's recommended to use the '?' tool like this while reading the third and fourth criteria.

The screenshot shows a game interface with a grid puzzle on the left and a task panel on the right. The grid is a 5x7 grid of tiles. The top row contains tiles with Roman numerals IV (blue), I (pink), and III (grey). The second row has two green question marks. The third row has tiles with Roman numerals II (orange), III (grey), and I (pink). The fourth row has a green question mark, a grey Roman numeral III, and a green question mark. The fifth row is empty. The task panel on the right is titled 'Task 5/5' and contains the following text: 'Find 3' followed by a flame icon. Below this are four bullet points: 'All are in the same row', 'All are ≥ 2 steps from each other', 'One is = 1 step from III', and 'One is = 2 steps from two spheres'. At the bottom of the task panel is a 'Tools' section with five icons: a red 'X', a green question mark, a pink bomb, a grey checkmark, and a flame. Below the icons are the counts '2/2', '2/2', and '0/3'. At the very bottom of the task panel, it says 'Tooltips: Off' and 'Next'.

Note that the 'X' tool is hard to use until we know more. But since we now know that at least two of the tiles marked with '?' contain a diamond, the first criterion lets us remove the rows that cannot have any diamonds.

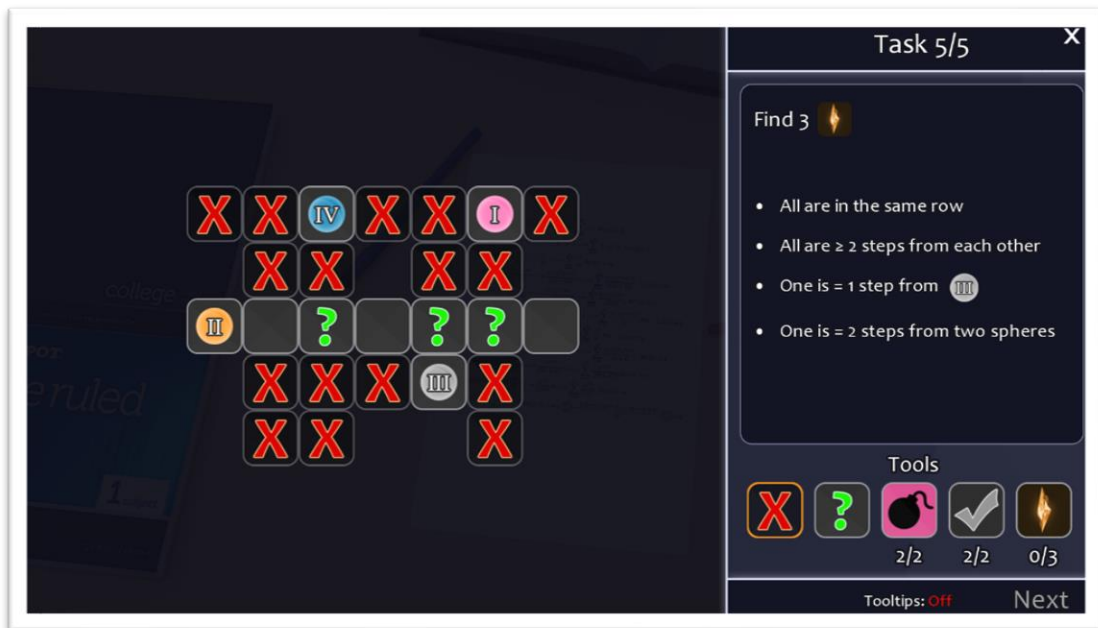


Since we know that one of the diamonds is next to a gray sphere, we can remove yet another row.

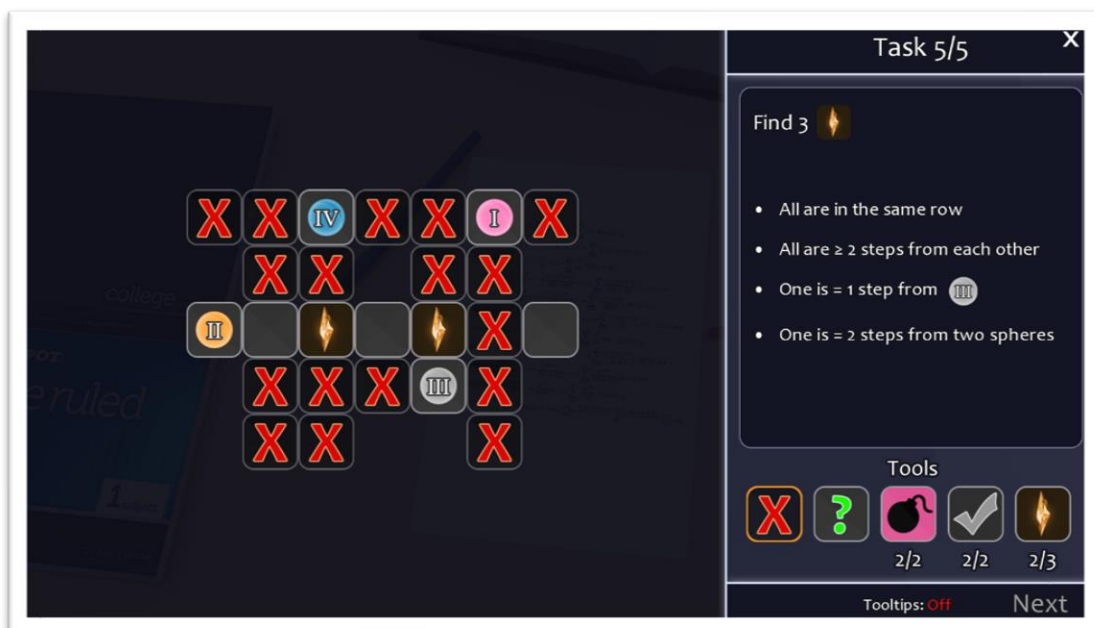


Now it comes down to figuring out which row has all three diamonds. Using criteria 2 and 3 will let us figure it out. Only one of the tiles next to the gray sphere has a diamond, and since the diamonds have to be at least two steps

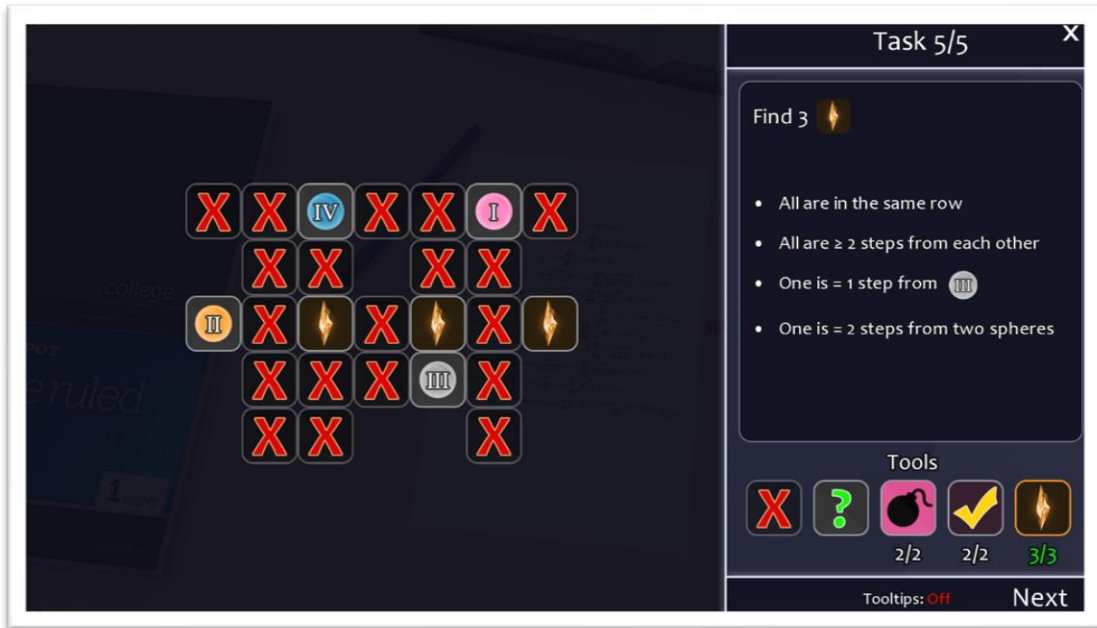
from each other, there is no way to fit all three diamonds on the lower row without breaking the second criterion. Thus, we can remove the lower row.



The diamonds must be on the middle row. We know that one diamond is next to the gray tile, and with criteria 2 and 4 we can also get another diamond.



None of the criteria are broken, and we only have one more diamond left to find. Criterion 2 gives us the answer.



This is the only possible solution that doesn't break any criteria.



The difficulty of each task will vary. Sometimes, it's easier or harder to solve your task. But with these five examples provided, you should have the tools needed to deduce the locations correctly. Remember to use the bomb and checkmark tool to your advantage without getting penalized.

Scene location: Gym

Nora "I take it you're still interested. Are you?" If you got Nora's number in episode 8 and are playing Others' branch.

Accept: You're dating Nora. If you agreed to date Nicole earlier in the episode, you must either cancel on Nicole or tell Nora that you can't.

Reject Nora: You rejected Nora.

Scene location: DIKs' mansion

When planning the DIKs' Thanksgiving party, you can choose between three sets of activities.

If you're playing with mini-games disabled, the recommended combinations of choices are:

- "New alcohol", "Hot dogs" and "Beer Pong"
- "B.Y.O.B.", "BBQ quality meat" and "Beer Pong"
- "Leftover alcohol", "BBQ pork" and "Beer Pong"

Try different combinations and see how your DIKs' happiness levels are affected before settling on one of the choices.

If you are playing with mini-games, pick whatever you want for now and refer to the guide below for the rest of the mini-game.

Mini-game: Party Planning #2 – DIKs' Thanksgiving

Select the activities you want for the party. Make sure you have one of each activity to boost your activity score – B.Y.O.B. and Hot dogs do not count as an activity. The DIKs will react to the different activities in the following ways:

Activity 1

- New alcohol: +2% happiness for Derek, Jamie, Nick, Rusty and Tommy.
- Leftover alcohol: +2% happiness for Derek and Tommy.
- B.Y.O.B.: -2% happiness for Derek, Jamie, Nick, Rusty and Tommy.

Activity 2

- BBQ quality meat: +2% happiness for Derek, Jacob, John Boy, Leon and Rusty.
- BBQ pork: +2% happiness for Derek and Leon.
- Hot dogs: -4% happiness for Derek, Jamie, John Boy, Leon and Rusty.

Activity 3

- Beer Pong: +2% happiness for all DIKs.
- Nothing: -4% happiness for all DIKs.

The DIKs' placement on the grid is slightly randomized, and you'll notice it's difficult to fulfill many needs due to lack of space. A good rule of thumb for this round is to fulfill at least three **needs** for every DIK, if possible. If you have selected Pink Weiss as a perk, Beer **needs** will be easier to fulfill, and you might skip liquor and kegs to save that space for something else. The free supplies: girls, guys and music, all fulfill some **needs** this round. If you're running low on money but still have space to use, fulfill **needs** that don't cost anything. Play to

your strengths and aim at a multiplier around **x6.5** to achieve the coveted S rank for this round. Note that it can be hard to achieve the S rank if you go into this round with a low level of happiness.

Click the X button to the top right to end the mini-game.

Scene location: Downtown

Others' branch

If you didn't get Quinn's park bench scene in episode 8, skip to the next section.

Quinn "Yeah, I know!" If you don't have **CHICK** affinity.

I still would have come: Quinn will remember your choice.

I wouldn't have come: Quinn will remember your choice.

If you told Quinn that you still would have come and won the mansion mini-game in episode 8, a lewd scene will unlock.

Scene location: Free roam in your room

Hint! If you want to unlock the vault, open it now. The code to open the vault is 8313.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and read the clucks - compliment Jacob and Elena in Elena's cluck to get - **DIK** point. If you took a picture with Quinn, you can tell her that you'll put it on your wall and you will get a picture of it in your desk area.

Any new 2D art pieces you ordered will unlock at the start of this free roam event.

Open the Chat app and respond how you wish to Zoey and Elena. If you told Zoey that you're mad at her, you can decline her invite to hang out. Answering Elena's chat will unlock Halloween-themed renders in your phone gallery that you can access at the top of your phone screen.

If you're playing **Jill's branch** and told her about Matthew cheating on Bianca with Olivia, answer Jill's text how you like.

You can find money below the coffee table to the right in your room.

Call Isabella and view her scene.

Call your Dad and view his scene.

If you're helping Nick with the fish tank, check your desk to the left of your room. From now on, you can manage the fish tank by clicking the fish bowl from here. A new fish tank round has started; click the fish bowl to manage your fish.

If you're playing with mini-games enabled, you can study at your desk, but only if you aren't playing **Isabella's branch**.

If you accepted Madame Rose in episode 7 and are playing **Others' branch**, you can call her to visit her and buy three new lewd scenes: Footjob (\$), Boobjob (\$\$) and Vaginal sex (\$\$\$\$).

If you're playing **Sage's branch**, go to the right area and click her for a scene.

End the free roam event by exiting your room.

When you end the free roam event, you may get asked who to spend your Friday with. This can play out in different ways, but it boils down to two choices: Spend it with Maya or spend it with Josy.

If you're playing **Josy's & Maya's branch**, your chosen one will get a lewd scene on top of another longer scene.

If you broke up with Josy and Maya in episode 9, you will hang out with Maya as default.

If you're on any other branch than **Josy's & Maya's** and didn't break up with them in episode 9, you can choose either for a longer scene. But if you told Derek that you have feelings for Josy or Maya in episode 5, the game will automatically choose that girl for you.

If you get to choose, choose who you want to spend more time with.

Scene location: Jill's room

Jill's branch

You can skip this section if you didn't tell Jill about Matthew and Olivia in episode 9.

You "(Damn... I feel so uncomfortable in these situations...)"

Put arm around Bianca: **+ RP Jill**

Let Jill handle it: <Nothing>

Scene location: Library and restaurant

Isabella's branch

If you're playing with mini-games enabled, you can choose what to study.

Isabella "Aren't you?"

No: <Nothing>

A bit: <Nothing>

Scene location: Your room

You can skip to the next section if Zoey isn't there with you.

Zoey "Look at this picture! Jacob definitely knew what he was doing with it."

Look at picture: - **DIK** point

Look at Zoey: + **DIK** point

<Nothing>

That's funny: + **DIK** point

Poor Leon: - **DIK** point

Scene location: Diary scene

At the end of the diary scene, when Lynette and Neil walk away, there is a magazine you can click to the left; it unlocks a **special render**.

Scene location: Yoga class

Jill's branch

You "Me too." If you told Jill about Matthew and Olivia in episode 9

Hug Carla: <Nothing>

Greet Carla: <Nothing>

All branches

<Nothing>

Look at them: + **DIK** point

Focus: - **DIK** point

Jill "Not doing something wrong? He's doing all these things to annoy me."

Antagonize Tybalt: + **DIK** point and + **RP Jill**.

Ignore him: - **DIK** point and + **RP Isabella**.

Sarah "Or is it the chicks in yoga pants that you wanna be into?"

Yoga: - **DIK** point

Yoga pants: + **DIK** point and - **RP Jill** if you're playing **Jill's branch** or - **RP Isabella** if you're playing **Isabella's branch**.

Ignore them: <Nothing>

You "..."

Focus: - **DIK** point and + **RP Isabella** if you're playing **Isabella's branch**.

Look closer: + **DIK** point and - **RP Isabella** if you're playing **Isabella's branch**.

Isabella "You stared at butts." If you are playing Isabella's branch

I tried not to: <Nothing>

Not a lot: <Nothing>

Scene location: Gym

If you're not playing with mini-games enabled, you will fight Troy. You can trigger Troy by saying he's nothing or bury the hatchet and say it's in the past.

To beat Troy, select the following combination of attacks:

Right - Right - Right - Left - Right - Right

After the fight, you can fight Alex and win **\$2**. To win against Alex, enter:

Up - Right - Up - Right - Left - Right

Mini-game: Brawler

If you're playing with mini-games enabled, Brawler will be available again, and you can fight five different opponents: Troy, Alex, Chao, Dwyane, and Tate.

If you have played Brawler a lot before, you'll notice that you already have some skill points allocated. If you didn't play Brawler much before, you can win extra skill points against Troy to catch up.

If Hard difficulty is too hard for you, you can lower it from the main menu of Brawler.

It is recommended to start beating Troy until you've gained all the skill points he offers. The first time you fight Troy, you can trigger Troy by saying he's nothing or bury the hatchet and say it's in the past.

You can put the skill points how you like, but the stats that can make things easier early on are Power, Block and Counter. The Speed stat is good if you struggle with your reflexes.

Beat Alex to win money. Beat Chao to increase the skill level maximum cap to three. Beat Dwyane to unlock Flurry - the first special attack in Brawler. Beat Tate to unlock a special render.

Chao and Dwyane are especially hard and may take some practice to beat. The Block stat is useful as Chao and Dwyane deal much damage even if you block.

Exit Brawler when you're done playing. You can play Brawler during select free roam events, and there is another chance to play Brawler later in episode 10.

Scene location: Josy's room

During the scene with Josy and her laptop, a **special render** is hidden in the browser text about hobbies at the bottom.

If you chose to spend time with Maya, skip to the next scene location, as this section will only cover Josy's scene.

Josy "You haven't...right?"

Hell no!: <Nothing>

Not yet: If you're playing **Josy's & Maya's branch**, you get - **RP Josy** and if you have **DIK** affinity you also get + **DIK** point. If you're playing **Isabella's branch**, **Jill's branch** or **Sage's branch**, and have **DIK** affinity, you get + **DIK** point.

If you're playing **Others' branch** and told Derek that you still have feelings for Josy in episode 5, you can reaffirm that you have feelings for her or that you're over her. Josy will remember your answer.

If you're playing **Josy's & Maya's branch**, enjoy the lewd scene. Note that if you got Josy's lewd scene in episode 5 and told her that you liked her to grow pubes, this scene would be slightly different.

Scene location: Your room

If you chose to spend time with Josy, skip to the next scene location, as this section will only cover Maya's scene.

Maya "And if Dad spots you in his office, snooping around his papers...then what?"

I'll think of something: <Nothing>

Joke: + **RP Maya**

If you're playing **Others' branch** and told Derek that you still have feelings for Maya in episode 5, you can reaffirm that you have feelings for her or choose that you're over Maya.

If you're playing **Josy's & Maya's branch**, enjoy the lewd scene.

Maya "I wanted to say that this - you and I - feels great. That's all." If you are playing **Josy's & Maya's branch**.

Focus on Maya: Maya will remember your choice.

Focus on Josy: Maya will remember your choice.

Maya "Are you sure? I'm giving you a free pass here." If you are not playing **Josy's & Maya's branch**.

Touch them: + **RP Maya**

Don't touch them: <Nothing>

Scene location: Branched scenes

At this point in the episode each branch will have different scenes. Some of the scenes are longer than others. You will have to skip several sections ahead if you encounter a section meant for a different branch than the one you're playing.

The guide will cover the scenes in the following order:

Jill's branch → **Isabella's branch** → **Sage's branch** → **Josy's & Maya's branch** →
Others' branch: Riona → **Others' branch: Nicole** → **Others' branch: Nora**

Scene location: Jill's home

If you're not playing **Jill's branch**, skip this section.

You "Yes, and that would make you..."

Amalie: - **RP Jill**

Amelie: - **RP Jill**

Amelia: + **RP Jill**

Mrs. Royce: <Nothing>

You "Are you sure?"

Yeah: <Nothing>

I'm not 21: - **DIK** point

At this point, you'll get a lewd scene with Jill. Pick whatever you like during it.

Scene location: Isabella's home

If you're not playing **Isabella's branch**, skip this section.

You'll challenge Isabella to a game of Beer pong. Winning or losing doesn't affect stats, but it will give two slightly different scenes afterward.

Enjoy her lewd scene and pick whatever you like during it.

Scene location: HOTs' pool area

If you're not playing **Sage's branch**, skip this section.

If you've had a lewd scene with Camila in the past, Sage will learn about it.

Sage "How? Is it the pool, drinks or the bikini?"

All of it: <Nothing>

Bikini: + **DIK** point

Sage "Do you still want to?"

Of course: <Nothing>

Joke: - **RP Sage**

Sage "You probably shouldn't get a boner, either."

No promises: + **DIK** point and Sage will remember your attitude.

I'm focusing here: - **DIK** point and Sage will remember your attitude.

Camila "I'm struggling to keep my balance."

Enjoy it: Sage will remember your attitude.

Ask her to stop: Sage will remember your attitude.

Sage "Dots is not why I like tabletop games, but I had fun too. Feeling ok?"

Got too excited by you two: Sage will remember your attitude.

Embarrassed: - **DIK** point and Sage remember your attitude.

Scene location: Library

If you're not playing **Josy's & Maya's branch**, skip this section.

Becky "Hi, Becky."

Greet her: - **DIK** point

Ignore her: + **DIK** point and + **RP Maya**.

Call her out: + **RP Josy** and + **RP Maya**.

Maya "Becky is into being popular and being a front-runner in the latest trends. She's always been chasing the most popular guys for the sake of it."

Confident response: + **DIK** point, - **RP Josy** and - **RP Maya**.

Wholesome response: - **DIK** point, + **RP Josy** and + **RP Maya**.

Scene location: DIKs' mansion

If you're not playing **Others' branch**, skip this section. If you didn't make out with Riona in episode 9, you can skip this section.

Riona "Is it working?"

Yeah: - **DIK** point

Nope: + **DIK** point

Riona "No, I didn't. I boosted his confidence. And after Halloween, he definitely needed it."

Spend time with Rio: You will date Rio.

Don't spend time with Rio: + **DIK** point and you won't date Rio. You can skip the rest of this section if you choose this option.

At the arcade, you will play gUndead. It doesn't matter if you win or lose, but if you want to win, just shoot the final boss more than three times.

Riona "Nah, you'd end up wasting your money on it. Trust me."

Give it a try (**\$1**): You will try to win a stuffed animal.

Don't bother: You won't win Rio a stuffed animal.

If you're trying to win Rio a stuffed animal, you can be lucky to get it on the first try if you know where to aim. But if you don't get it, keep trying and you will automatically get it on the third attempt. It won't cost you more money to try again.

Scene location: Nicole's home

If you're not playing **Others' branch**, skip this section. You can skip this section if you're not dating Nicole in episode 10.

Enjoy the date and the lewd scene. Pick whatever you want during the lewd scene. After the lewd scene is done, she will ask you the following questions:

Nicole "Do you prefer it when we're alone, or do you miss Lily?"

Alone is better: - **DIK** point and Nicole will remember your answer.

Threesomes are nice: + **DIK** point and Nicole will remember your answer.

Nicole "But with you... I can't predict it."

Who knows? Let's just have fun.: Nicole will remember your answer.

Do you have to know it?: Nicole will remember your answer.

Nicole "Nope. The only thing I feel is that I think I want you around." or "But I think I want you around."

Even if it's just about sex?: + **DIK** point and Nicole will remember your answer

I'm not going anywhere: - **DIK** point and Nicole will remember your answer.

Scene location: Nora's home

If you're not playing **Others' branch**, skip this section. You can also skip this section if you're not dating Nora in episode 10.

Nora "Looks are very important in a relationship to me. Yes or no?"

Yes: + **DIK** point

No: - **DIK** point

Nora "You dialed it up, didn't you? Dare to answer it?"

I think I want kids: Nora will remember your answer.

No, I don't want kids: Nora will remember your answer.

Enjoy the date and the lewd scene.

Scene location: Science class

When the scene cuts to the lab and Derek says he feels cool in the lab coat, there is a **special render** behind him.

Mini-game: Science class

The first Science mini-game will start. Read the mini-game section to learn more about it. It has a random nature, meaning it will be different every time you play. But not everything will change, mostly which chemicals to use and the amount to weigh and measure. Also, pay attention to the color changes when you stir and boil the solution, as the color change determines what you should do in the next step. Step 8 will always result in a blue color in the round flask. If it turns blue when you reach this step, you've succeeded and can turn in your chemical for assessment. If it doesn't turn blue, it's advised to discard the solution and try again from the beginning.

Scene location: Street

Cathy "Would you like to join me? It's only a couple of stops from here. We could continue this chat over a cup of coffee if you'd like." If you told Cathy that you wanted to continue with her in episode 5 and chose to stay and make out with her after class in episode 7.

Go with Cathy: Join her for coffee at her place.

Decline: <Nothing>

Cathy "That was stupid. Wasn't it?" If you joined Cathy for coffee.

It was daring: <Nothing>

Not to me: <Nothing>

Cathy "You're not still tempted...are you?" If you joined Cathy for coffee and are playing Others' branch.

Yes: Unlocks a lewd scene.

Reject her advances: <Nothing>

Scene location: HOT's house

If you're not playing Sage's branch, skip this section.

<Nothing>

I underdressed: - RP Sage

Wow, look at you: <Nothing>

Sage "Do you think he heard me?"

Everyone heard you: + **DIK** point

Which part of it?: + **DIK** point

I think so: <Nothing>

Sage "Ugh... I'm embarrassing us, aren't I?"

You need to relax: - **DIK** point

Yes, but it's funny: + **DIK** point

Sage "But now, it's like I've got that figured out already and am sealing the deal with the date."

The date isn't sealing any deals: <Nothing>

Not the biggest step we took: <Nothing>

Sage "There's this thing I realized I'd like to try tonight...but I don't want to ruin our date with it." If you told Sage you're on board with what she suggests in episode 9.

Save it for another time: <Nothing>

You wouldn't ruin the date: Unlocks a lewd scene.

Scene location: Burke's flashback

When Stephen walks into Mr. Wallace's office, there is a **special render** on the shelf behind Mr. Wallace.

Scene location: DIKs' Thanksgiving BBQ

When Arieth starts to ramble about how guys look when they cum, there is a **special render** on the ground behind her.

Major choice #20

Tommy "Also, it's DIKs' Thanksgiving, and I would be very thankful if you guys did this."

Eat a shroom: **DIK** choice. As a result, the following free roam event will be different in most scenes.

Don't eat a shroom: Neutral choice

Discourage use of shrooms: **CHICK** choice

Scene location: Free roam during DIKs' Thanksgiving

Hint! If you want to unlock the vault, open it now. The code to open the vault is 8313.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Open Rooster and read the clucks. If you're playing **Jill's branch**, you get + **DIK** point if you tag Tybalt with your comment.

You can find money in two spots during the free roam event. The first spot is by the DIKs' picnic area, to the right of Nick. The second spot is in the grass to the left of your tent.

Start the free roam event by clicking backward and greeting Zoey.

Go back to the starting area, and if you chose Beer Pong as an activity for your party, click the table. You can choose to play Camila or not, but if you ate a mushroom you cannot win. If you win against Camila, you can choose to spare her or make her strip nude. Spare her to get -2 **DIK** points or make her strip and get +2 **DIK** points.

Go forward to the bonfire and click Sally for a scene.

Click left and go to your tent. Click your guitar to play it. If you're playing **Jill's branch**, she will join the party and tell you about what happened with Tybalt. Choose to either encourage her to report him or to show Tybalt mercy.

Go to the right of the bonfire and you'll be in the area where the HOTs are having their pizza party.

Click Tommy and Arieth for a scene.

Click Elena and Heather for a scene.

Click Maya for a scene.

If you're playing **Josy's & Maya's branch** and have Beer Pong at your party, head back to the Beer Pong table and click it to play against Josy. Head back to the HOTs' party area after you've played.

Go to the right. If you're not playing **Jill's branch**, Jill will appear and join the party. She will tell you about what happened with Tybalt. Choose to either encourage her to report him or to show Tybalt mercy.

If Josy is standing there waving, click her for a scene.

Click backward once to go back to the HOTs. If you're playing **Sage's branch**, click Sage for a scene.

Click right again and a scene with John Boy will play. If you accepted Elena's shot back in episode 8, you will be asked if you find Elena attractive or not. Choose what you like.

If you're playing **Others' branch**, and went downtown with Quinn, click her for a scene. If you're rolling with Lily, return to the HOT's party area and a scene with Lily should play. Enjoy her lewd scene.

Head to the forest by clicking left from the area with the portable toilets.

If you're playing **Others' branch**, and went out on a date with Riona, click her and a scene will play. Enjoy her lewd scene.

If you're playing **Josy's & Maya's branch**, enjoy the lewd scene.

From the forest area with the bench, head left.

If you're playing **Others' branch** and dated Nora, she will call and tell you how she feels. You can tell her you understand or that she shouldn't give up on you.

Head left to the jetty. If you're playing **Isabella's branch**, she will call you.

Head back to the DIKs' BBQ area and click Zoey for a scene.

From the bonfire, go backward once and a scene with Jacob will play. You can tell him it's ok to make a move on Zoey or not.

Go back to the DIKs' BBQ area again and click Nick. Depending on what happened between you and Heather in episode 9, you can choose between telling him that you also were sexual with her, that she tried to use you, encouraging him to tell Tommy or discouraging him from telling Tommy. Nick will remember what you chose.

If you're playing **Jill's branch** and ate a mushroom, click Rusty for a scene with Jill. To start a similar scene when you didn't eat the mushroom, head to the

HOTs' party area and click Jill. If you ate a mushroom, Jill will ask you not to use drugs again. You can choose to promise that you won't or not.

If you're playing **Sage's branch** and have Beer Pong at the party, return to the Beer Pong table and click it to challenge Sage. If you win, you can choose to warn her about Jacob and get - **DIK** point. If you don't warn her, you get + **DIK** point.

At this point, your task list should be empty and you can return to your tent to end the free roam event if you want to continue. If you're playing **Sage's branch**, a lewd scene will unlock.

If you're playing with mini-games enabled, your party will be evaluated.

You can get the highest rank in different ways. The first way is to get a party score higher than 90000 points, but if you have three activities for your party, you only have to score 80000 points to get the S rank. The requirements for the lower ranks aren't listed in this guide.

You get to choose two new items to upgrade. You should have gotten a good feel of which items to get by now. If you don't want to keep your item inventory balanced, try picking some more expensive items you don't intend to have a perk for. For example, if you add more Drugs as a free inventory item, you'll have less use of the Connections perk and can use something else from that row of perks.

Example strategy 1) Increase Drugs as free inventory item, but don't increase Kegs too much and get Wholesale to make Kegs cheaper.

Example strategy 2) Increase Kegs as free inventory item, but don't increase drugs too much and get the Connections perk to make Drugs cheaper.

You can also do the same strategy with a combination of Speakers and the Black Friday perk.

More perks to consider are “Easy to Please”, “Hard to Let Down”, “Multiplier Madness” or “Crowdfunding”.

Keep in mind that every party will be different and that the useful items during Party planning might rotate.

Scene location: Free roam in your room

Hint! If you want to unlock the vault, open it now. The code to open the vault is 8313.

Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.

Any new 2D art pieces you ordered will unlock at the start of this free roam event.

You can visit Madame Rose, if she’s available to you.

You can play Brawler for the last time in this episode if you’d like.

Open the Chat app and respond to Zoey as you wish.

If John Boy asked you about Elena at the BBQ party, Elena will text you and apologize for his behavior. If you’re playing **Others’ branch**, and told John Boy that you find Elena attractive, there will be a point in the chat where you can tell her that you were flattered and interested in her. If you pick that, she will remember it.

You can find money in two spots during the free roam event. If you click down from the middle area of your room, the first spot is by your chair. The second spot is in the right area on the floor near the back wall.

A third round of the fish tank mini-game will start if you agreed to help Nick with it. Go to your desk to take care of your fish.

If you're playing with mini-games enabled and want to spend money on perks, you can call Derek or Magnar.

You can study at your desk if you're playing with mini-games enabled.

Exit your room when you're done.

Scene location: Maya's and Derek's home

If you told Josy that you saw Chad and Troy make out in episode 8, Sage will be present for this part of the episode. The guide will refer to this as “[If Sage is there](#)”.

[Maya ^{!*Smack*!} If Sage is there.](#)

Kiss her back: + RP Maya

Play it cool: <Nothing>

Scene location: Free roam in Maya's and Derek's home

[Hint! If you want to unlock the vault, open it now. This free roam event is your final chance to open it. The code to open the vault is 8313.](#)

[Hint! Your **DIK** score will be updated, and you may have a new status in your Stats app.](#)

Pack Quest is available for this free roam event, but you cannot get all hidden buttons immediately, so save it for a bit later.

You're free to explore the house as you wish, and the guide will list the steps to progress in the free roam event.

In the middle of the screen, go up into the hallway. Click the door to your left and enter the bedroom.

Click Derek and Helen for a scene.

Go back to where you started and head right into the kitchen. Click Maya for a scene.

From the room where you started, head upstairs and click the second door to the left. If Sage is there, click her instead. If Sage is there, choose whatever you wish when talking to her.

Head downstairs and go to the left hallway from the room you started in.

Click the right door and a dinner scene will start.

*Maya *Whispers* It's hard to get a word in."*

Reassure Maya: **+2 RP Maya**

I understand: <Nothing>

The outcome of the Thanksgiving ruse depends on a sum of choices, some of which you've already unknowingly made. Patrick has a hidden suspicion meter that will increase due to your choices. If it goes too high, the outcome of the entire free roam event will be different. This is explained later in the guide, but for now, it will be referred to as "**+ Patrick suspicion**" when you do something that makes him react.

You "I wouldn't be the one I am today without him."

He lets me be me: + **Patrick suspicion**

End it there: <Nothing>

You "I will celebrate it this weekend with him instead. He understood when I said I wanted to spend it with my girlfriend and meet her family." or "I will celebrate it this weekend with him instead. He understood when I said I wanted to spend it with my friends and meet their family." If you chose "He lets me be me".

Rub it in: + **Patrick suspicion** and + **DIK** point.

End it there: <Nothing>

The free roam event continues and now is the perfect time to do Pack Quest if you want to do it. You can skip the next section if you don't want to do it.

Pack Quest

Open the Pack Quest app on your phone and start the new quest. You will have to find ten hidden buttons to unlock a set of special renders.

Caution - Click the hidden button on the box in the garage that says Caution.



Crucified – Click the crucifix in the frame in the starting area.



Flightless bird– Go to Maya’s room and turn to the right. There’s a set of penguins that you can click for this hidden button.



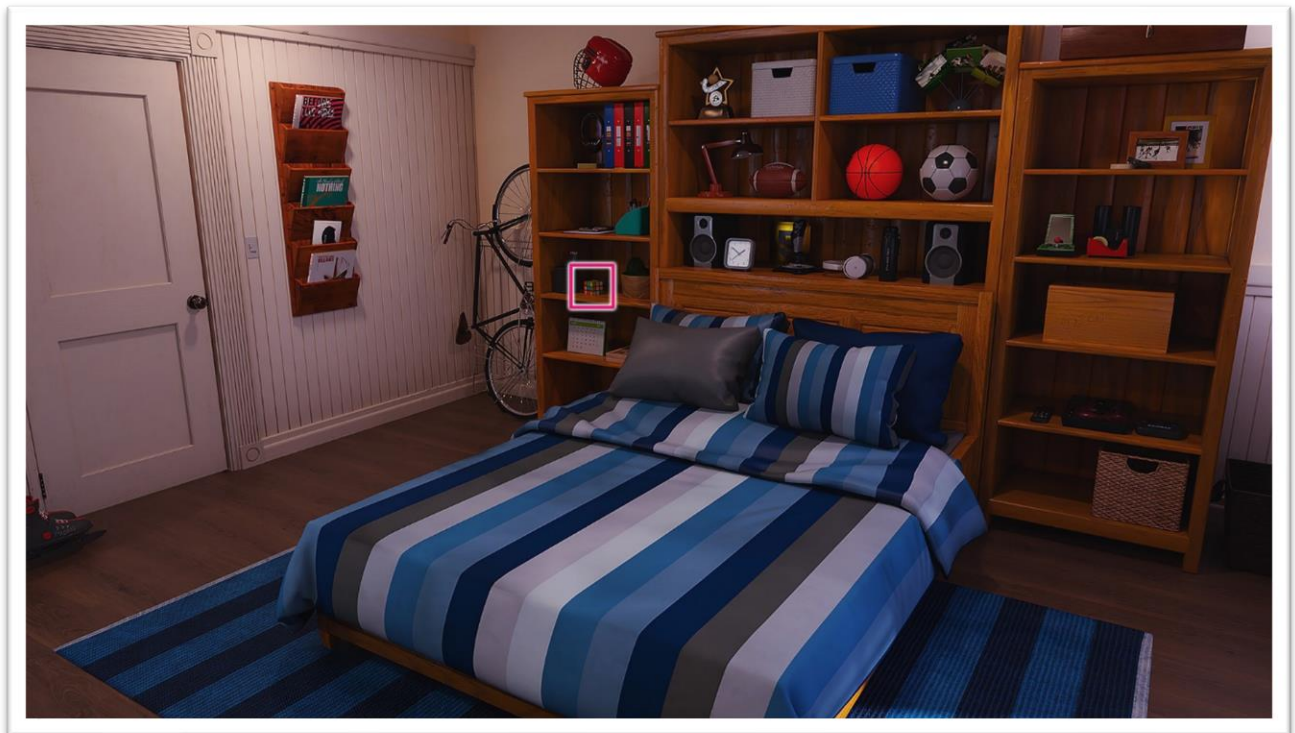
Pills - In the downstairs bathroom, click the pills on the sink.



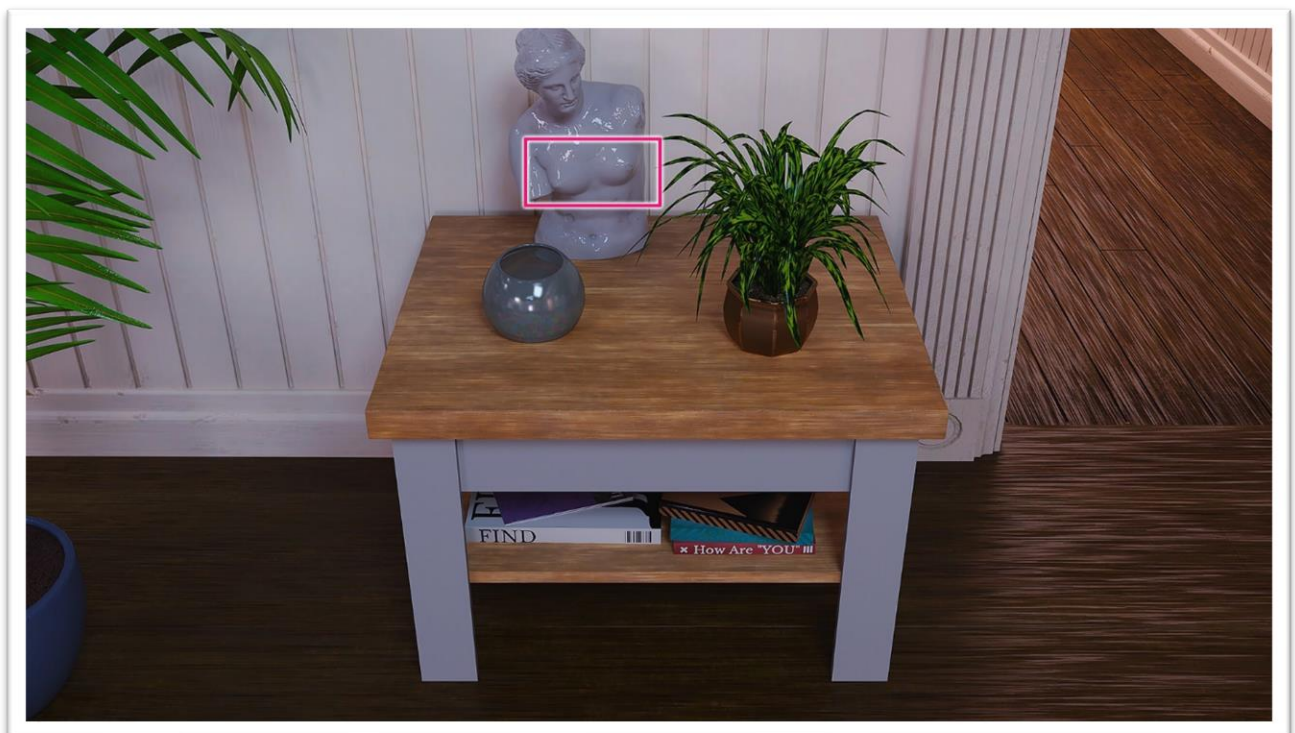
More pills - There are pills on the bed that you can click to find this hidden button. It's only available during the second part of the free roam event.



Puzzle cube – Turn left in Derek’s room and click the Rubik’s cube.



Marble titties – Click the table in the starting area and click the nipples of the marble bust.



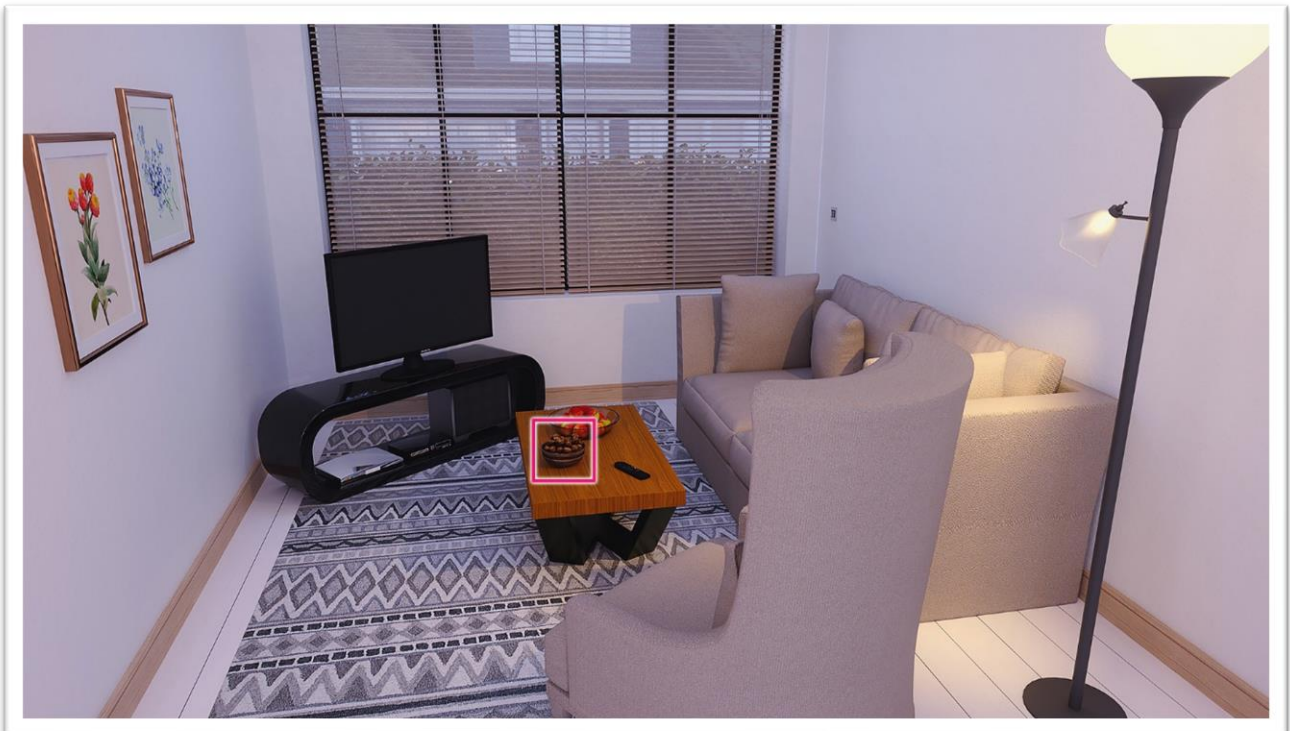
Tybalt's girlfriend - Click the watermelon in the kitchen.



Unlock unlock - From the starting area, click the cabinet to the right. There is a book named "Unlock unlock" that has a hidden button.



Walnuts - Click the walnuts in the living room.



To continue the free roam event, head to the garage from the left hallway and click the box on the wall. The keys you're looking for are in the middle of the box.

Head back upstairs and click the door to the office. You can hide in either Derek's or Maya's room.

If you hide in Derek's room, hide in the corner and choose to stay until Derek signals you.

If you hide in Maya's room, hide under the bed.

If Patrick spots you when you try to hide, you get **+3 Patrick suspicion**.

The dinner scene continues.

Major choice #21

Maya "Do you see it now?"

Punch him: **DIK** choice and +5 Patrick suspicion.

Confront him: Neutral choice and +3 Patrick suspicion.

Rescue Maya: **CHICK** choice

At this point, it's determined if you succeed or fail to get the contracts from Patrick. These are the actions that count toward Patrick getting suspicious:

- The attitude you set with Patrick in episode 7 gives you **0-3 Patrick suspicion**. If you were as rude as possible, you will get **+3 Patrick suspicion**, and if you were polite, you wouldn't get penalized. If you were a bit rude, you will get **+1-2 Patrick suspicion**.
- If Sage is absent during Thanksgiving, you will get **+ Patrick suspicion**.
- If you try to trigger Patrick during dinner, you will get **+1-2 Patrick suspicion**.
- If Patrick catches you upstairs while trying to hide, you will get **+3 Patrick suspicion**.
- Hitting Patrick during the major choice gives **+5 Patrick suspicion**.
Confronting him gives **+3 Patrick suspicion**.

You will fail to get the contracts if Patrick's suspicion level exceeds **6 points**.

If you pass this check, you will return to the house and sneak into the office.

You can look around in the office, but to find the contracts and end the free roam event, go left and click the white binder on the bottom shelf to the right.

Scene location: Isabella's house

Derek "I can't believe we did it... Well, you did it." If you got the contracts.

We're not done yet: <Nothing>

You helped me do it: + **DIK** point and + **RP Derek**.

Derek "I will be. I have to." If you didn't get the contracts.

We'll find another way: <Nothing>

You're not giving up, right?: <Nothing>

Derek "And I'm not talking about my dick. Haha..."

Hug him: + **RP Derek**

Let him recover: <Nothing>

Enjoy the ending to episode 10.

Special renders – All locations

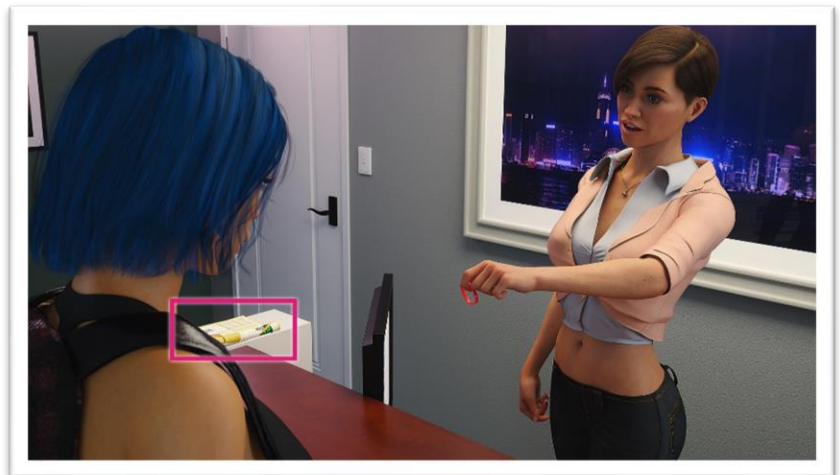
There are many **special renders** to unlock in various ways. This is how to unlock all of them. If you are playing without mini-games, you can skip reading the parts of the guide that are labeled **mini-game**. Those **special renders** are unlocked using the Vault app on your phone for you.

Special renders – Interlude

Special render #1 – 2D art

Zoey #1

When Zoey arrives at the hostel, click the magazine on the counter.



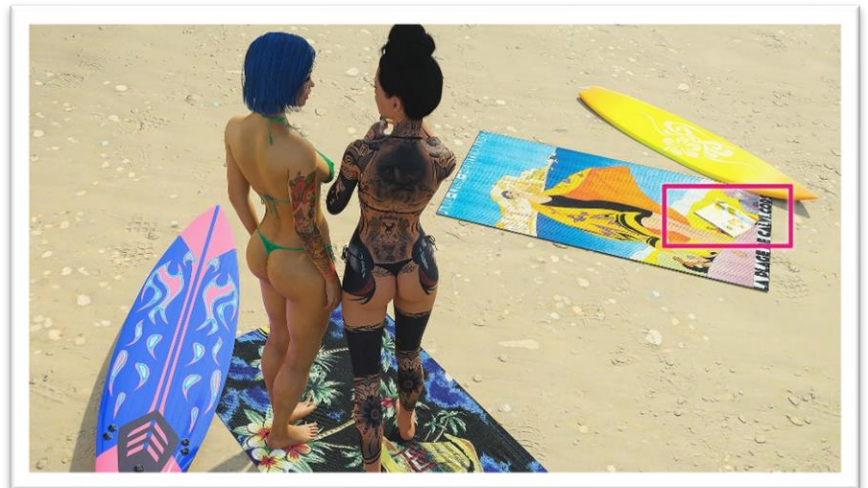
Special render #2 – 2D art Zoey #2

After Zoey gets her chest tattoo, the scene at Bret's balcony starts. Click the magazine on his table.



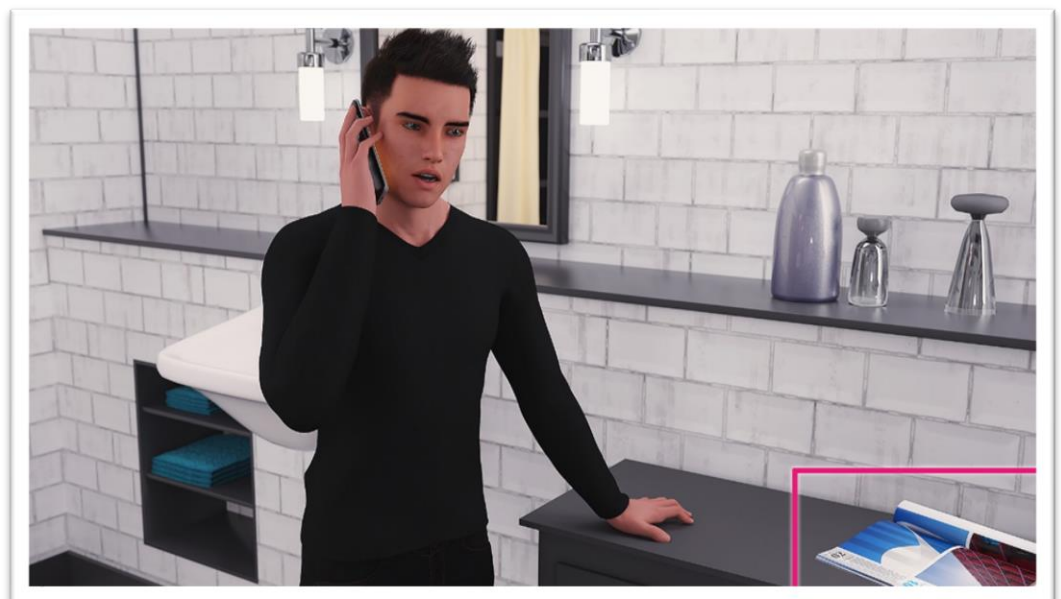
Special render #3 - 2D art Zoey #3

After the photo session with Emma on the beach, she asks Zoey who to send the picture to. Click the picture to. Click the magazine on the beach towel after answering her.



Special render #4 - 2D art Zoey #4

At the end of the Interlude, click the magazine on the counter when talking on the phone.



Special render #5-7 - Mixed #1-3 (Mini-game)

Get the S rank by beating the drawing mini-games in the Interlude to unlock these renders.

Special render #8-12 – Mixed #4-8

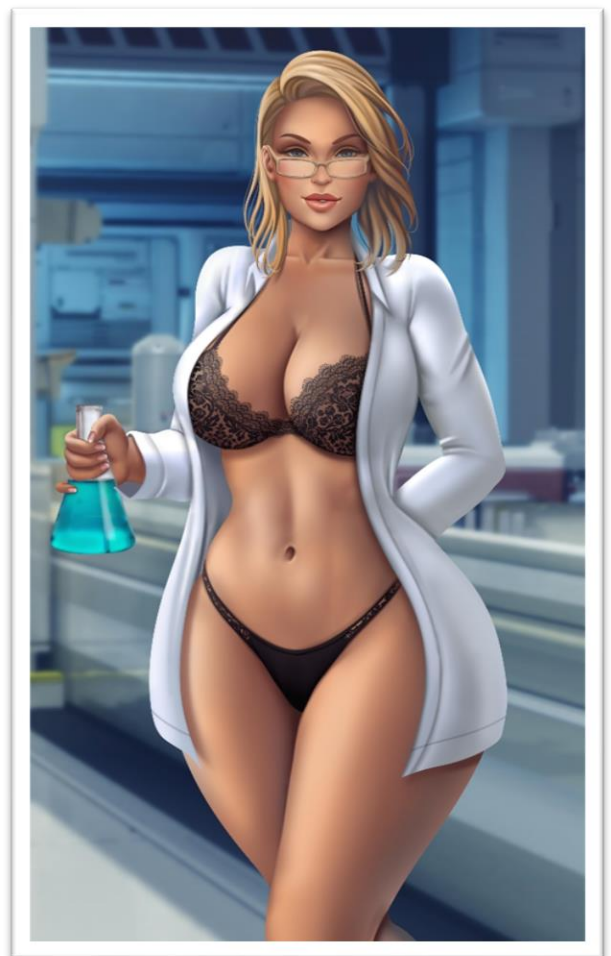
These renders are in the vault. You can unlock it from Zoey's notebook after the beach photo session; it's on the last page of the notebook. Enter the code **2575** to unlock it. The vault will also unlock any 2D wallpaper that wasn't unlocked in Season 2.

Special renders – Episode 9

Special render #1-5 – 2D art

Five new pieces of 2D art are available for purchase in episode 9. You unlock them by buying the 2D art from Jacob. Order the 2D art, and it will unlock when the final free roam event of the Halloween party in episode 9 starts. The art pieces and their requirements and levels are listed below.

- Jade: Level 2. Got episode 8 lewd scene.
- Maya: Level 2. Got episode 8 solo lewd scene.
- Melanie: Level 2. Got episode 8 lewd scene.
- Nora: Level 1. Got episode 6 lewd scene. This purchase unlocks a phone wallpaper too.
- Zoey: Level 1. Played the Interlude. This purchase unlocks a phone wallpaper too.



Special render #6 - 2D art #6

To unlock Camila's 2D art, play the **Others' branch** and get her lewd scene in episode 9.

Special render #7-8 - 2D art #7-8

To unlock Jill's 2D art, play **Jill's branch** and get her lewd scene in episode 9.

Special render #9-12 - 2D art #9-12

To unlock Josy's and Maya's 2D art, play **Josy's & Maya's branch** and get their threesome lewd scene in episode 9.

Special render #13-15 - 2D art #13-15

To unlock Riona's 2D art, play the **Others' branch** and choose to cheer her up during her scene in your room at the second free roam event of the Halloween party. Proceed to hug and kiss her to unlock one piece of art. The other two are unlocked by making out with her during the final free roam event in the movie theater; you must have cheered her up and hugged her for this scene to be available. You can get the last two pieces of art on all branches, but on all branches aside from **Others' branch**, you must have a **DIK** affinity or a Neutral affinity plus gotten a lewd scene with her in episode 5 or 7.

Special render #16-17 - 2D art #16-17

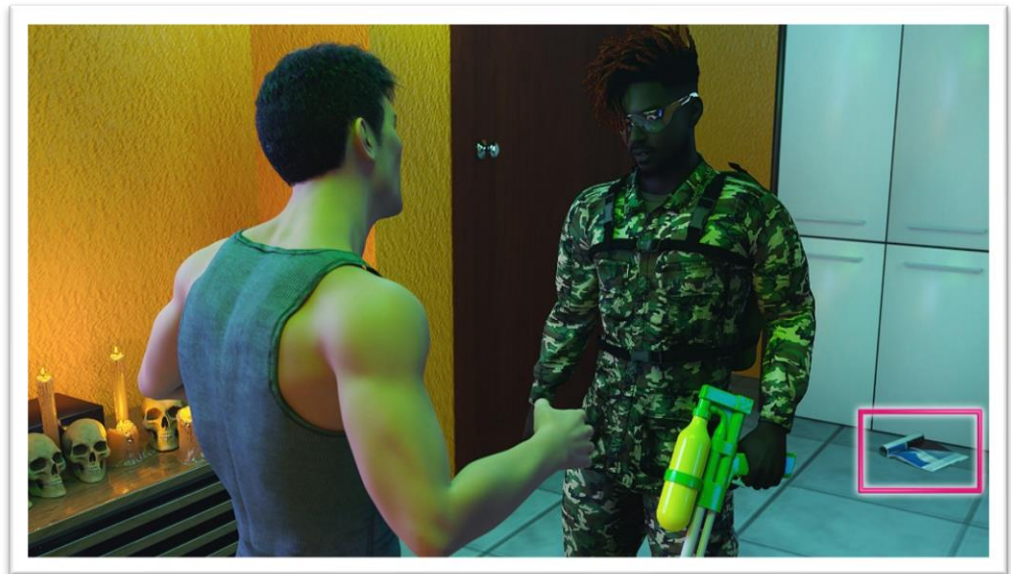
To unlock Lily's 2D art, play the **Others' branch** and end the night with Lily and Nicole. After their threesome, one of the art pieces will unlock. At the end of the episode, choose to spoon Lily to unlock the second art piece.

Special render #18-25 - Mixed #1-8

The mixed renders are unlocked by completing the Pack Quest for episode 9. The walkthrough section for episode 9 covers how to find every button during the final free roam event at the Halloween party.

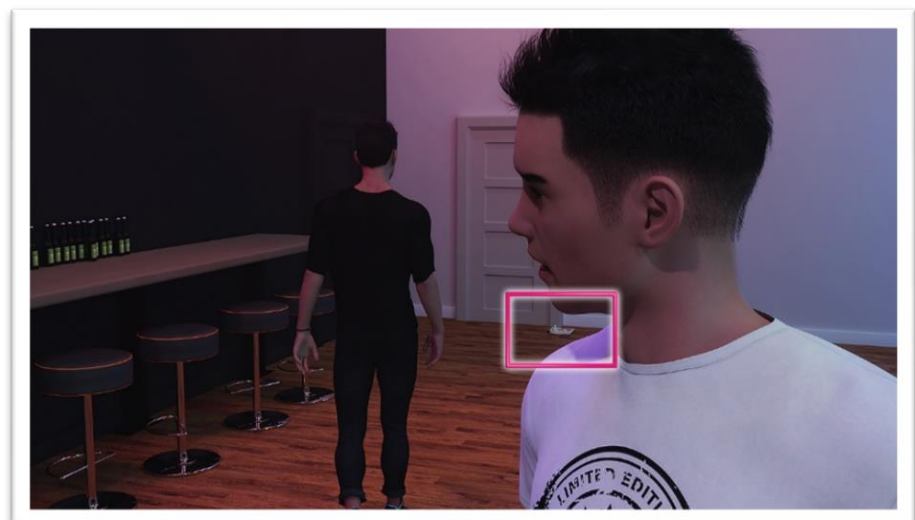
Special render #26 - Jill #5

During the intro with Tommy and Jacob, click the magazine on the floor behind Jacob.



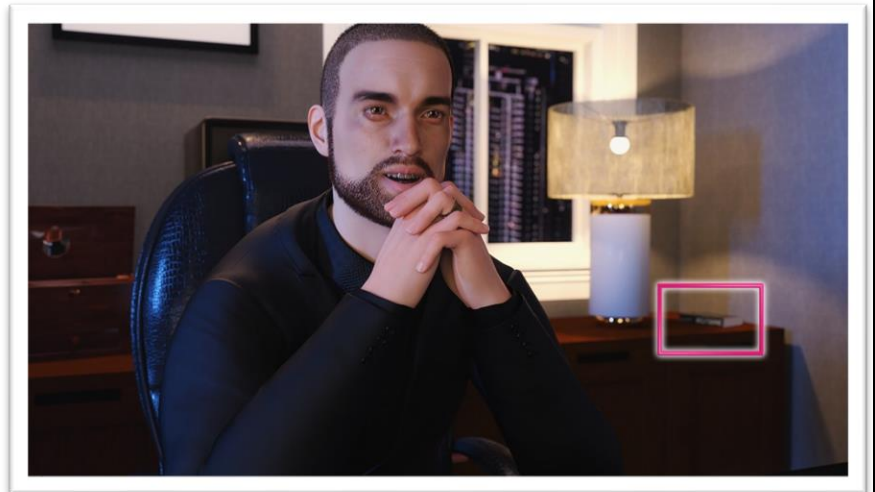
Special render #27 - Jill #6

After you've planned the party with Tommy and he walks away, there is a magazine on the floor.



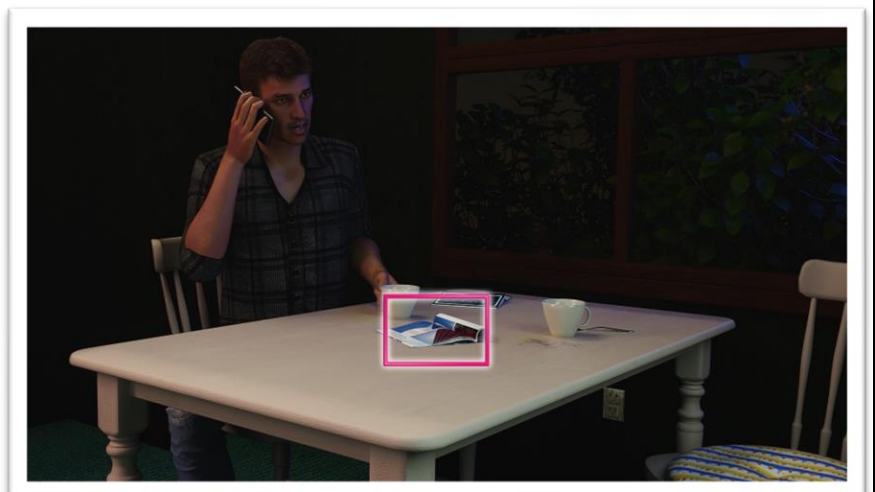
Special render #28 - Jill #16

During the scene with Maya and Professor Burke, there is a magazine out of focus on his right.



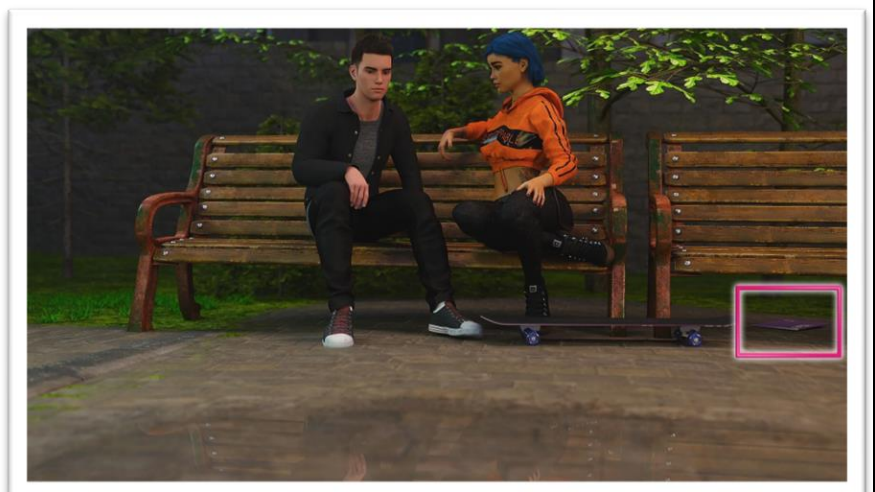
Special render #29 - Jill #9

There is a magazine on the table when Neil calls you in the bathroom.



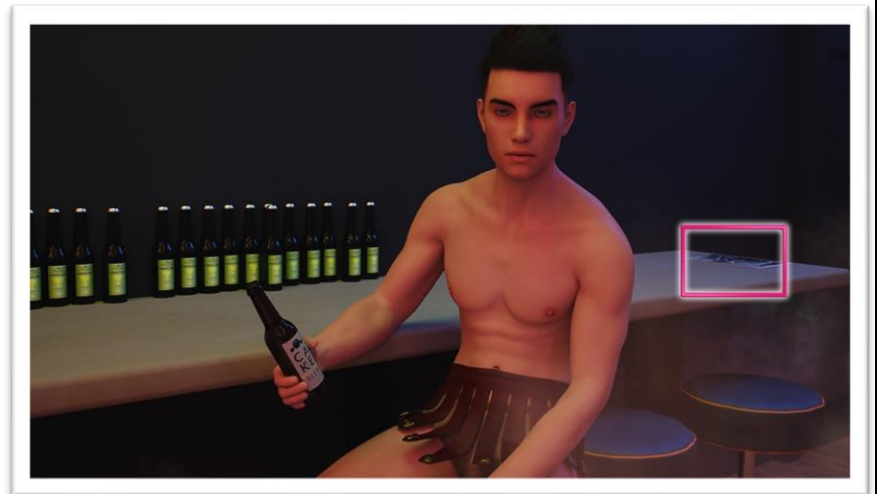
Special render #30 - Jill #10

During the scene with Zoey, there is a magazine under the park bench.



Special render #31 - Jill #7

When Derek walks away from you, before the first roam event after the Zoey flashback, there is a magazine on the table.



Special render #32 - Josy #8

During the first free roam event at the Halloween party. It's on the floor in the right area of your room.



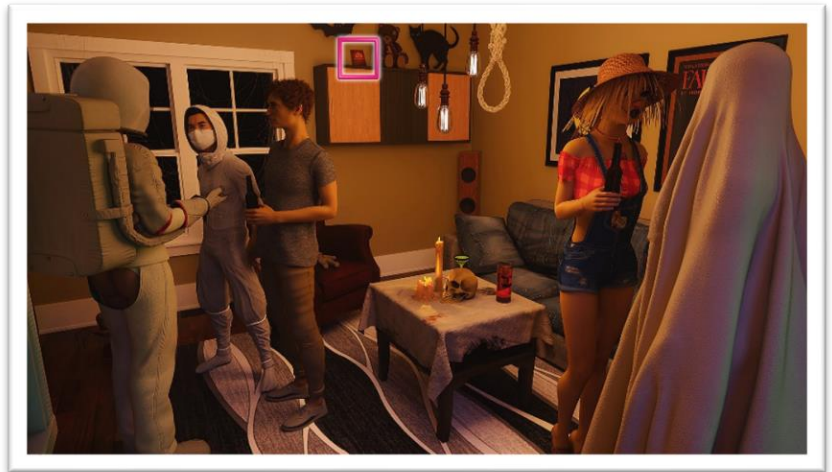
Special render #33 - Josy #15

During the first free roam event at the Halloween party. It's on the floor in the Upper main room.



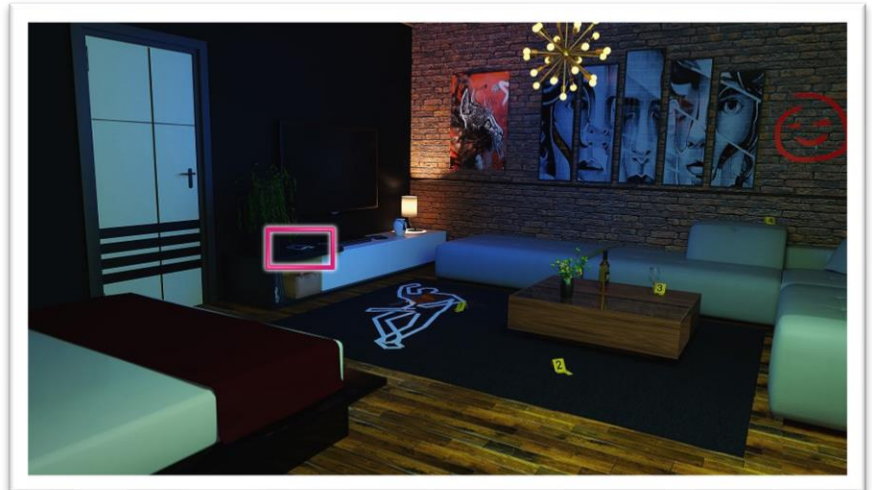
Special render #34 – Josy #1

During the first free roam event at the Halloween party. Go right from the Upper main room and find a magazine on top of the shelf.



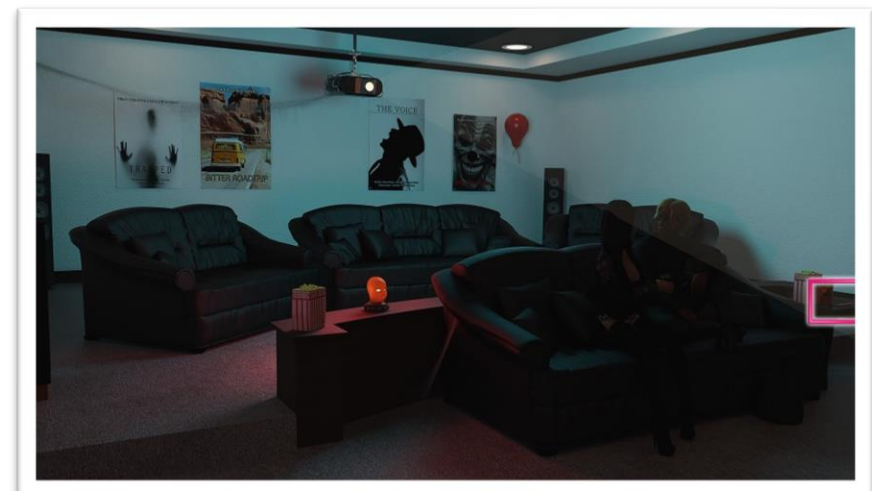
Special render #35 – Josy #10

During the first free roam event at the Halloween party. In Rusty's room there is a book on the table by the TV.



Special render #36 – Josy #11

During the first free roam event at the Halloween party. Go to the theater and find the magazine on the table to the right.



Special render #37 - Josy #7

During the first free roam event at the Halloween party. There is a book on the nightstand in Leon's room.



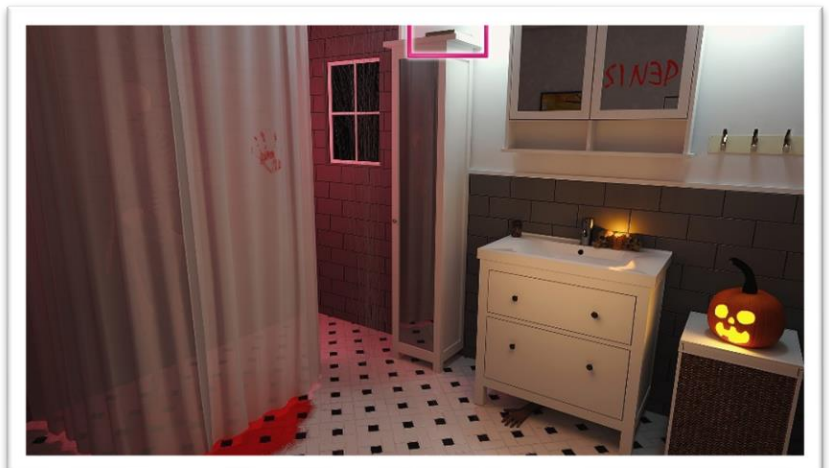
Special render #38 - Josy #12

During the first free roam event at the Halloween party. Go to the upstairs bathroom in the hallway next to Derek's room. There is a magazine on the toilet tank.



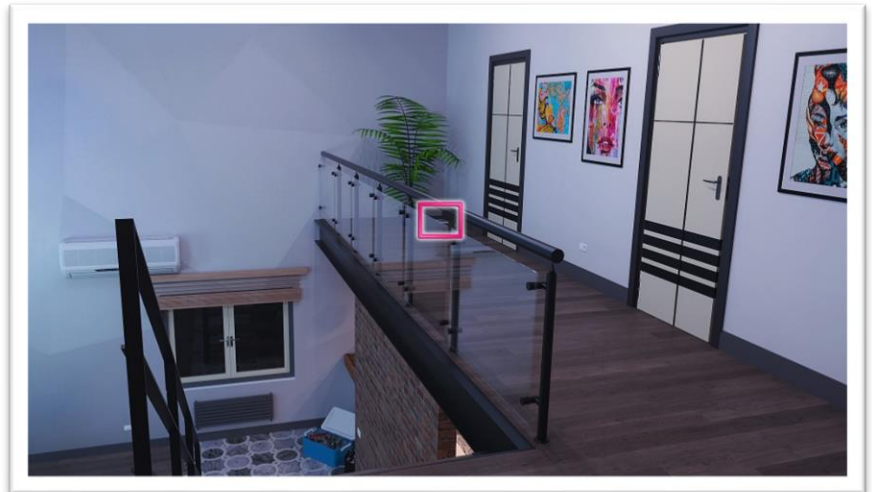
Special render #39 - Josy #2

During the first free roam event at the Halloween party. There is a book on top of the cabinet in the first-floor bathroom.



Special render #40 - Josy #16

During the first free roam event at the Halloween party. Outside of Nick's and Jacob's rooms there is a magazine on the floor.



Special render #41 - Josy #6

During the first free roam event at the Halloween party. Go to the kitchen and find the magazine between the bottles near the sink.



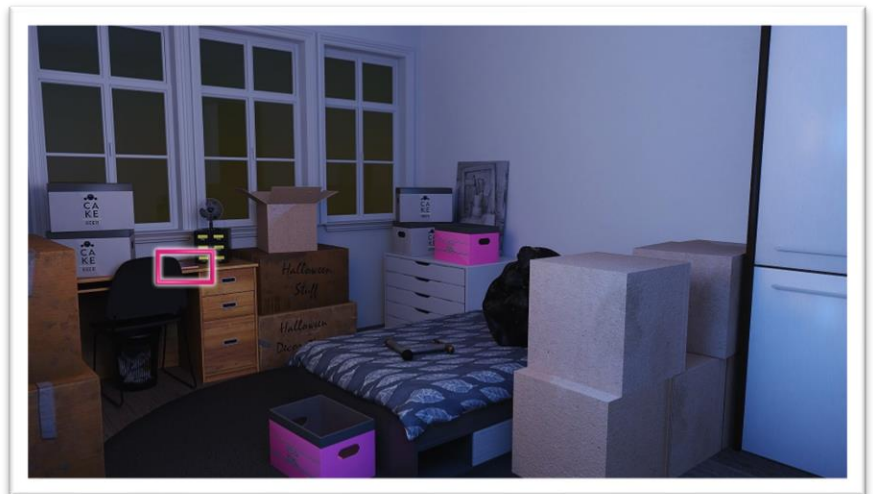
Special render #42 - Josy #5

During the first free roam event at the Halloween party. There is a book on the couch in John Boy's room.



Special render #43 – Josy #9

During the first free roam event at the Halloween party. On the desk in Nick's room, you can find this book.



Special render #44 – Josy #3

During the first free roam event at the Halloween party. The book can be found under Jacob's bed in his room.



Special render #45 – Josy #13

During the first free roam event at the Halloween party. In Tommy's room there is a book on the floor next to the jack o'lantern.



Special render #46 - Josy #14

During the first free roam event at the Halloween party. In Tommy's bedroom there is a book on the floor behind the beer crates.



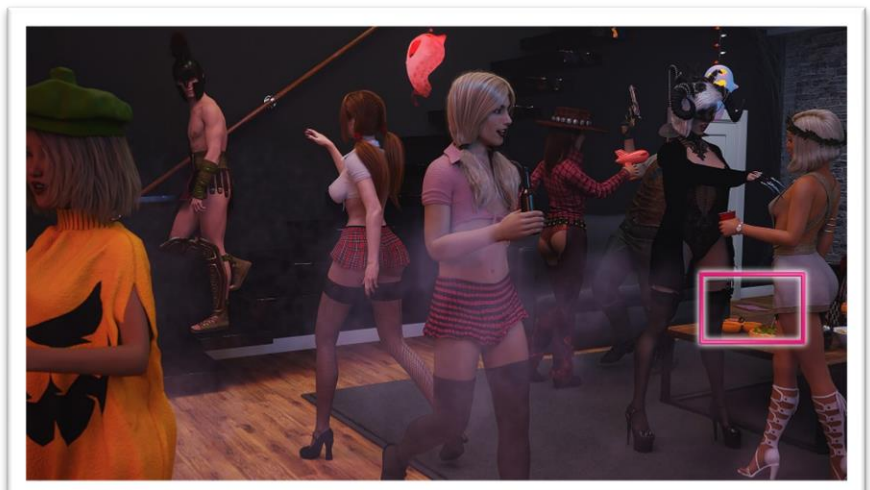
Special render #47 - Josy #4

During the first free roam event at the Halloween party. In Jamie's room there is a book on his nightstand.



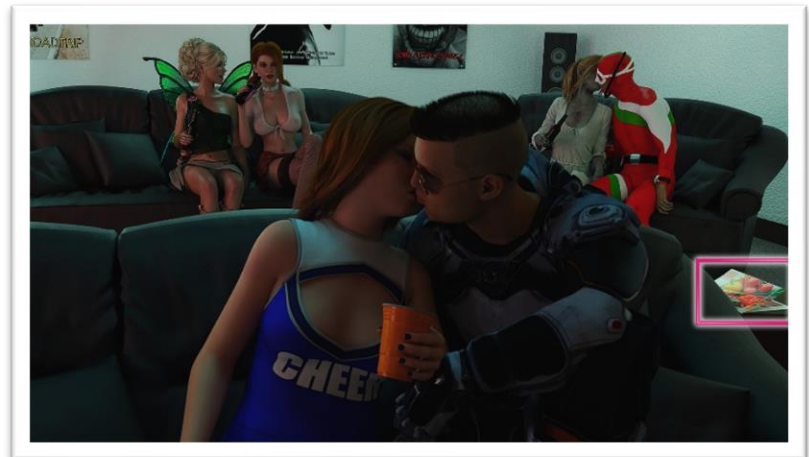
Special render #48 - Jill #8

When the HOTs show up to the party after the first free roam event and you greet Sage, there is a magazine on the floor.



Special render #49 - Jill #11

During the second free roam event at the Halloween party. When the scene in the theater with Maya and Sage is playing, there is a book on the table.



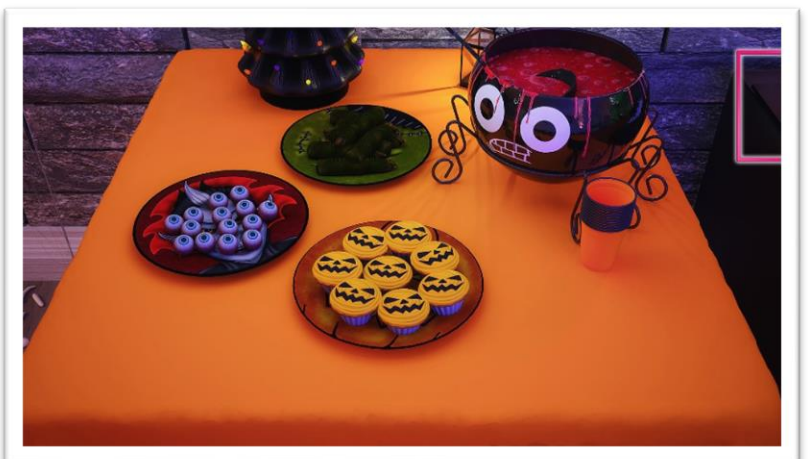
Special render #50 - Jill #12

During the second free roam event at the Halloween party. When Quinn tells you what happened with the jocks, there is a scene with Quinn and Arieth in the HOTS' kitchen. There is a book on the table during that scene.



Special render #51 - Jill #3

During the second free roam event at the Halloween party. Click the table in the Right hallway to zoom in on the cakes. There is a book on the couch to the far right.



Special render #52 - Jill #1

During the second free roam event at the Halloween party. There is a book under the chairs in the dining room.



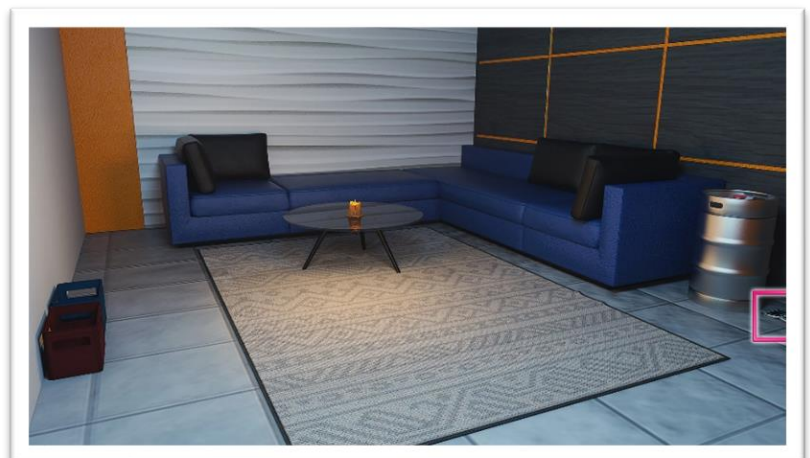
Special render #53 - Jill #2

During the second free roam event at the Halloween party. There is a book on the drawer in Jacob's room. You can only click it if Zoey and Jacob aren't in the room.



Special render #54 - Jill #4

During the second free roam event at the Halloween party. There is a book on the floor in Tommy's bedroom next to the keg.



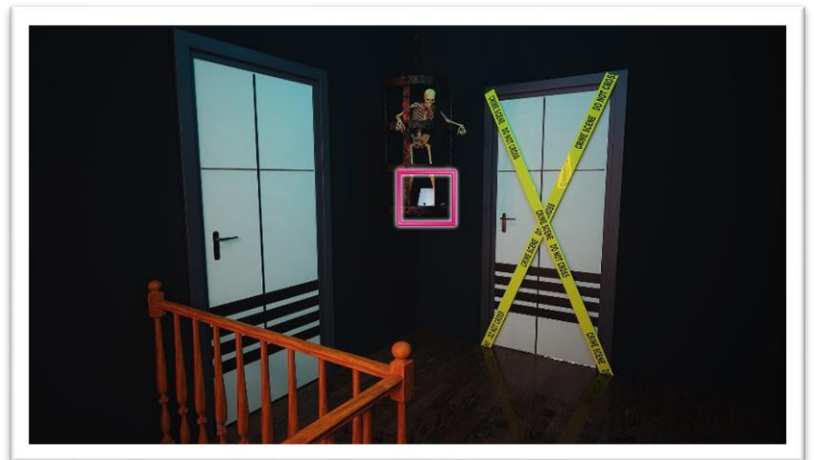
Special render #55 - Jill #17

After the blackout free roam event, there is a magazine in the back of the basement.



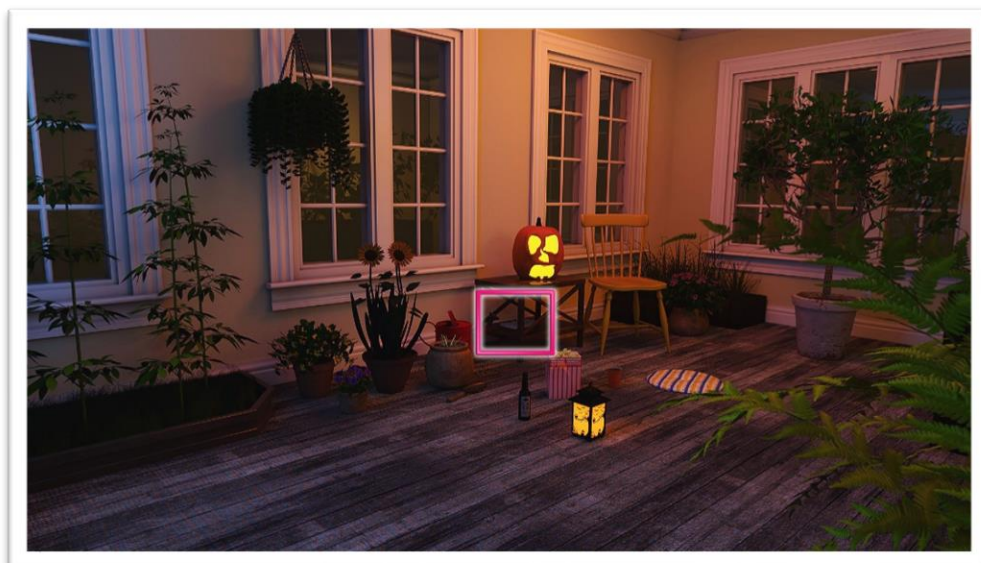
Special render #56 - Jill #14

During the final free roam event at the Halloween party. There is a book in the skeleton cage outside of Rusty's and Jamie's room.



Special render #57 - Jill #13

During the final free roam event at the Halloween party. There is a book on the porch underneath the jack o'lantern.



Special render #58 - Jill #15

During the final free roam event at the Halloween party. There is a book behind the curtain in Leon's room.



Special render #59 - Josy #17

During the ending, there is a book between Chen's legs.



Special render #60-65 - Josy #18-20 and Jill #18-20

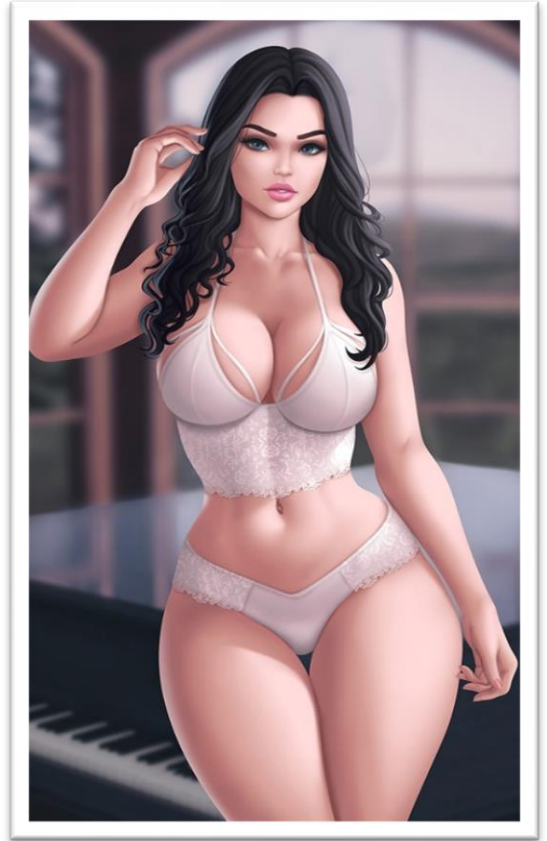
In the vault. The code is 4232.

Special renders – Episode 10

Special render #1-4 – 2D art

Four new pieces of 2D art are available for purchase in episode 10. You unlock them by buying the 2D art from Jacob. Order the 2D art, and it will unlock when you start either small free roam event in your room in episode 10. The art pieces and their requirements and levels are listed below.

- Isabella: Level 2. Played Isabella's branch.
- Jill: Level 2. Played Jill's branch.
- Josy: Level 2. Played Josy's and Maya's branch.
- Sage: Level 2. Played Sage's branch.



Special render #5-6 – 2D art #5-6

To unlock Cathy's 2D art, play the **Others' branch** and get her lewd scene in episode 10.

Special render #7-8 – 2D art #7-8

To unlock Nicole's 2D art, play **Others' branch** and get her lewd scene in episode 10.

Special render #9-10 – 2D art #9-10

To unlock Quinn's 2D art, play **Others' branch** and get her lewd scene in episode 10.

Special render #11-12 – 2D art #11-12

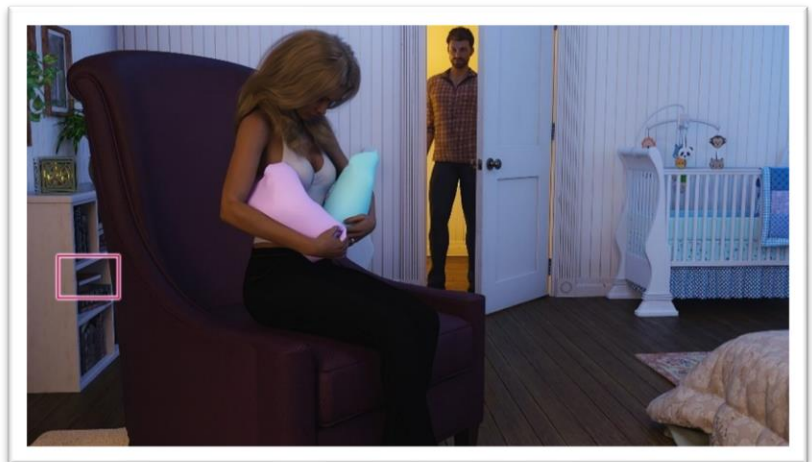
To unlock Nora's 2D art, play **Others' branch** and get her lewd scene in episode 10.

Special render #13-20 – Mixed #1-8

The mixed renders are unlocked by completing the Pack Quest for episode 10. The walkthrough section for episode 10 covers how to find every button during the final free roam event at Derek's and Maya's home.

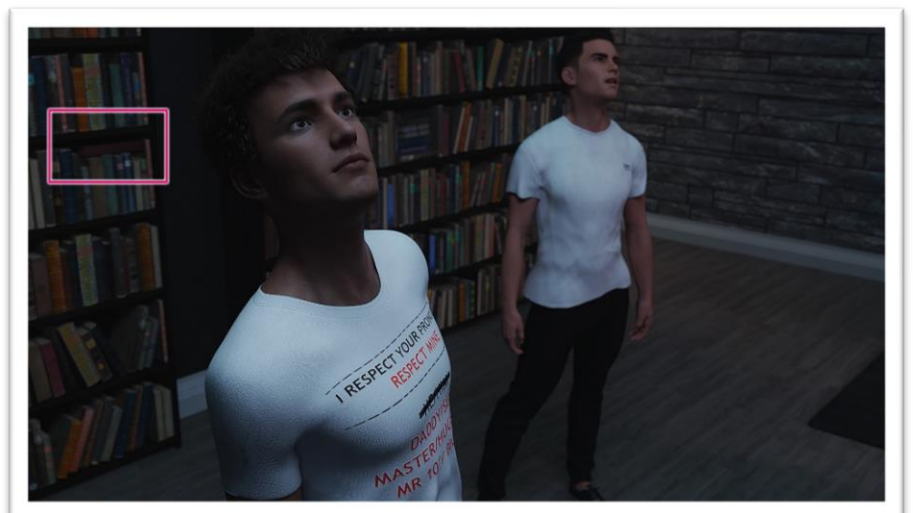
Special render #21 – Zoey #1

During the intro, there is a book on the bookcase where Helen holds Derek and Maya.



Special render #22 – Zoey #2

When Derek talks to you about hidden cameras in your room, there is a book behind him on the bookshelf.



Special render #23 - Sage #1

During the first free roam event in the DIKs' mansion. It's on the roof of the mansion. Use the stairs in the room upstairs where Nick is to reach it.



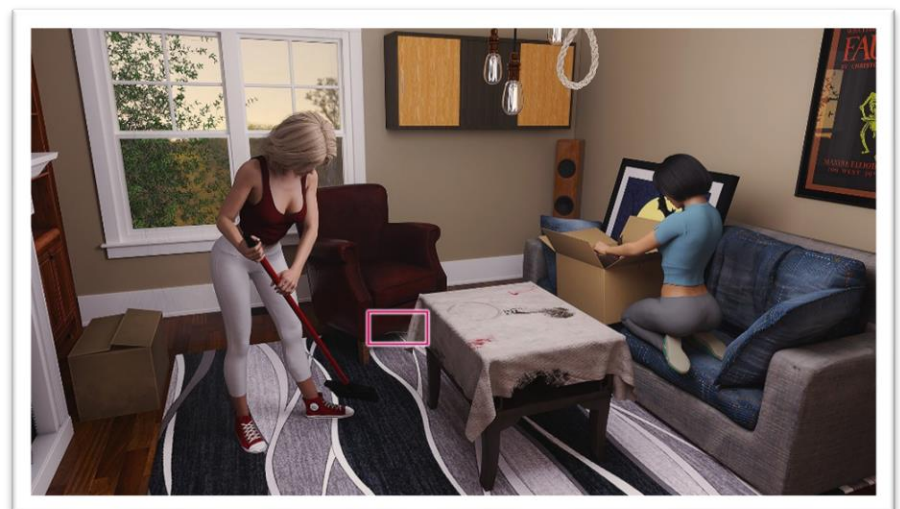
Special render #24 - Sage #2

During the first free roam event in the DIKs' mansion. It's outside the mansion. Click the left door from the main party area to go outside.



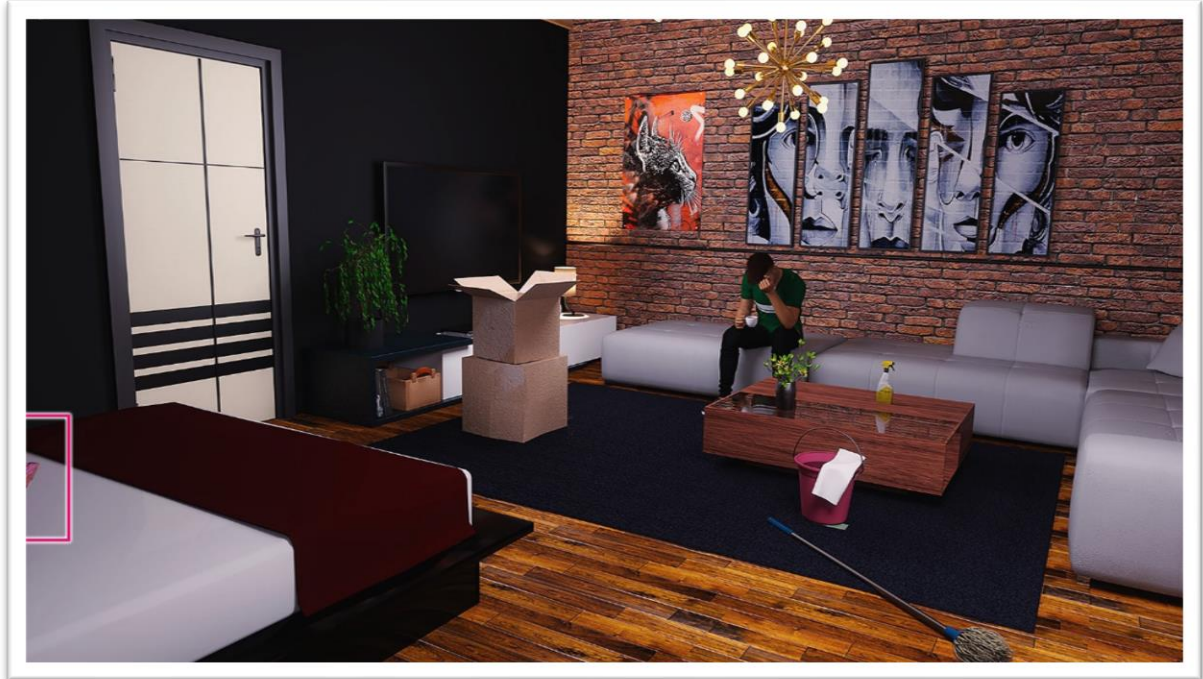
Special render #25 - Sage #3

During the first free roam event in the DIKs' mansion. In the room upstairs where Maya and Melanie are cleaning. It's on the floor.



Special render #26 – Sage #4

During the first free roam event in the DIKs' mansion. It's in Rusty's room, on his bed.



Special render #27 – Zoey #3

After the first free roam event, when the DIKs, HOTs, and Alphas discuss in Rusty's room, there is a render on the coffee table.

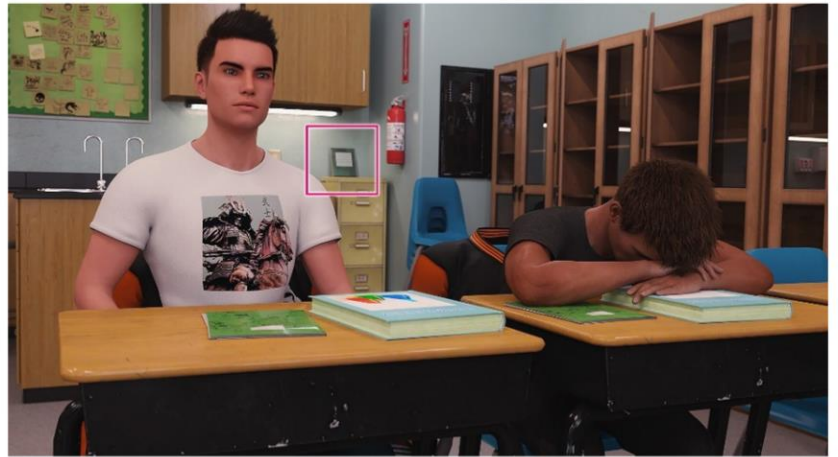


Special render #28 – Sage #17 (Mini-game)

Pass the English test with at least 90% of the correct words to unlock it. Refer to the episode 10 walkthrough section on how to achieve it.

Special render #29 – Zoey #4

During science class, at the end of the scene, there is a render behind you and Derek.



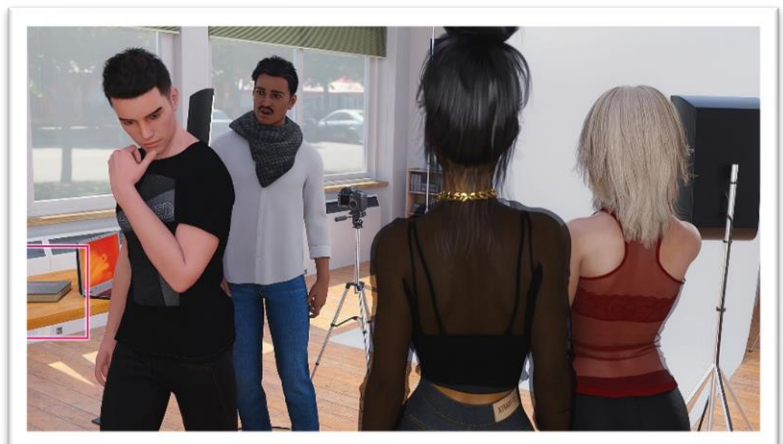
Special render #30 – Zoey #5

When you're in the library to talk to Isabella about Maya's problem, there is a render on the bookshelf as the scene starts.



Special render #31 – Zoey #6

After you've gotten your yearbook photo taken and before you write your yearbook quote, there is a render behind the photographer.



Special render #32- Sage #18 (Mini-game)

Pass the Math test with at least 90% of the correct answers to unlock it.

Special render #33 - Zoey #7

At the end of the diary scene, there is a render to the left as Neil and Lynette leave.

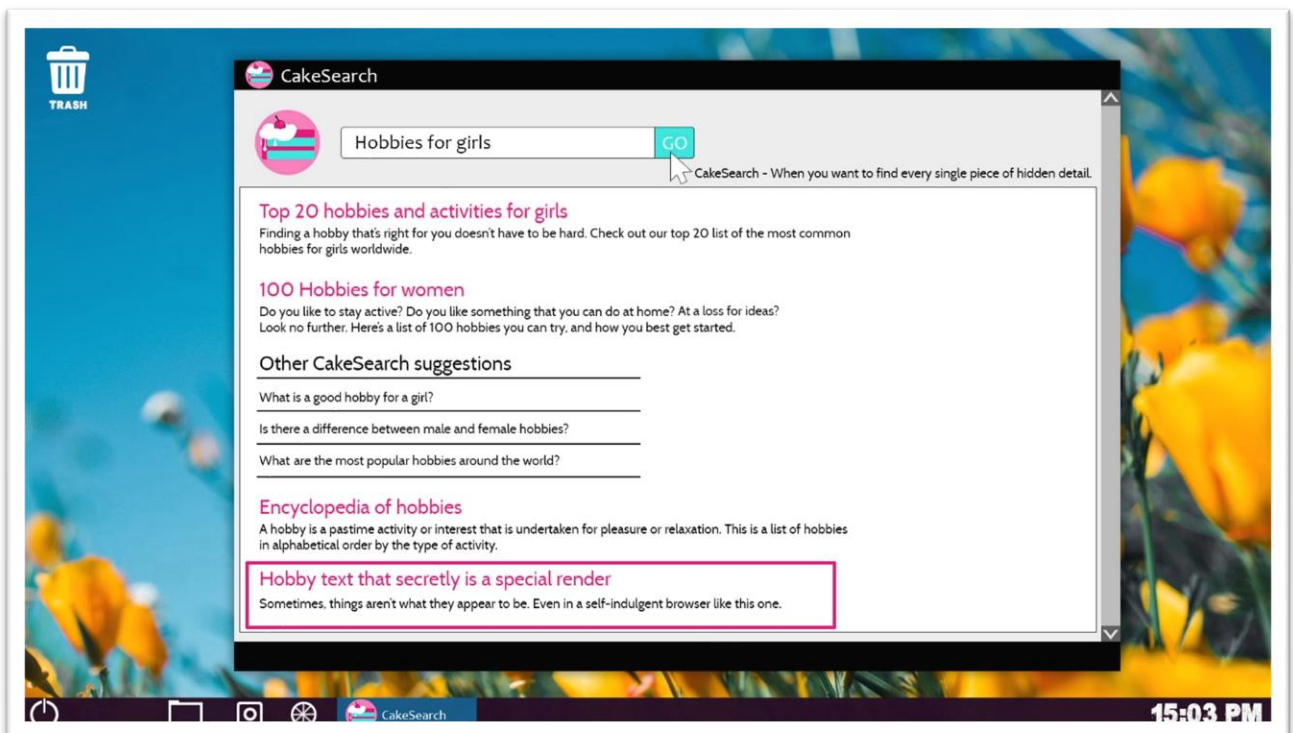


Special render #34 - Sage #19 (Mini-game)

Beat Tate when playing Brawler to unlock it.

Special render #35 - Zoey #13

When Josy is browsing for hobbies using her computer, there is a hidden render in the browser text.



Special render #36 - Zoey #8

When the first lab class starts, there is a render behind Derek.

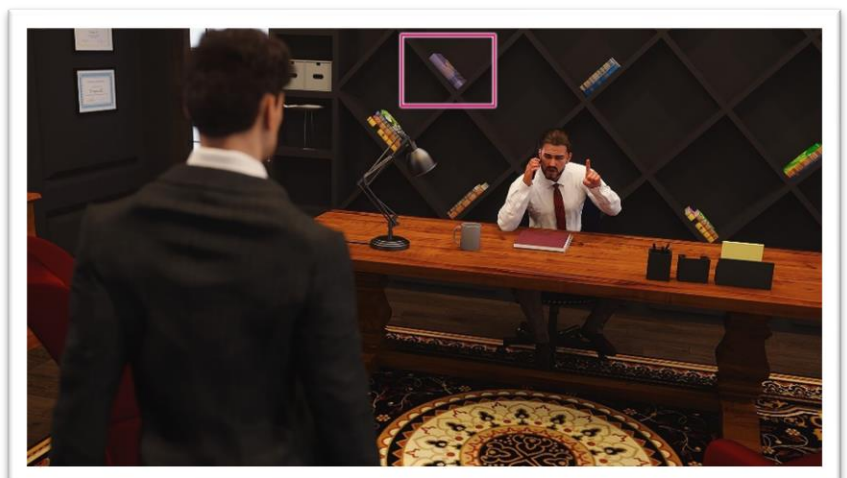


Special render #37 - Sage #20 (Mini-game)

Complete the Science mini-game with a chemical that has at least 75% purity to unlock this special render.

Special render #38 - Zoey #17

During Stephen's flashback, there is a render behind Mr. Wallace.



Special render #39 - Zoey #18

During the DIKs' Thanksgiving BBQ, there is a render behind Arieth when she talks about how guys look when they cum.



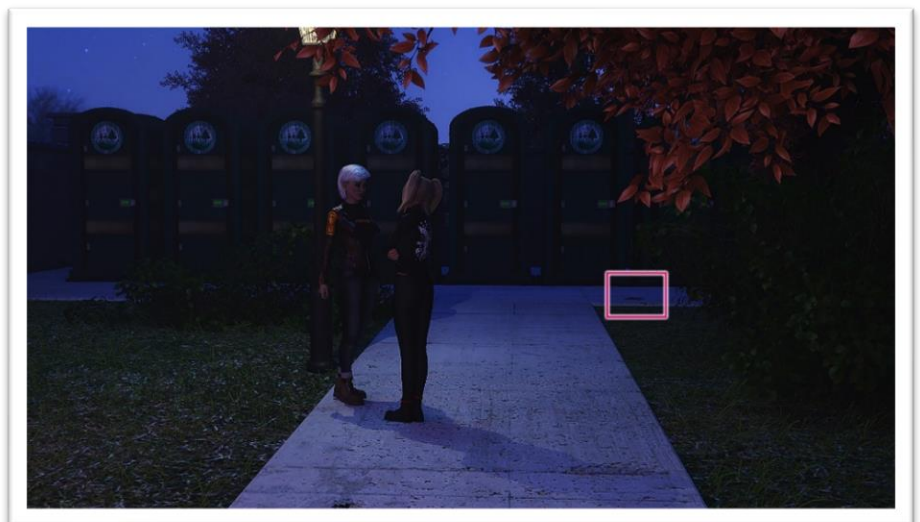
Special render #40 - Sage #5

During the DIKs' Thanksgiving BBQ free roam event. It's on the table in the HOTS' party area.



Special render #41 - Sage #6

During the DIKs' Thanksgiving BBQ free roam event. It's on the ground near the portable toilets.



Special render #42 – Sage #7

During the DIKs' Thanksgiving BBQ free roam event. It's on the ground in the forest area.



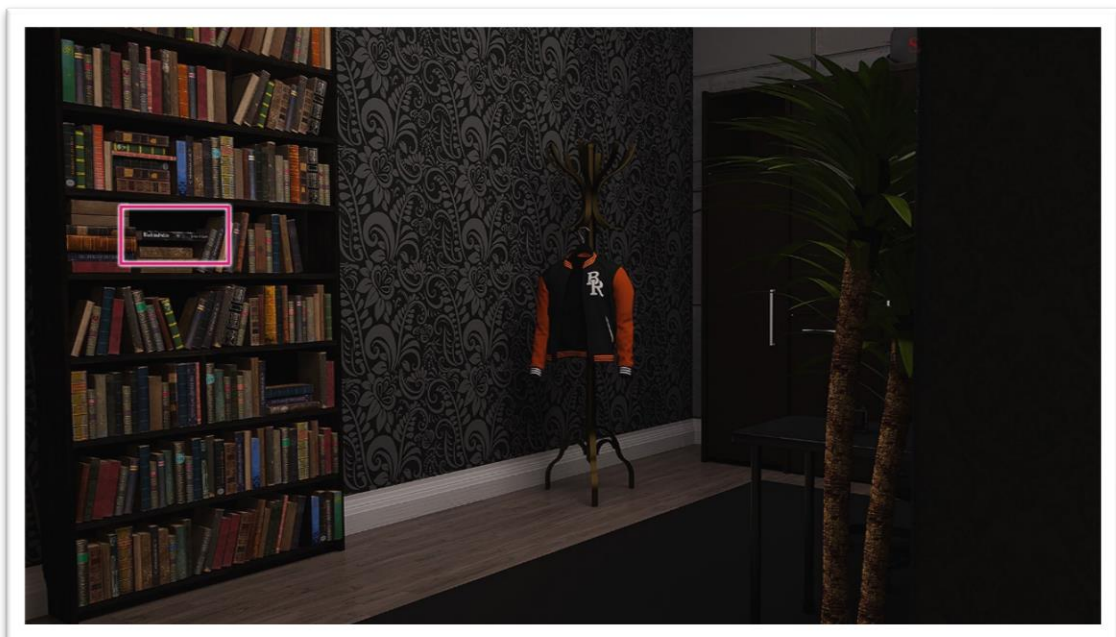
Special render #43 – Sage #8

During the second free roam event in your room. It's on the table near your chair.



Special render #44 – Sage #9

During the second free roam event in your room. It's among the books on your bookshelf in the left area.



Special render #45 - Sage #10

During the free roam event in Derek's and Maya's home. It's on the shoe rack in the main hall area.



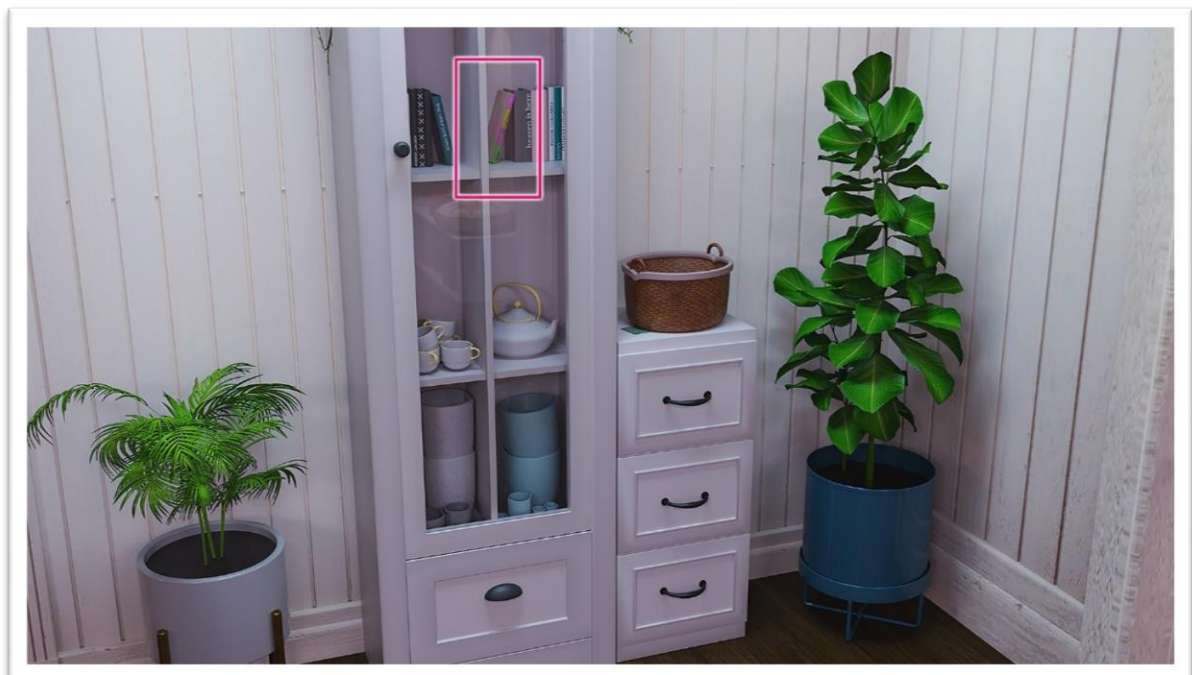
Special render #46 - Sage #11

During the free roam event in Derek's and Maya's home. Check the table in the main hall area for it.



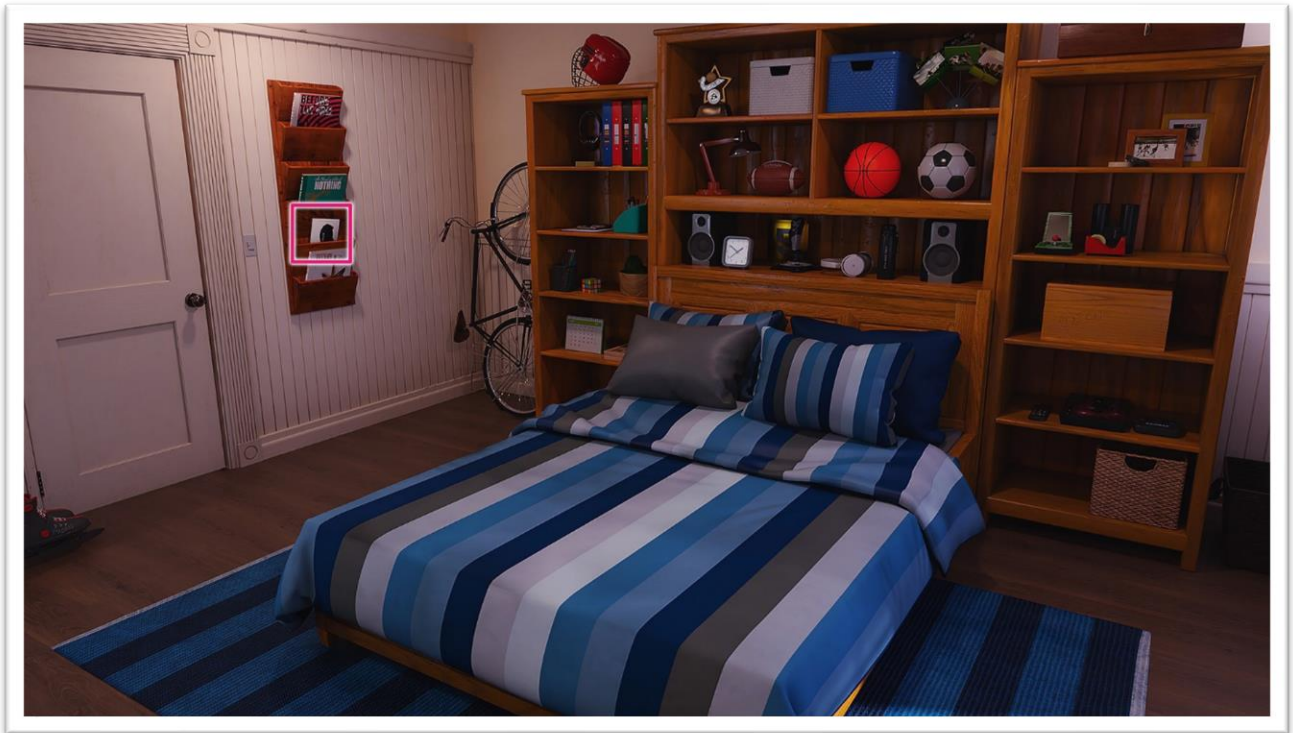
Special render #47 - Sage #12

During the free roam event in Derek's and Maya's home. It's in the cabinet in the main hall area.



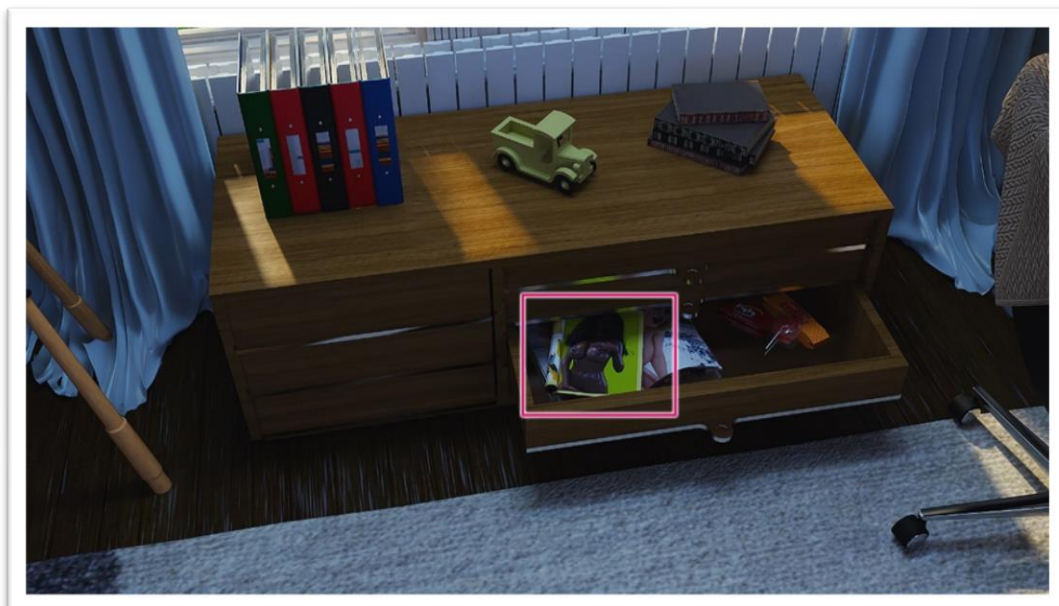
Special render #48 – Zoey #9

During the free roam event in Derek's and Maya's home. It's in Derek's room when you turn around and check his magazine rack.



Special render #49 – Zoey #10

During the free roam event in Derek's and Maya's home. When you're getting the contracts, it's in one of the drawers in Patrick's office.



Special render #50 - Zoey #11

During the free roam event in Derek's and Maya's home. When you're getting the contracts, it's on the bookshelf to the left in Patrick's office.



Special render #51 - Zoey #12

During the free roam event in Derek's and Maya's home. It's on the couch in the living room.



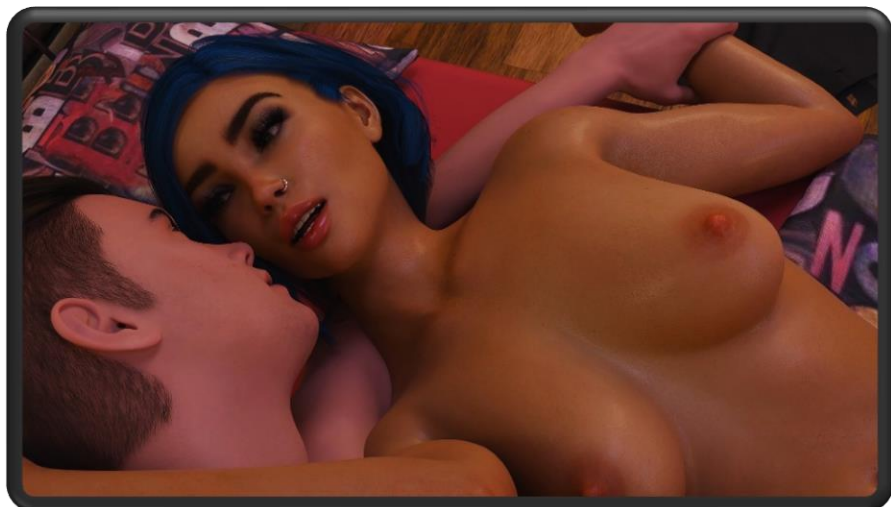
Special render #52-60 - Sage #13-16 and Zoey #14-16 and #19-20

In the vault. The code is **8313**.

Lewd scenes – Interlude

Zoey

Play the Interlude to unlock this lewd scene.



Emma

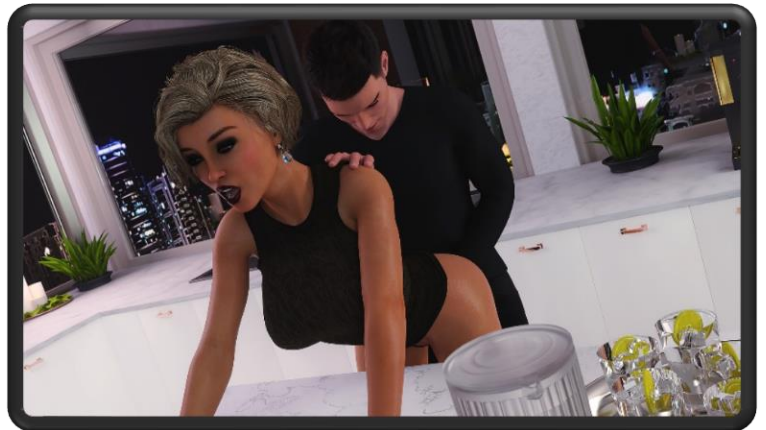
When you're confronting Emma about the cluck at the end of the Interlude, choose "Calm her down". The lewd scene will unlock in the next scene.



Lewd scenes – Episode 9

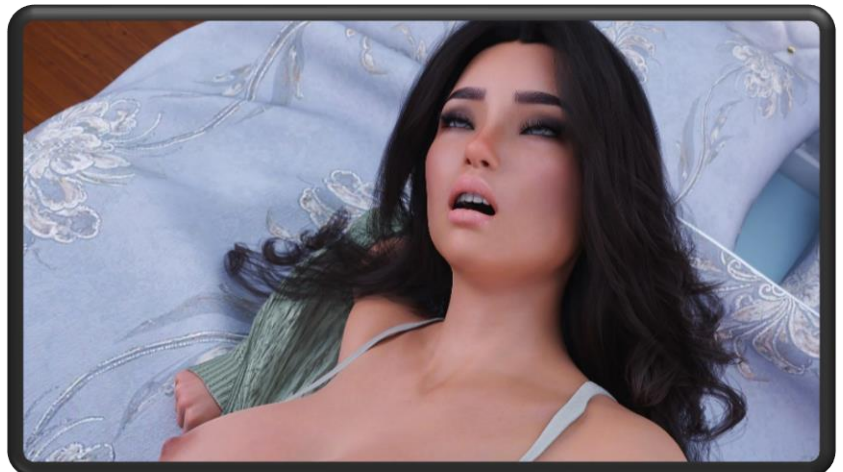
Jade

To unlock this lewd scene, you must play the **Others' branch** and have an on-going affair with Jade. When she smells you at the Burkes, don't stop her and the lewd scene will unlock.



Jill

Play **Jill's branch** and choose to do sexy stuff with her instead of cuddling, during the scene in her room.



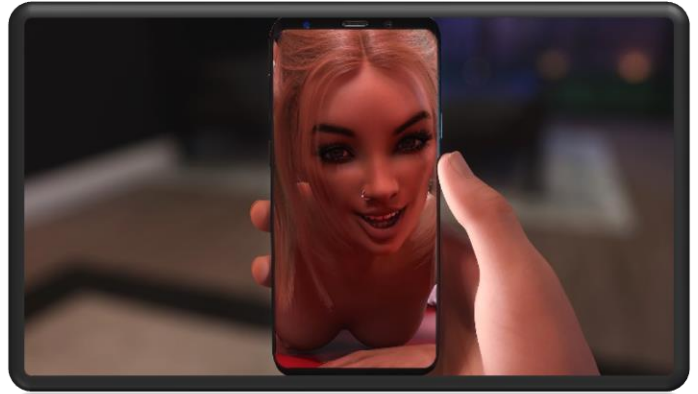
Sage

Play **Sage's branch** and it will unlock during the story. You cannot miss it.



Lily

Play the **Others' branch** and chat with Lily during the flashback in Derek's room. To be able to chat with her, you must have gotten her lewd scene in episode 7 during the HOTS' party.



Sage

Play **Sage's branch** and choose to have the Haunted mansion activity at the Halloween party. It will unlock when you play the Haunted mansion scene.



Maya

Play **Josy's & Maya's branch**. During the second free roam event at the Halloween party, Maya will eventually approach you in the Right hallway and start kissing you. Choose to keep making out to unlock the lewd scene.



Camila

Play the **Others' branch** and dance with Camila on the dance floor in Tommy's room during the second free roam event at the Halloween party. Choose to tease her to unlock the lewd scene.



Heather

Play the **Others' branch** and chat with Heather in Leon's room during the final free roam event at the Halloween party. Tell her "You're not wrong" and let her use you during the major choice. You need a **DIK** affinity to unlock this scene.



CUM-petition

Play the **Others' branch** and choose to have the CUM-petition as an activity when you're planning the party. In the final free roam event at the Halloween party, talk to Lily and Nicole in the Right hallway and tell them that you will join the CUM-petition. Start the CUM-petition by talking to Tommy later on in the free roam event and the scene will unlock.



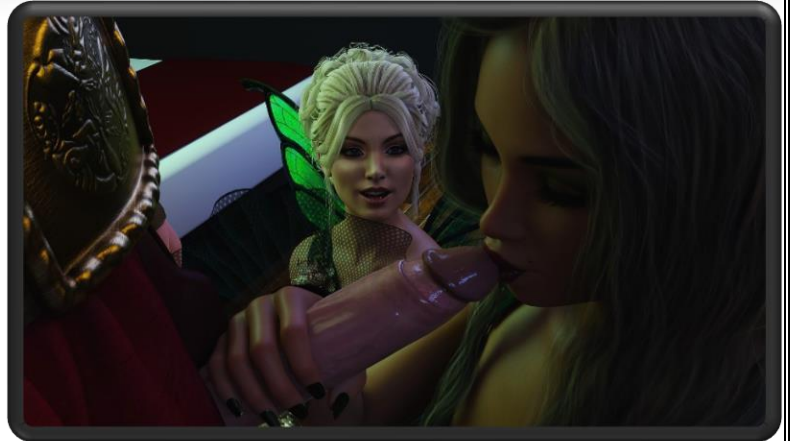
Isabella

Play [Isabella's branch](#) and it will unlock during the episode. You cannot miss it.



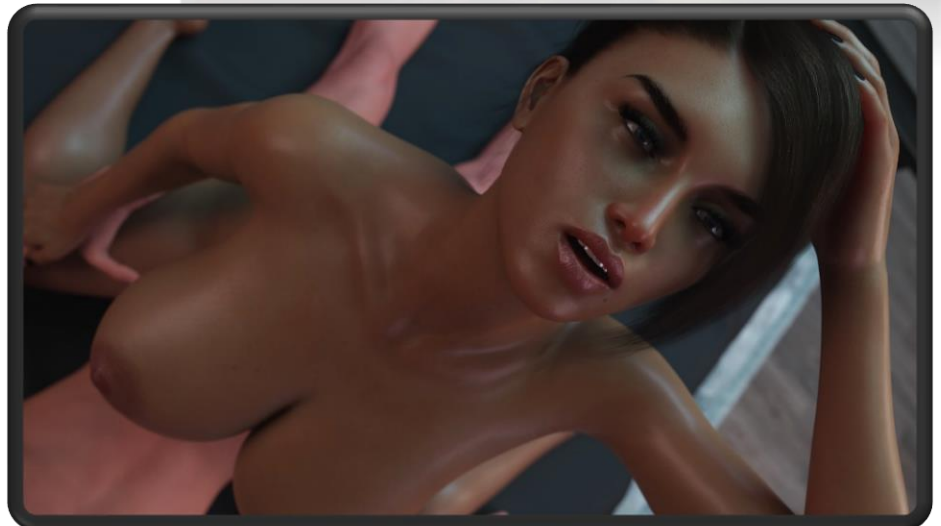
Josy & Maya

Play [Josy's & Maya's branch](#) and it will unlock during the episode. You cannot miss it.



Isabella

Play [Isabella's branch](#) and it will unlock during the episode. You cannot miss it.



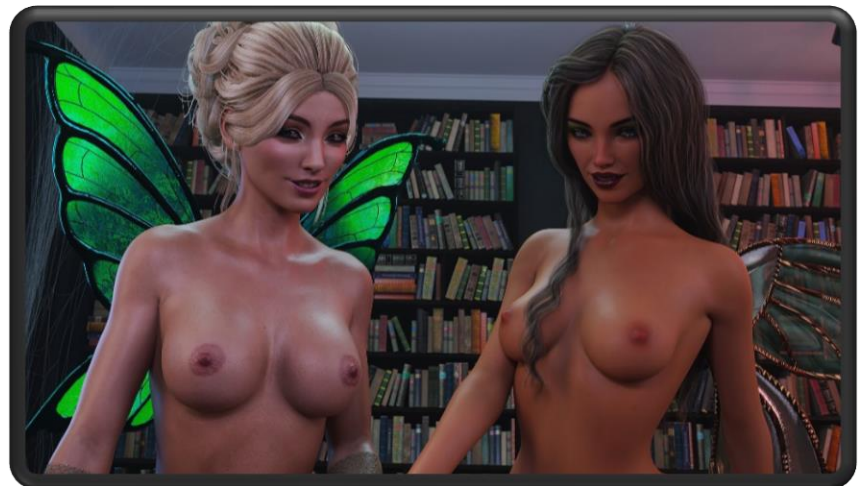
Jill

Play **Jill's branch** and it will unlock during the episode. You cannot miss it.



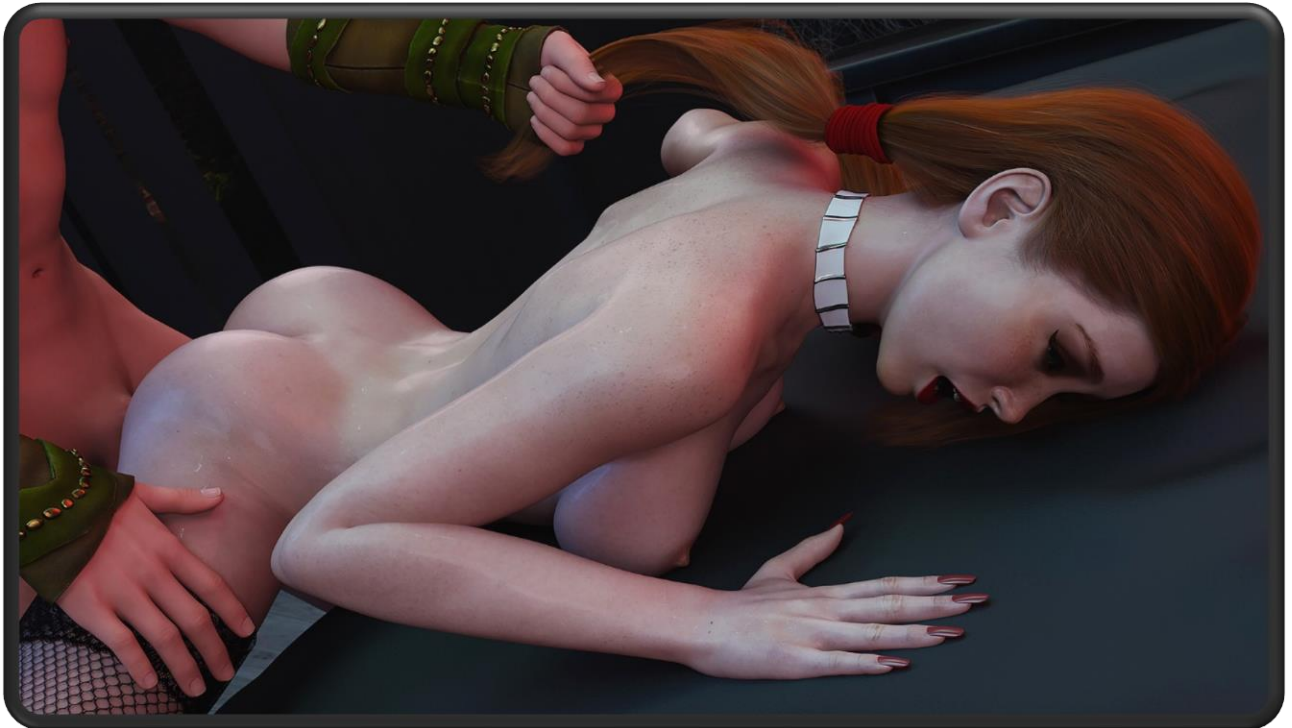
Josy & Maya

Play **Josy's & Maya's branch** and it will unlock during the episode. You cannot miss it.



Sage

Play **Sage's branch** and it will unlock during the episode. You cannot miss it.



Lily & Nicole

Play the **Others' branch** and end the night with Lily and Nicole at the end of the Halloween party. This is only available if Nicole likes you or if you got Lily's lewd scene in episode 7.



Quinn

Play the [Others' branch](#) and end the night with Quinn at the end of the Halloween party. This is only available if you got Quinn's park bench scene in episode 8.



Sarah & Melanie

Play the [Others' branch](#) and end the night with Sarah and Melanie at the end of the Halloween party. This is only available if you had at least one lewd scene with Sarah in episode 6 or 8, or had a lewd scene with Melanie in episode 4 or 8.



Lewd scenes – Episode 10

Madame Rose #1-3

To unlock these lewd scenes, you must play the **Others' branch** and accept Madame Rose back in episode 7. During a free roam event in your room, visit Madame Rose and buy her new services. The new ones for episode 10 are: Boobjob(\$\$), Footjob(\$) and Vaginal sex (\$\$\$\$).



Quinn

To unlock this lewd scene, you must play the **Others' branch** and have gotten Quinn's park bench scene in episode 8. Additionally, you must have won the mansion mini-game in episode 8. While driving in the car with Quinn, tell her you would still have come, and the lewd scene will unlock after she's done dealing with Buddy.



Maya

Play **Josy's & Maya's branch**; it will unlock if you spend time with Maya after the first free roam event in your room.



Josy

Play **Josy's & Maya's branch**; it will unlock if you spend time with Josy after the first free roam event in your room. If you got Josy's lewd scene in episode 5 and told her you liked pubic hair, it would be slightly different.



Jill

Play **Jill's branch** and it will unlock during the episode. You cannot miss it.



Nora

To unlock this lewd scene, you must play the **Others' branch** and have gotten Nora's number in episode 8. She will approach you at the gym and ask you out on a date. Accept and the lewd scene will unlock later in the episode.



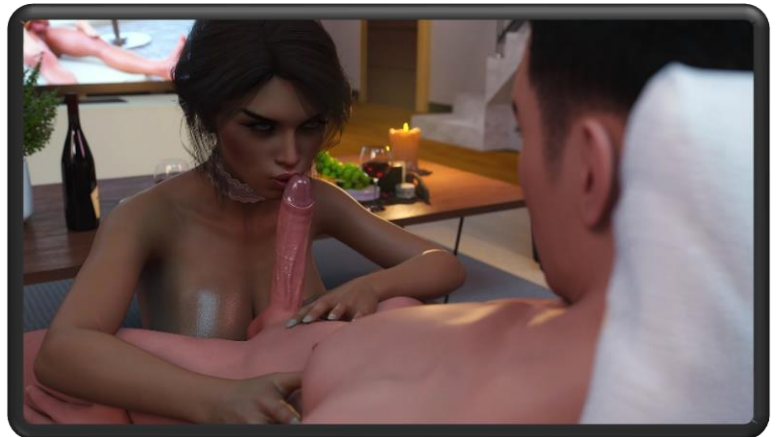
Nicole

To unlock this lewd scene, you must play the [Others' branch](#) and ended episode 9 together with Nicole and Lily. Nicole will ask if you want to date her, accept and don't cancel on her to make plans with Nora. The lewd scene will unlock during her date.



Isabella

Play [Isabella's branch](#) and it will unlock during the episode. You cannot miss it.



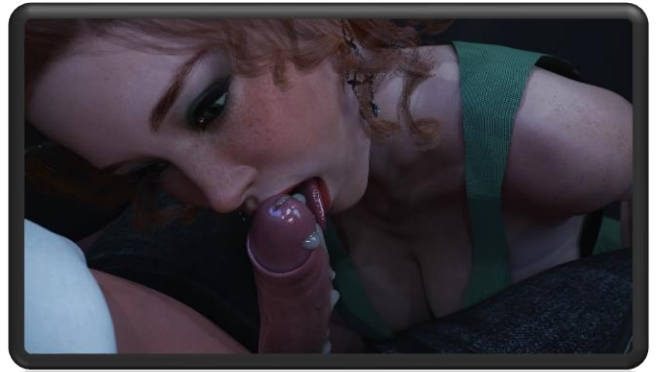
Cathy

To unlock this lewd scene, you must play the [Others' branch](#) and told Cathy that you wanted to continue with her in episode 5 and choose to stay and make out with her after class in episode 7. Accept her invitation to join her for coffee at her place and accept her advances to unlock the lewd scene.



Sage #1

Play **Sage's branch**. For the scene to unlock, you must have told Sage that she can surprise you with lewd stuff during her final lewd scene in episode 9. She will ask you to try something new at the movie theater during your date. Tell her she won't ruin the date by doing it, and the scene will unlock.



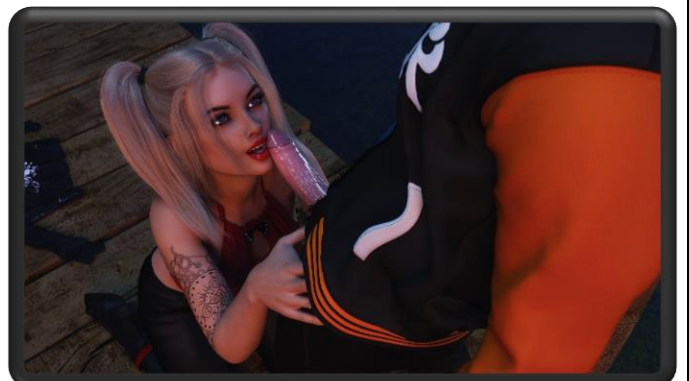
Riona

To unlock this lewd scene, you must play the **Others' branch** and have made out with Riona in episode 9. Choose to spend time with Riona during episode 10, and the lewd scene will unlock later in the episode during the DIKs' Thanksgiving free roam event.



Lily

To unlock this lewd scene, you must play the **Others' branch** and choose to roll with Lily. Lily will only ask you to roll if you got her lewd scene in episode 7. During the DIKs' Thanksgiving free roam event, she will pull you away from the crowd for the lewd scene.



Josy & Maya

Play **Josy's & Maya's branch** and it will unlock during the episode. You cannot miss it.



Sage #2

Play **Sage's branch** and it will unlock during the episode. You cannot miss it.



Glossary

RP Relationship points; a higher score means that someone likes you more.

DIK point A point that is added or subtracted to your **DIK** score.

DIK score Think of your **DIK** score as your current behavior. Having a higher score means that you are something of a bad boy, whereas a lower score means that you're more of a nice guy.

Affinity Think of your affinity as your personality. Your major choices shape it. You will either have a **DIK**, a **CHICK**, or a Neutral affinity. Your affinity may enable or disable certain choices and affect your story in other ways.



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