Grandma's House 0.50 Walkthrough rev 1.17

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Grandma's House

By Moonbox

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

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

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

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

Legend

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

More complex values will be written as text instead:

girls kissed +20

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

Bubu is at least 5 girls kissed is at least 25

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

¿Granny¡
¡grandmas kissed +20¡

Icons

:+1 Relationship point :-1 Relationship point

Flow Symbols



Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this $\frac{decide something}{decide something}$

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

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

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

For example let's define some karate belts and assign each one to a numerical value:

 $0 \Rightarrow$ white belt ^{#78}, $1 \Rightarrow$ yellow belt ^{#78}, $2 \Rightarrow$ orange belt ^{#78}
If in the code the condition checks that the value must be at least 1 (kg)

If in the code the condition checks that the value must be at least 1 (karate_belt >= 1) It will be listed like this: karate belt: [yellow, orange] #78

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

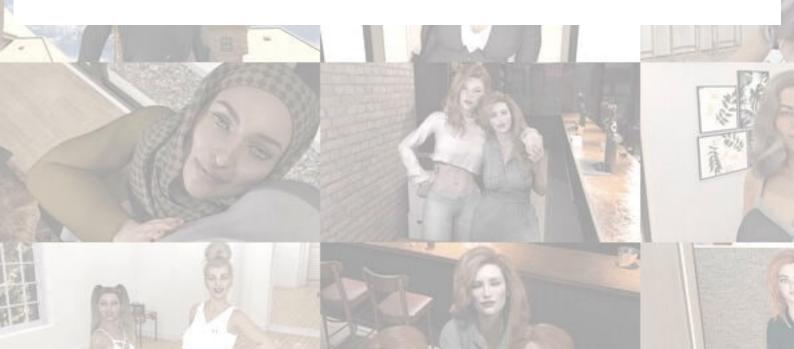
Reversed decisions that do not impact the story (yet) will be displayed like this: ¿did not agree; #55

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

Enjoy the game!

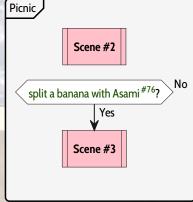
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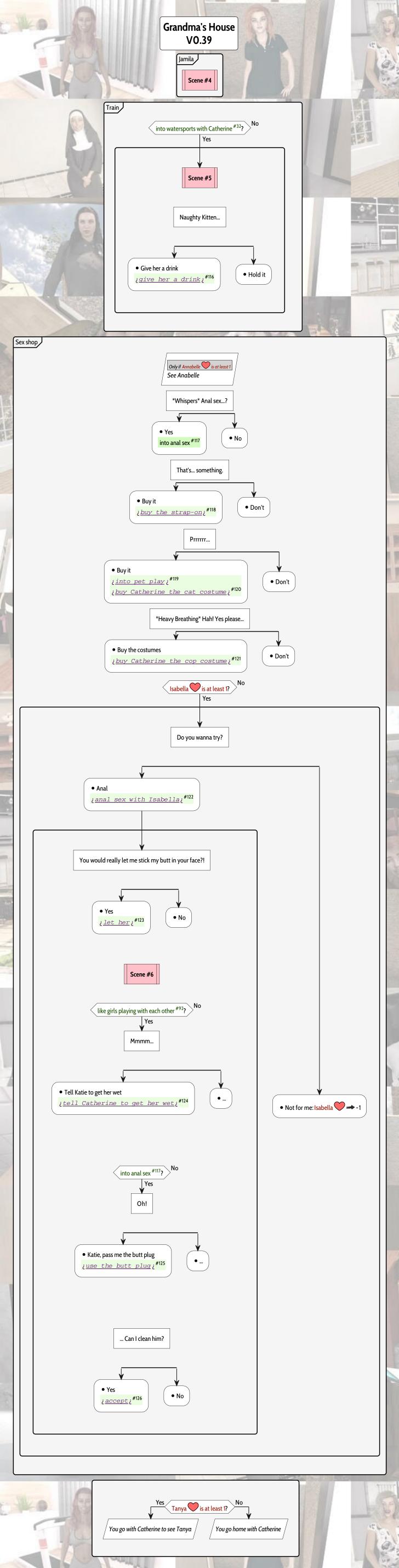
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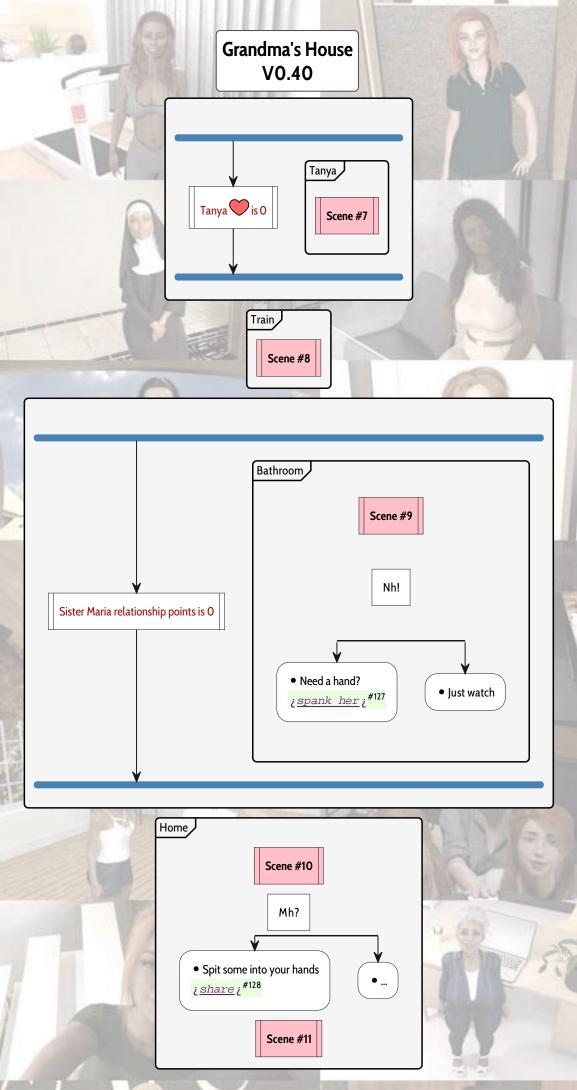


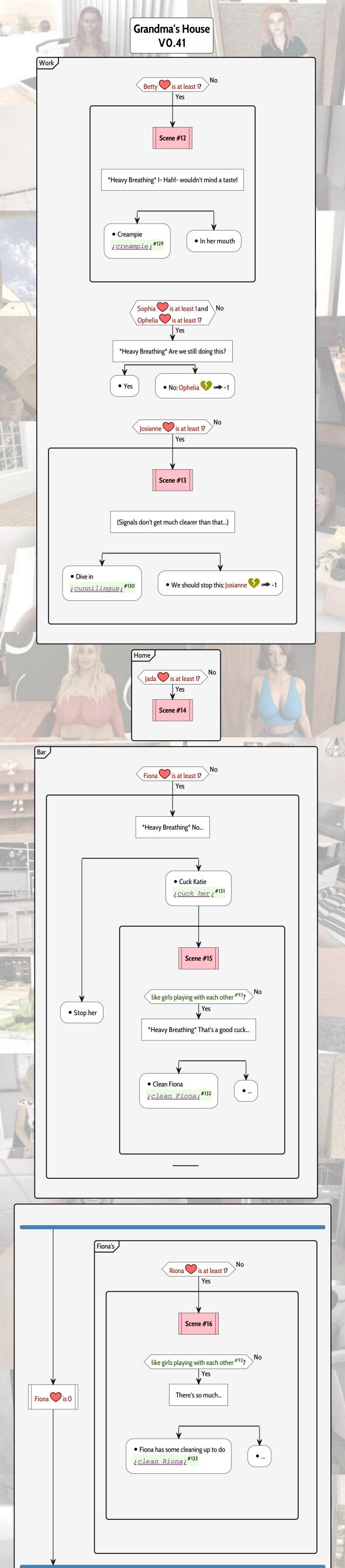
Only if not ok with drinking Jamila's breast milk not breastfeeding from Jamila #109

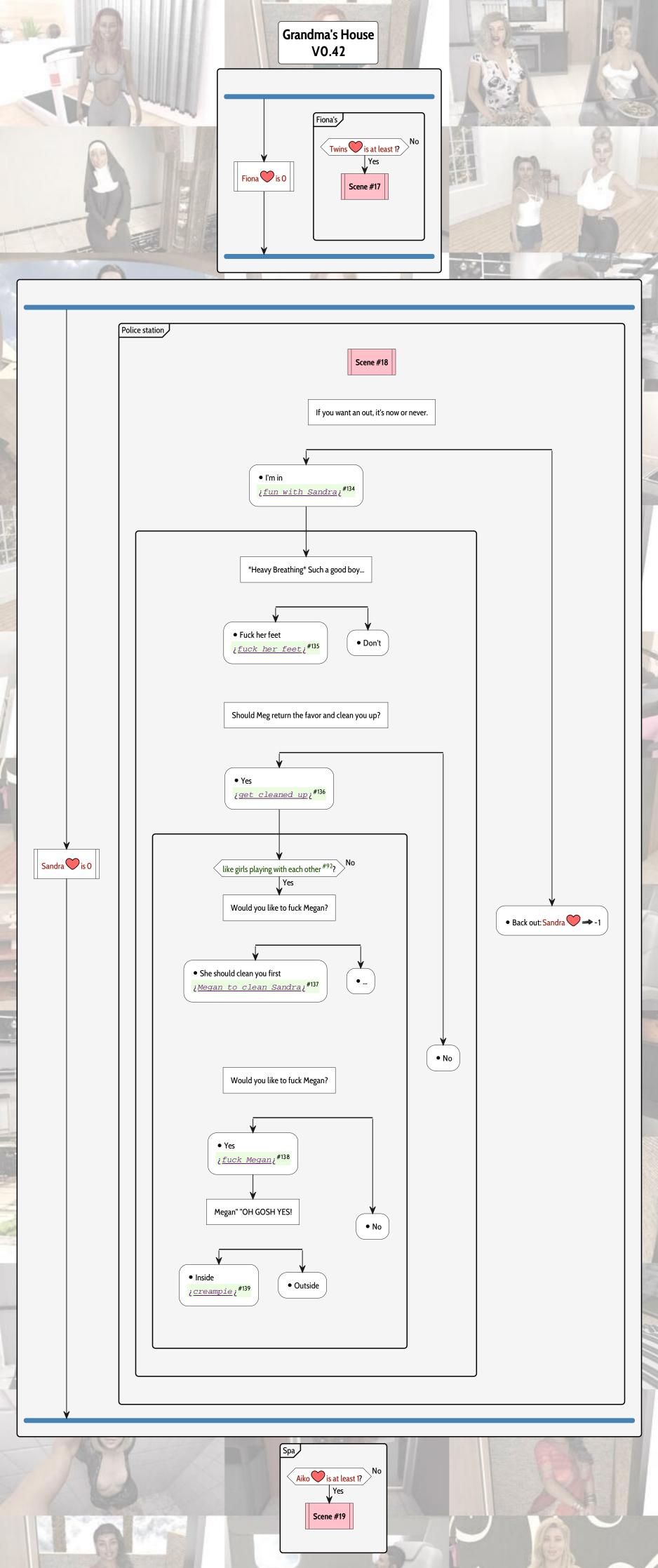


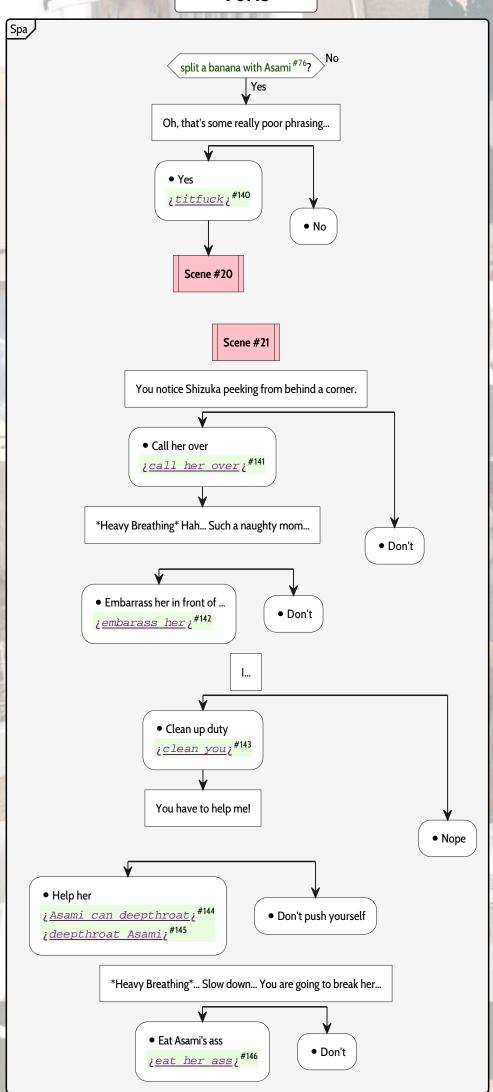


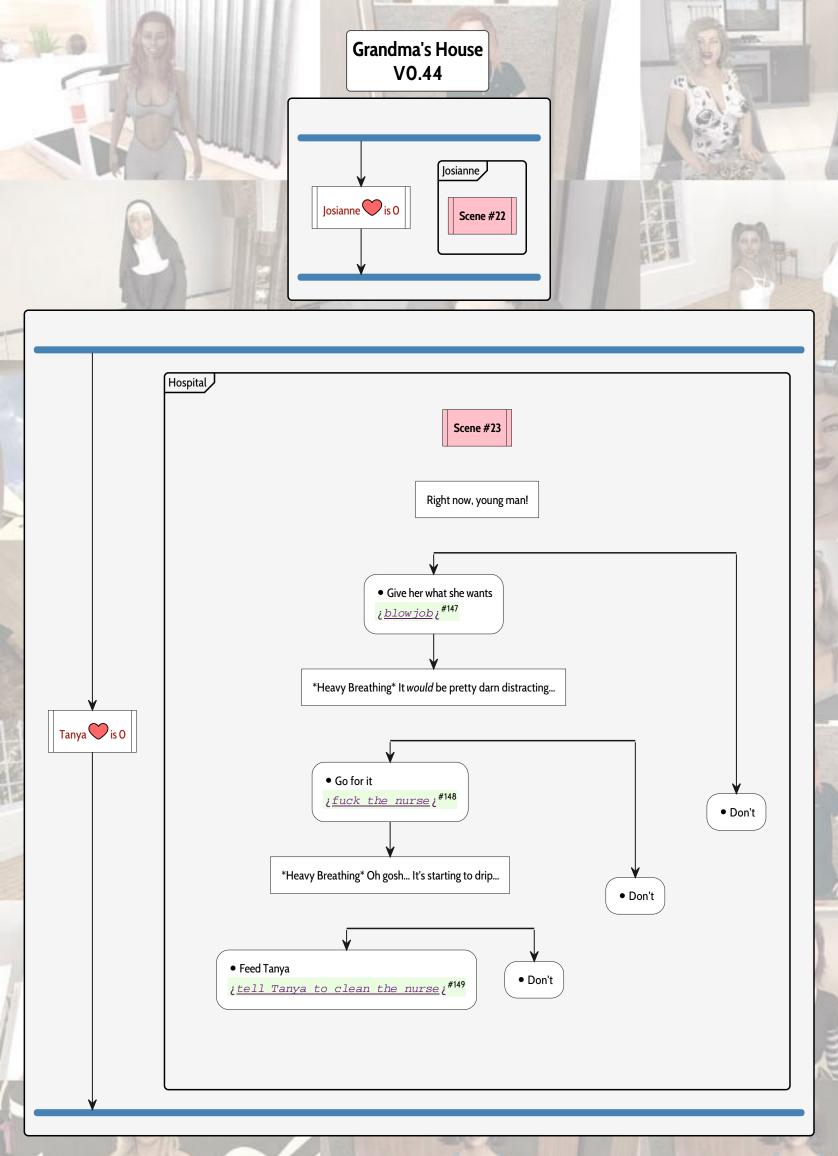


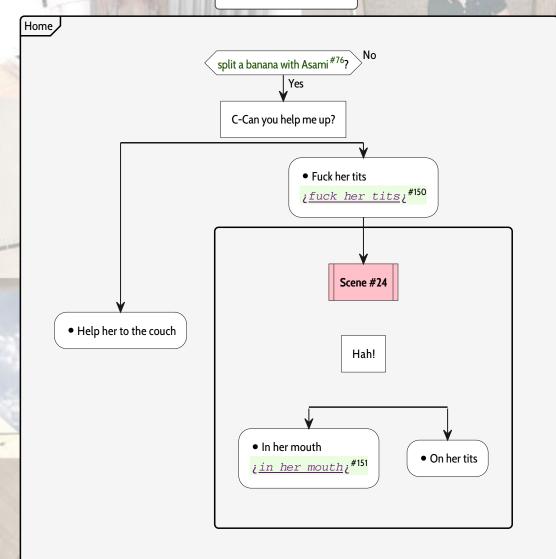


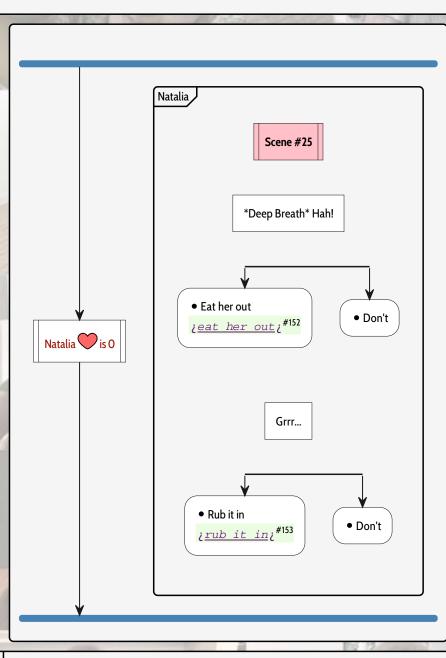


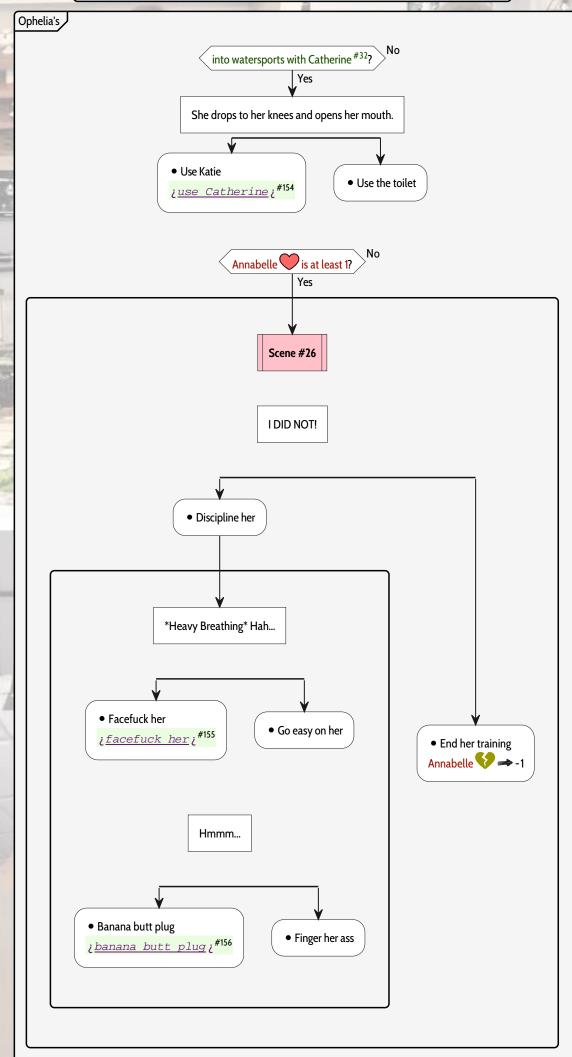


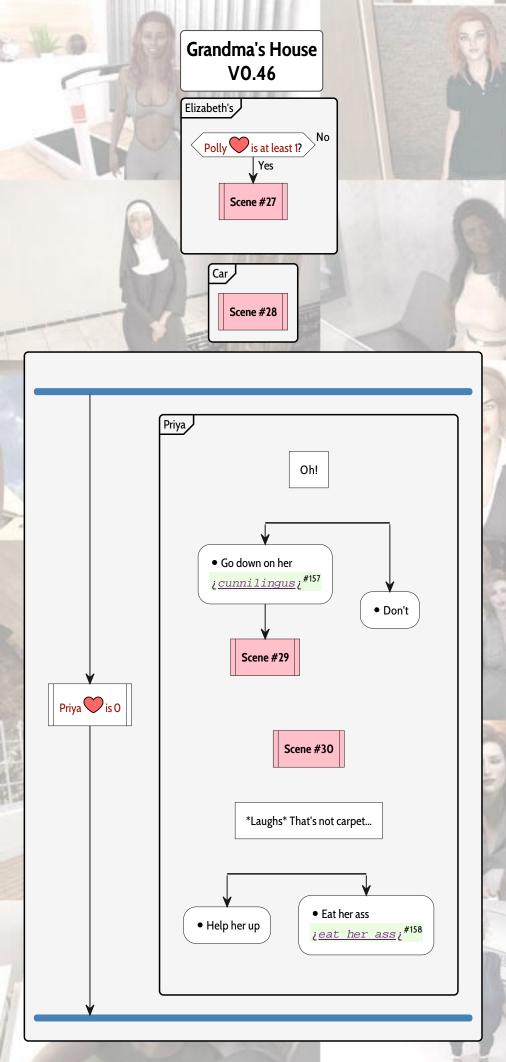


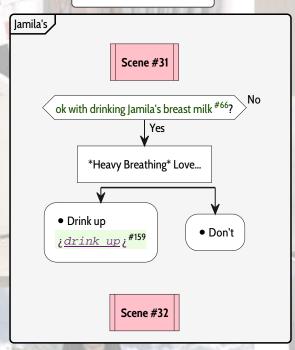


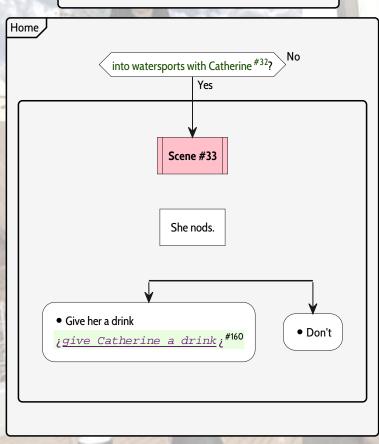


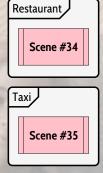


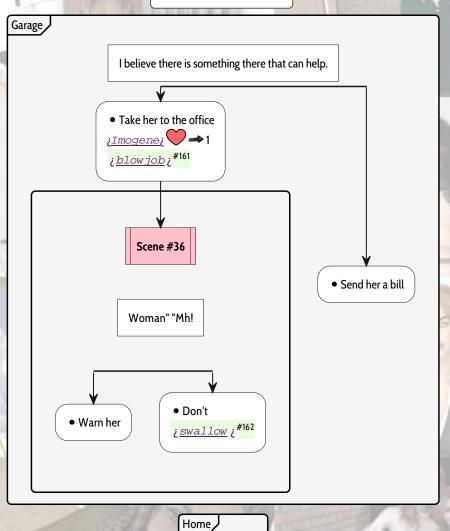


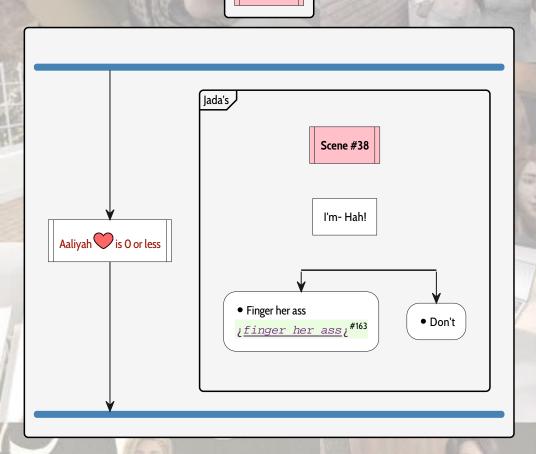




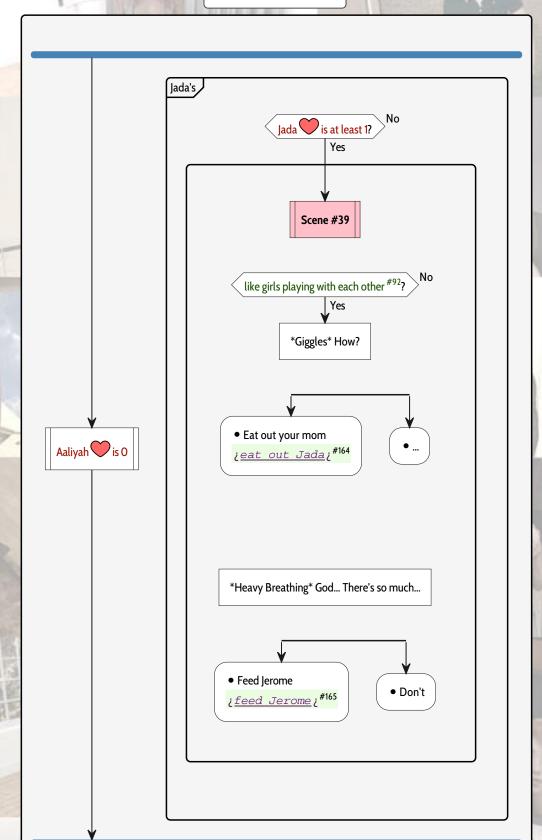


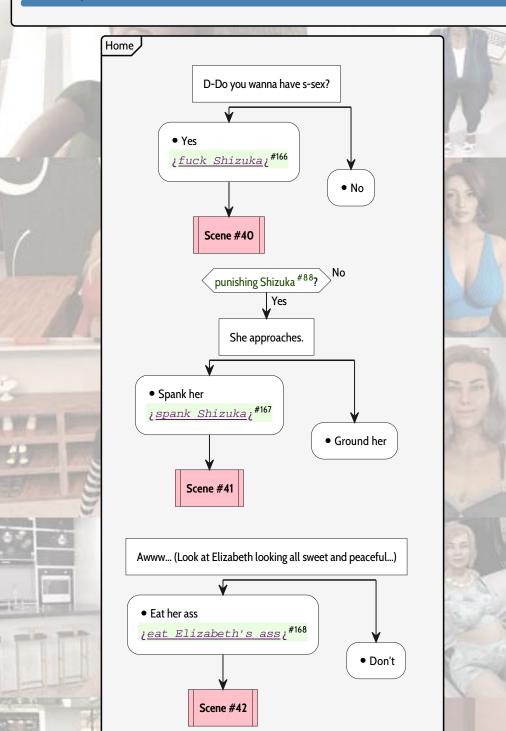


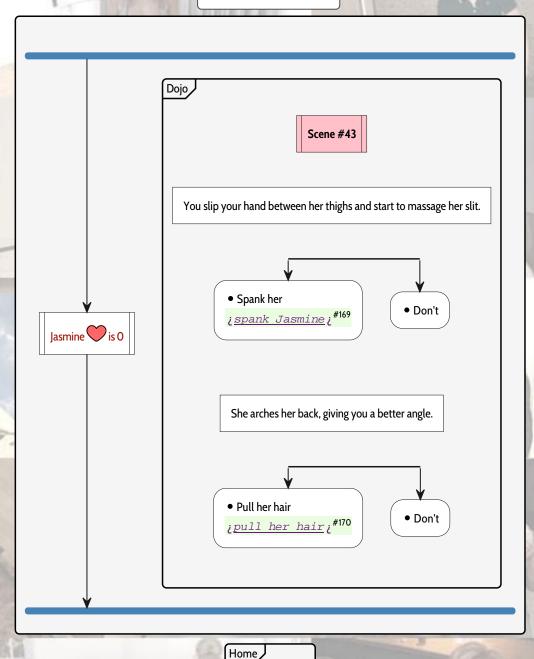




Scene #37







Scene #44



unset variable

check current value

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

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

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

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

variable: The variable

Character variables

definition: what it represents

definition

Game Decisions Variables

label: The label as found in the walkthrough

set variable: what to type in the developer console to turn the variable on unset variable: what to type in the developer console to turn the variable off

check current value: what to type in the developer console to check the current value

variable

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

set variable / new value

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

	unset variable	check current value
day90catDrink = 1	day90catDrink = 0	day90catDrink
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straponEnabled = 1	straponEnabled = 0	straponEnabled
petplayEnabled = 1	petplayEnabled = 0	petplayEnabled
catCat = 1	catCat = 0	catCat
catCop = 1	catCop = 0	catCop
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day90catClean = 1	day90catClean = 0	day90catClean
day90isaButtplug = 1	day90isaButtplug = 0	day90isaButtplug
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day93catNTR = 1	day93catNTR = 0	day93catNTR
day93catCleanFiona = 1	day93catCleanFiona = 0	day93catCleanFiona
day93fionaClean = 1	day93fionaClean = 0	day93fionaClean
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		day94copFootjob
		day94copFootjob day94meganClean
		day94meganCleanSandra
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		day97shizukaTJ
		day97shizukaSwallow
		day97nataliaCunni
		day97larry
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	day100gummerSwallow = 0	
day100gummerSwallow = 1		day100gummerSwallow
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