Where the Heart Is S1_Beta Walkthrough rev 1.1

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Where the Heart Is

By CheekyGimp

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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 Lesbianism point : +1 point (positive) : -1 point (negative)

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 ⇒ white belt **78, 1 ⇒ yellow belt **78, 2 ⇒ orange belt **78

If in the code the condition checks that the value must be at least 1 (karate_belt >= 1)

It will be listed like this: karate belt: [yellow, orange] **78

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

i agree i #55

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

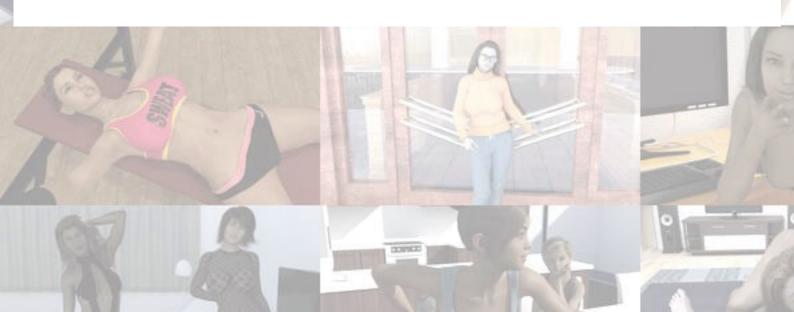
¿did not agree ¿ #55

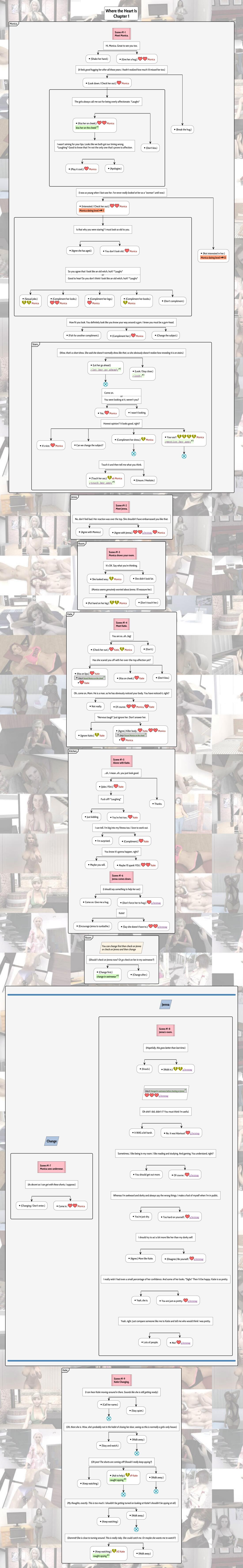
Check the last page of the walkthrough to learn how you can use the developer console to $\frac{1}{100}$ alter their value for your benefit: $\frac{1}{100}$.

Enjoy the game!

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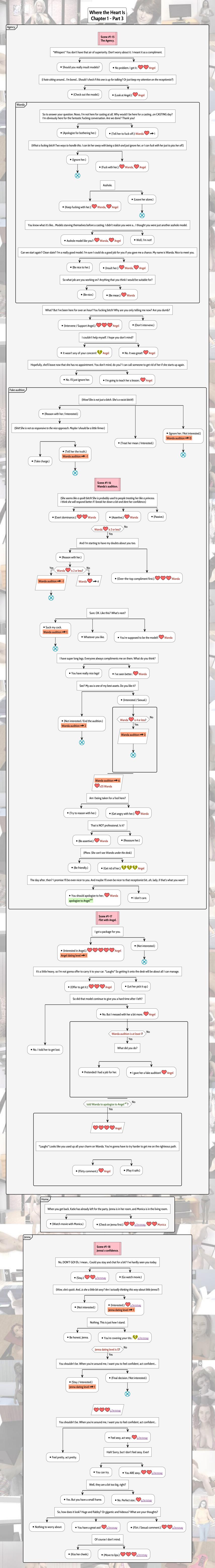
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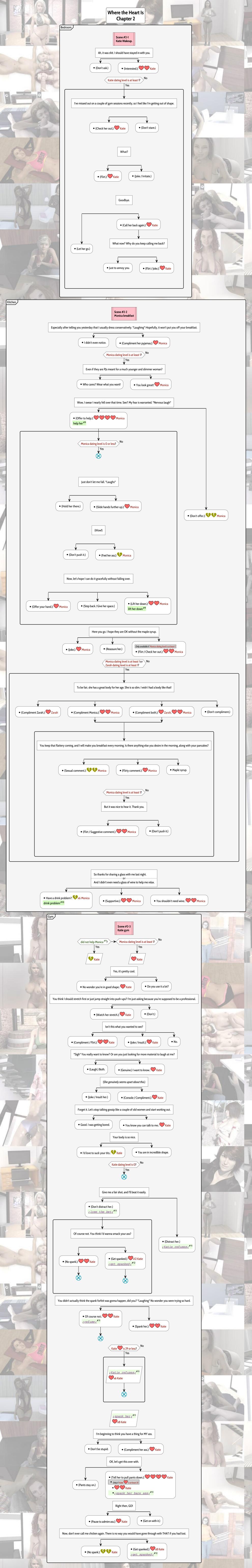


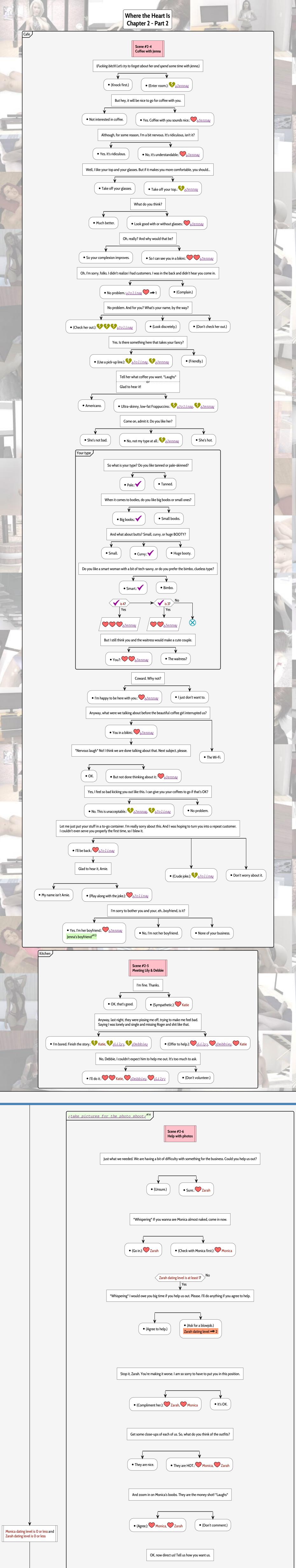


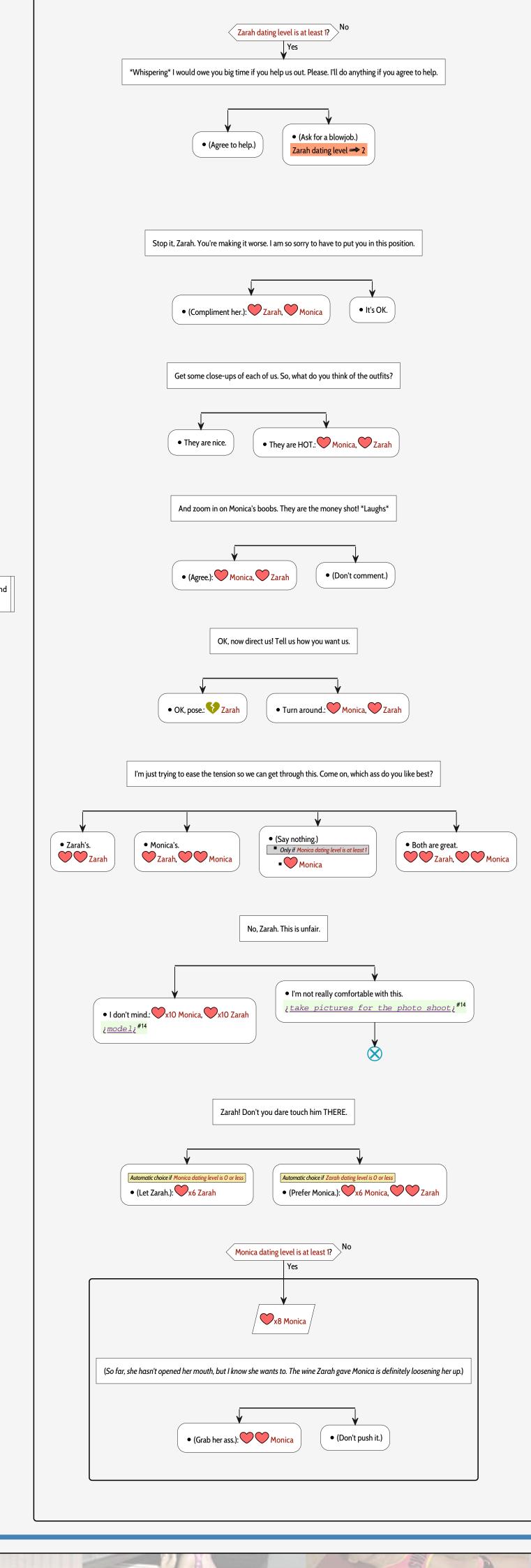
• Yeah, sure.

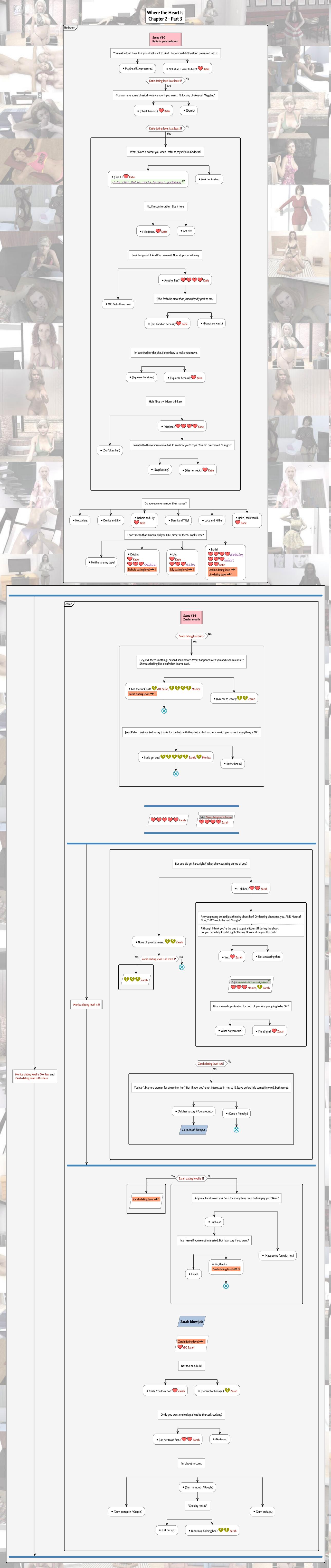
• No. (Stay with Monica and Jenna.): Monica, ViJennai

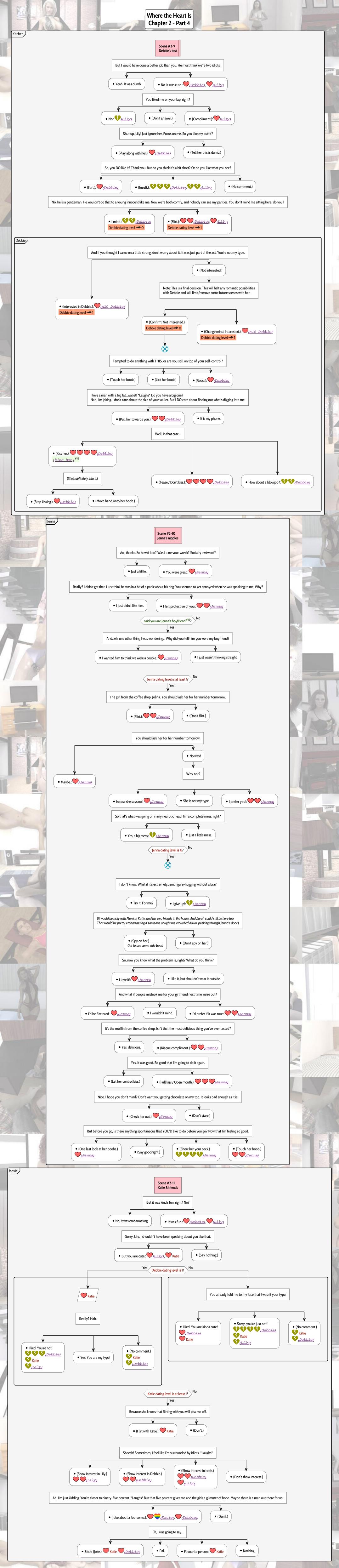


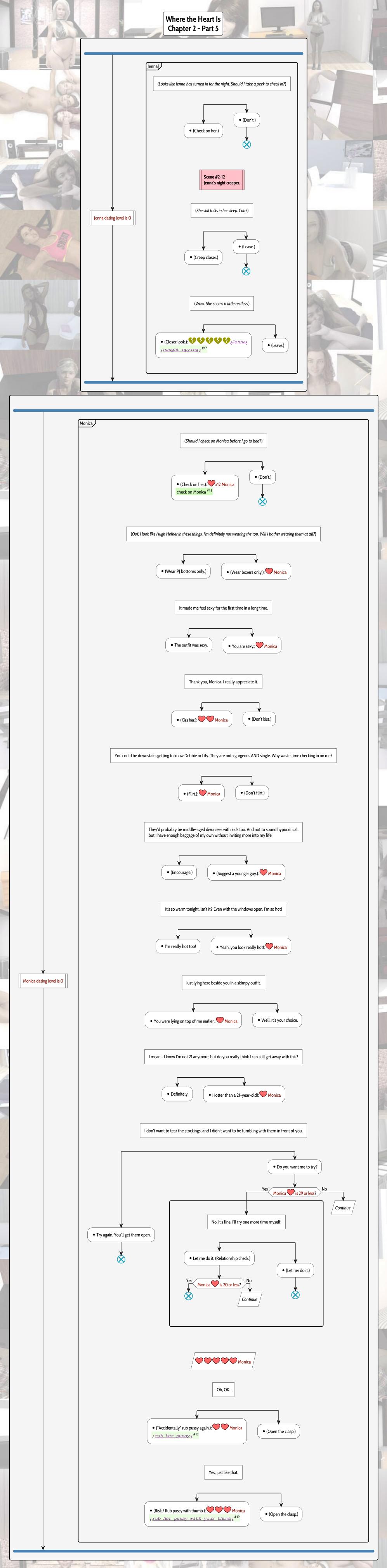


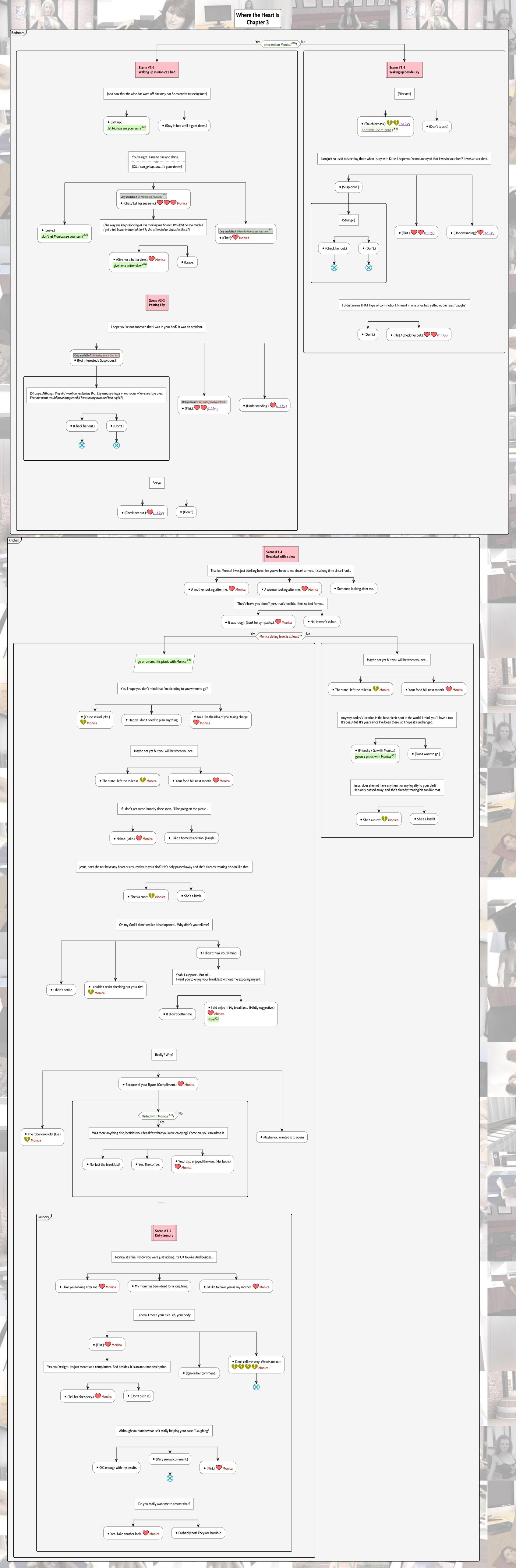


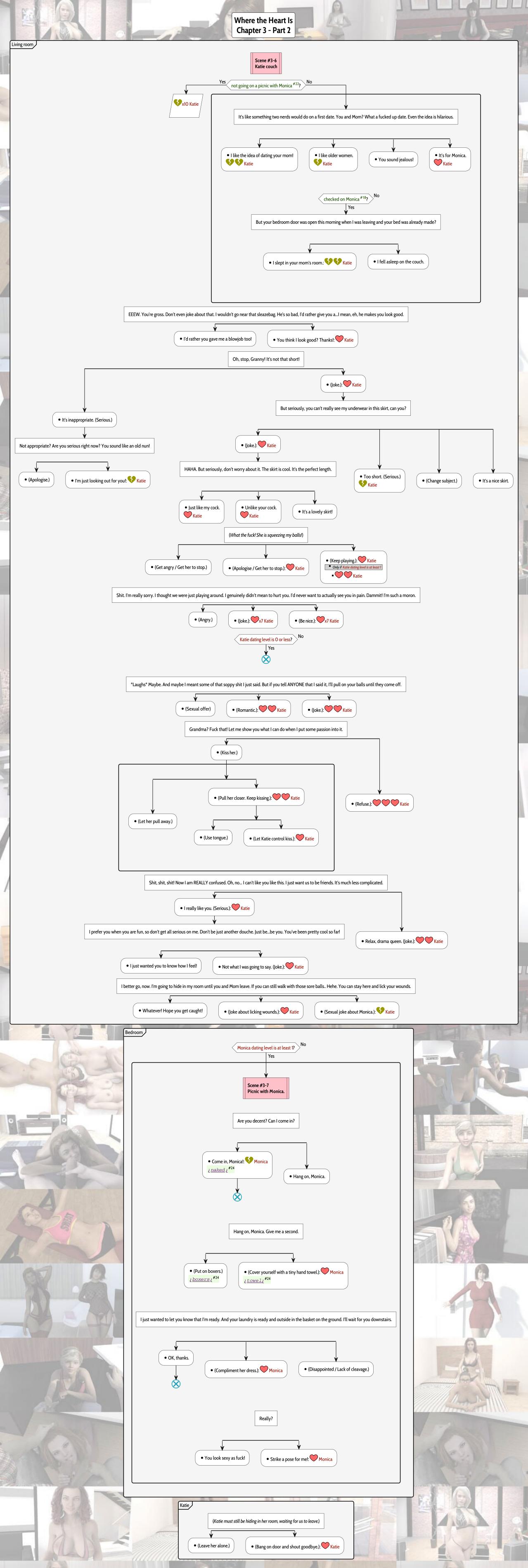




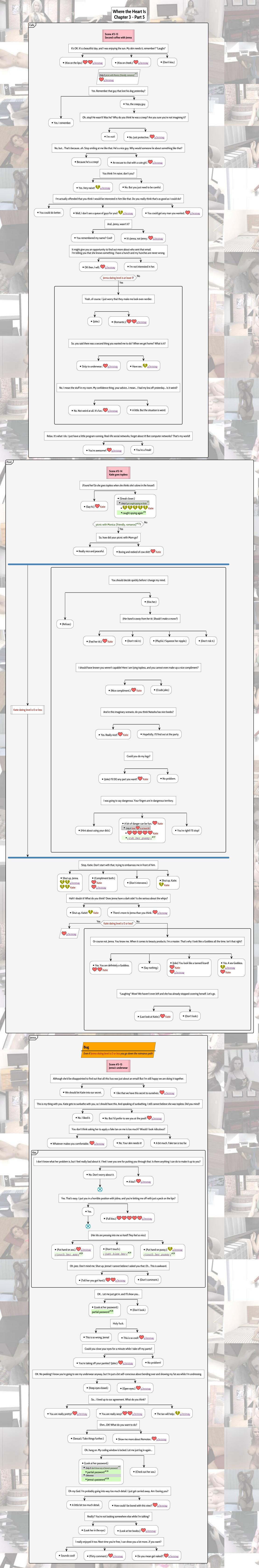


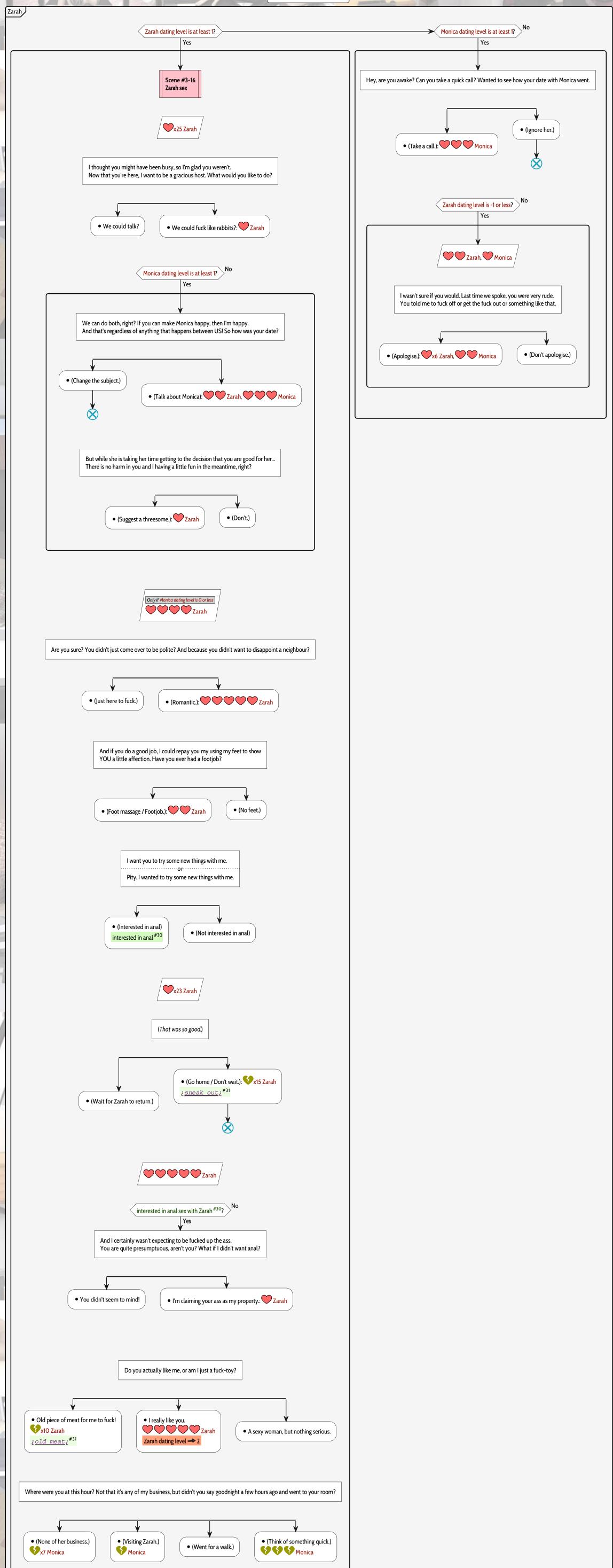














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Cheat without a MOD

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

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

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

Character variables

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

variable	definition	set variable / new value	unset variable	check current value
Angel	Angel relationship points	Angel = value		Angel
Debbie	Debbie relationship points	Debbie = value		Debbie
Jenna	Jenna relationship points	Jenna = value		Jenna
Jolina	Jolina relationship points	Jolina = value		Jolina
Katie	Katie relationship points	Katie = value		Katie
KLesb	Katie lesbianism points	KLesb = value		KLesb
Lily	Lily relationship points	Lily = value		Lily
Monica	Monica relationship points	Monica = value		Monica
Wanda	Wanda relationship points	Wanda = value		Wanda
Zarah	Zarah relationship points	Zarah = value		Zarah
Angel_Date	Angel dating level	Angel_Date = value		Angel_Date
DDate	Debbie dating level	DDate = value		DDate
JDate	Jenna dating level	JDate = value		JDate
KDate	Katie dating level	KDate = value		KDate
LDate	Lily dating level	LDate = value		LDate
MDate	Monica dating level	MDate = value		MDate
WD3_Aud	Wanda audition	WD3_Aud = value		WD3_Aud
ZDate	Zarah dating level	ZDate = value		ZDate
Temp	Jenna girl type	Temp = value		Temp
C1_Z_Flirt	Flirt with Zarah	C1_Z_Flirt = value		C1_Z_Flirt
C1_Barman	Monica intoxication level	C1_Barman = value		C1_Barman

MTemp = value

Game Decisions Variables

interested in anal $^{\#30}$

¿after fuckinh Zarah¡#31

Monica temporary lust

MTemp

label: The label as found in the walkthrough set variable: what to type in the developer console to turn the variable on unset variable: what to type in the developer console to turn the variable off check current value: what to type in the developer console to check the current value					
label	set variable	unset variable	check current value		
kiss her on the cheek ^{#1}	C1_MonPeck = 1	C1_MonPeck = 0	C1_MonPeck		
¿Monicaon the stairs;# ²	touch her ass: E1S1_Stairs = -2 mention her ass: E1S1_Stairs = -1 let her go ahead: E1S1_Stairs = 0 look at it: E1S1_Stairs = 1	ElS1_Stairs = 0	E1S1_Stairs		
change in swimwear ^{#3}	C1_JenShorts = 1	C1_JenShorts = 0	C1_JenShorts		
spy on Katie ^{#4}	<pre>don't: C1_Creeper = 0 caught: C1_Creeper = 1 caught again: C1_Creeper = 2</pre>	C1_Creeper = 0	C1_Creeper		
Monica and your bulge ^{#5}	take it out: C1_MGrab = 0 let Monica take it out: C1_MGrab = 1 walk away: C1_MGrab = 2	C1_MGrab = 0	C1_MGrab		
¿ <u>fetish</u> ;#6	MILF fetish: C1_Mommy = 1 mommy fetish: C1_Mommy = 2	C1_Mommy = 0	C1_Mommy		
apologize to Angel ^{#7}	D1_Angel_Apology = 1	D1_Angel_Apology = 0	D1_Angel_Apology		
<u>ikiss Monica</u> ; ^{#8}	<pre>don't: C1_MonKiss = 0 kiss her: C1_MonKiss = 1 rebuffed kiss: C1_MonKiss = 2 hold the kiss: C1_MonKiss = 3 rebuffed boob: C1_MonKiss = 4 touch her boob: C1_MonKiss = 5</pre>	C1_MonKiss = 0	C1_MonKiss		
helping Monica ^{#9}	don't help her: C2_MonFell = 0 help her: C2_MonFell = 1 lift her down: C2_MonFell = 2	C2_MonFell = 0	C2_MonFell		
drink problem ^{#10}	MTemp0001 = 1	MTemp0001 = 0	MTemp0001		
<u>¡Katie gym bet</u> ¡ ^{#11}	lost the bet: KSpank = 0 Katie refuses: KSpank = 1 don't spank: KSpank = 2 spank with shorts: KSpank = 3 spank bare ass: KSpank = 4	KSpank = 0	KSpank		
iget spanked i #12	KSpankMC = 1	KSpankMC = 0	KSpankMC		
Jenna's boyfriend ^{#13}	JTemp = 1	JTemp = 0	JTemp		
į <u>photo shoot</u> į ^{#14}	take pictures: c2_Shoot = 1 model: c2_Shoot = 2	C2_Shoot = 0	C2_Shoot		
¿like that Katie calls herself goddess; #15	KGoddess = 1	KGoddess = 0	KGoddess		
į <u>kiss her</u> į ^{#16}	C2_DebKiss = 1	C2_DebKiss = 0	C2_DebKiss		
icaught spying i #17	C2_Creeper = 1	C2_Creeper = 0	C2_Creeper		
check on Monica ^{#18}	C2_MonVisit = 1	C2_MonVisit = 0	C2_MonVisit		
indica's pussy; #19	rub it: C2_PussyRub = 1 with thumb: C2_PussyRub = 2	C2_PussyRub = 0	C2_PussyRub		
Monica and your erection ^{#20}	did not see it: C3_M_Glory = 0 saw it: C3_M_Glory = 1 better view: C3_M_Glory = 2	C3_M_Glory = 0	C3_M_Glory		
<u>įtouch her ass</u> į ^{#21}	Temp_C3S2_Felt_Lily_ass = 1	Temp_C3S2_Felt_Lily_ass = 0	Temp_C3S2_Felt_Lily_ass		
picnic with Monica ^{#22}	<pre>don't go: C3_Picnic = 0 friendly: C3_Picnic = 1 romance: C3_Picnic = 2</pre>	C3_Picnic = 0	C3_Picnic		
flirt ^{#23}	Temp_C3S3_Mon_flirty = 1	Temp_C3S3_Mon_flirty = 0	Temp_C3S3_Mon_flirty		
¿Monica sees you;# ²⁴	<pre>naked: C3_M_View = 0 towel: C3_M_View = 1 boxers: C3_M_View = 2</pre>	C3_M_View = 0	C3_M_View		
¿picnic with Monica;#25	kiss her: MD3Kiss = 1 finger her rebuffed: MD3Kiss = 2 finger her: MD3Kiss = 3	MD3Kiss = 0	MD3Kiss		
¿ <u>creampie</u> ; ^{#26}	WD3_Cum = 1	WD3_Cum = 0	WD3_Cum		
į <u>rub her pussy</u> į ^{#17}	C3_K_Finger = 1	C3_K_Finger = 0	C3_K_Finger		
Jenna's password ^{#28}	don't know: JPassword = 0 partial: JPassword = 1 know: JPassword = 2	JPassword = 0	JPassword		
į <u>kiss Jenna</u> į ^{#29}	kiss only: C3_J_Kiss = 1 touch her ass: C3_J_Kiss = 2	C3_J_Kiss = 0	C3_J_Kiss		

touch her pussy: C3_J_Kiss = 3

call her old meat: C3_Z_Sneak = 1

sneak out: C3_Z_Sneak = 2

 $C3_Z_Anal = 0$

 $C3_Z_Sneak = 0$

C3_Z_Anal

C3_Z_Sneak

 $C3_Z_Anal = 1$

MTemp