RaceOfLife Episode_3.1_Extra_hotfix_v3 Walkthrough rev 1.1

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RaceOfLife

By Underground Studio https://www.patreon.com/undergroundstudio

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



Flow Symbols



Skip until the next section

Decision labels

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

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

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

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

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

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

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

It will be listed like this: karate belt: [yellow, orange] ^{#78}

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this: i agree ; #55

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

¿<u>did not agree</u>;#55

Check the last page of the walkthrough to learn how you can use the developer console to $\frac{\text{cheat}}{\text{chent}}$ alter their value for your benefit: ($\frac{\text{link}}{\text{chent}}$).

Enjoy the game!

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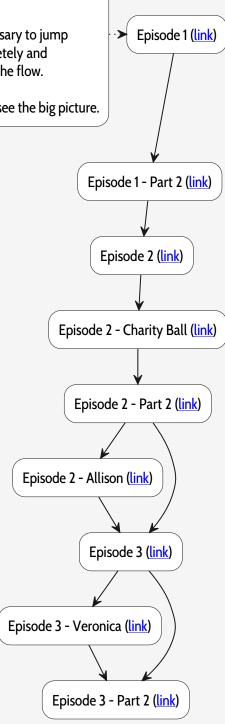
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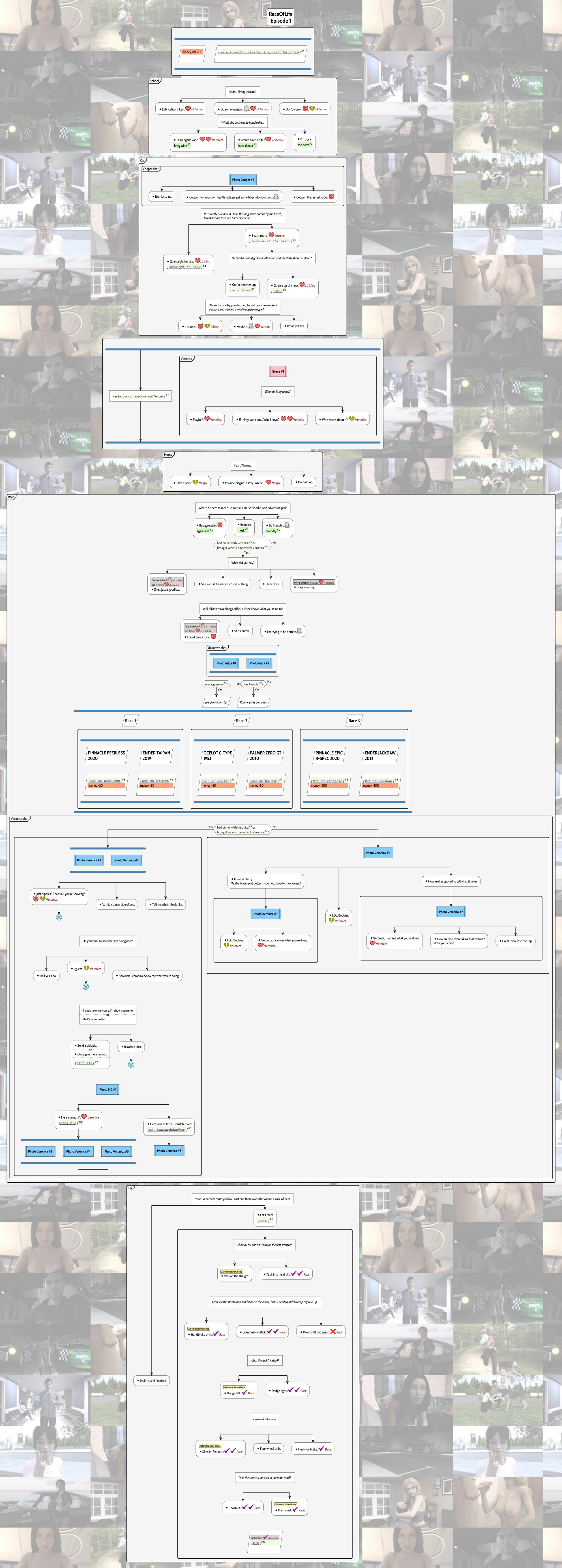
Overview[\]

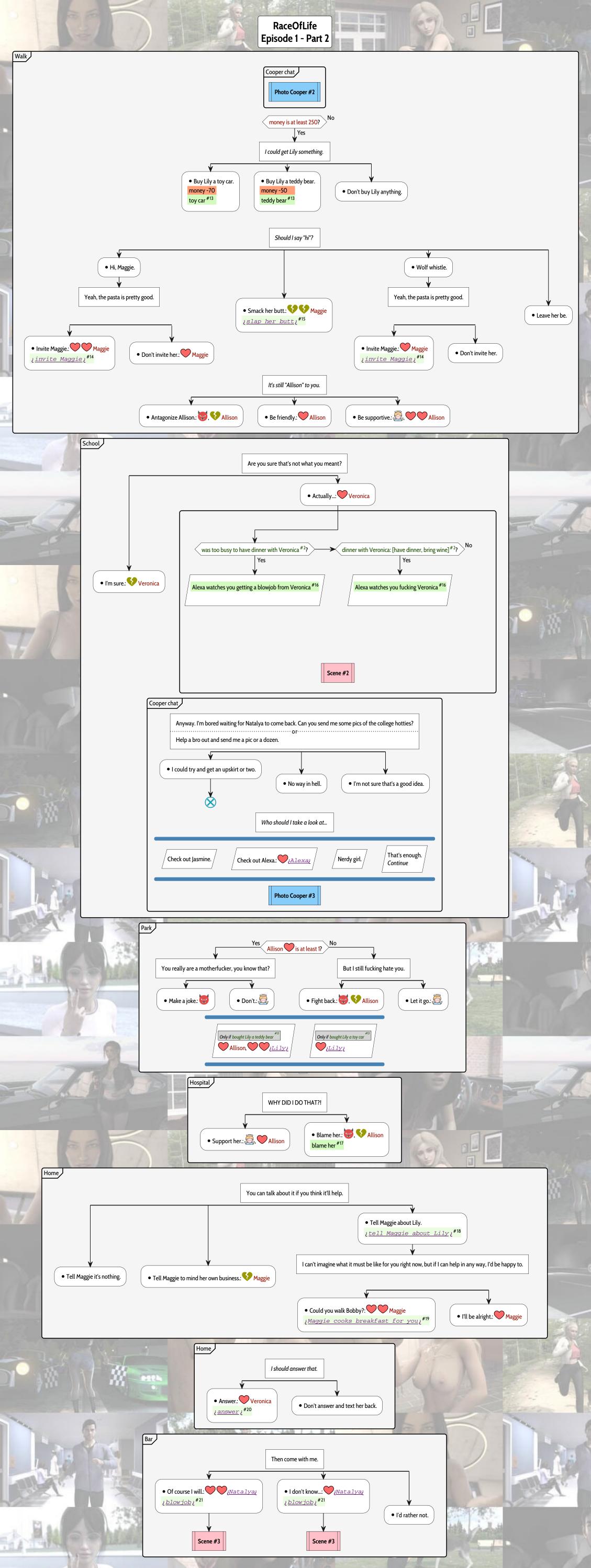
The walkthrough tries to be linear and some sections should be skipped depending on the listed condition(s).

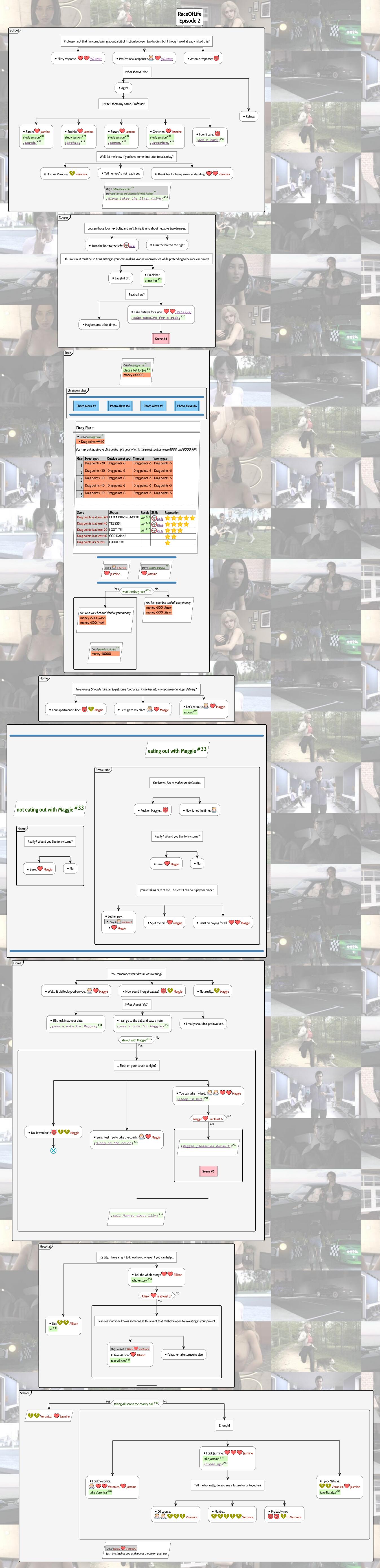
However sometimes it is necessary to jump ahead to a new section completely and this can make it harder to *see* the flow.

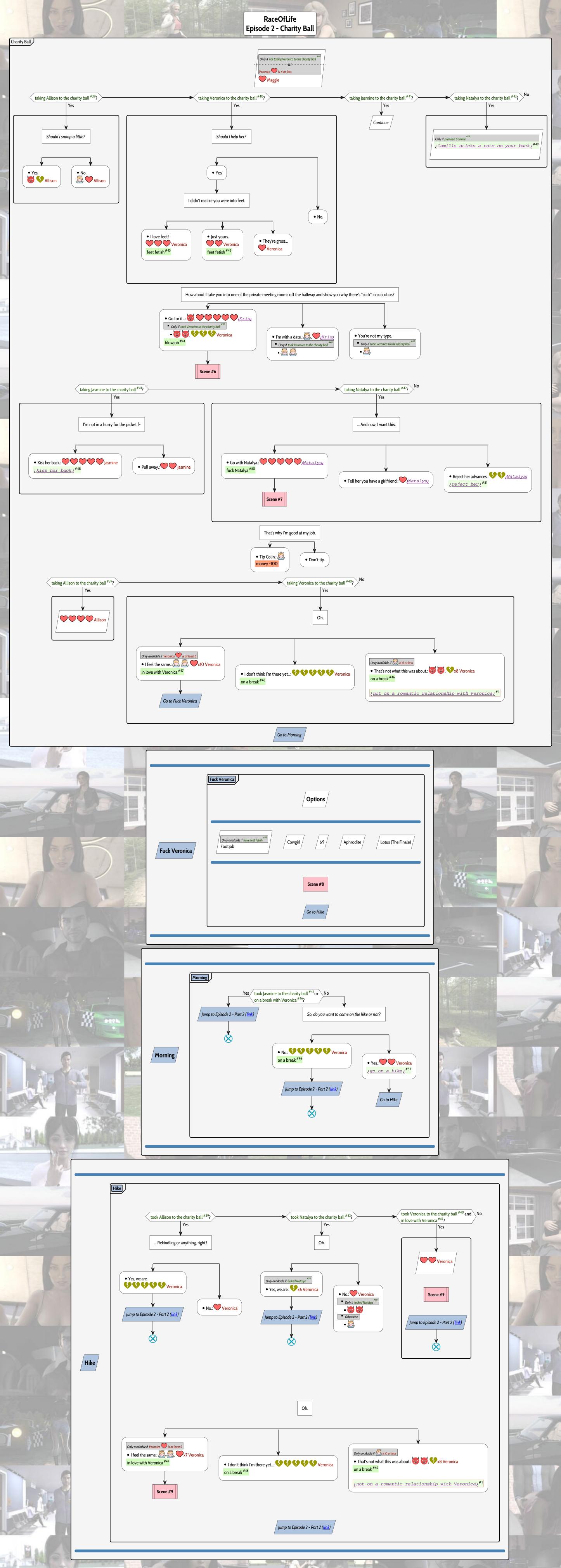
Refer to this overview page to see the big picture.

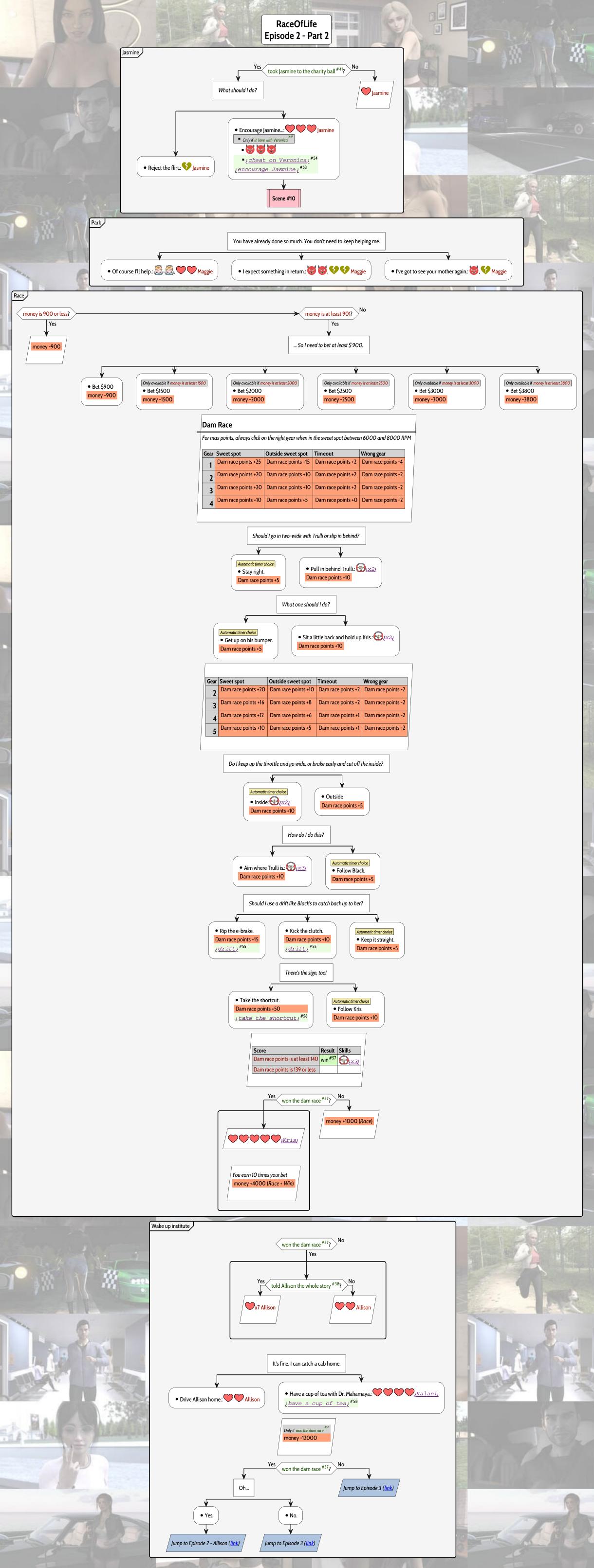


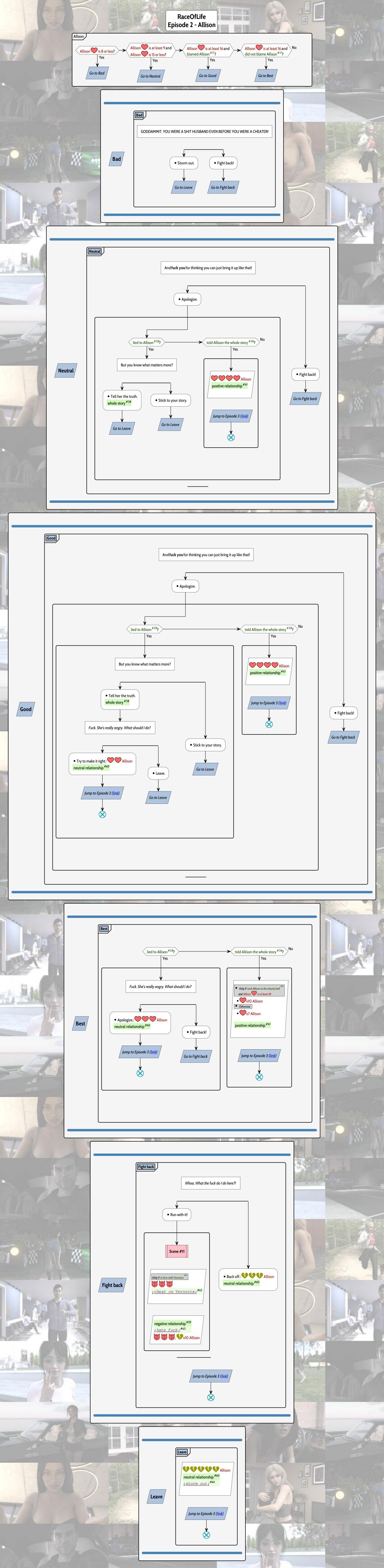


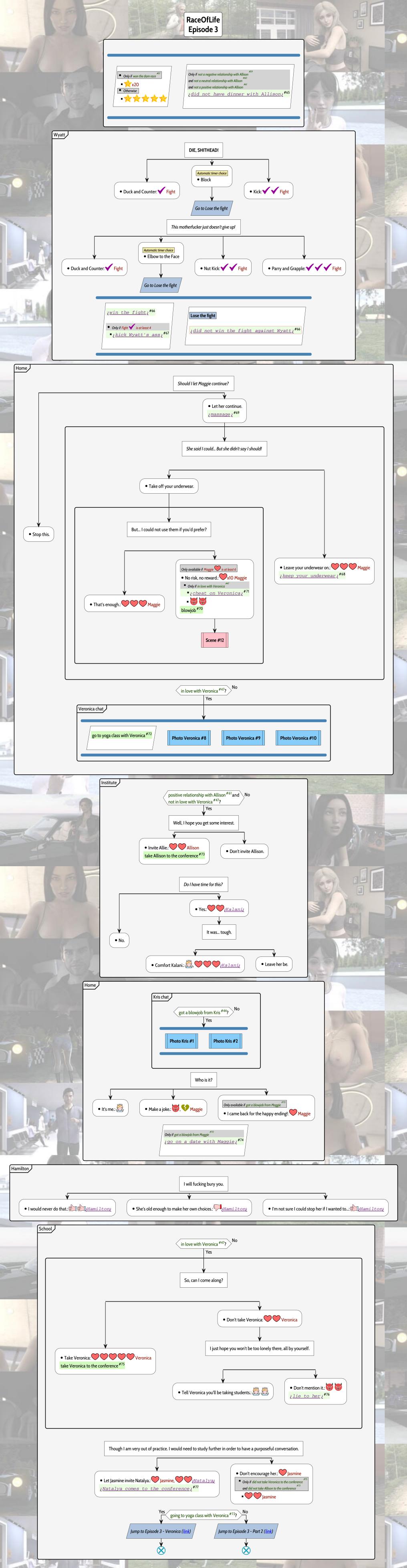




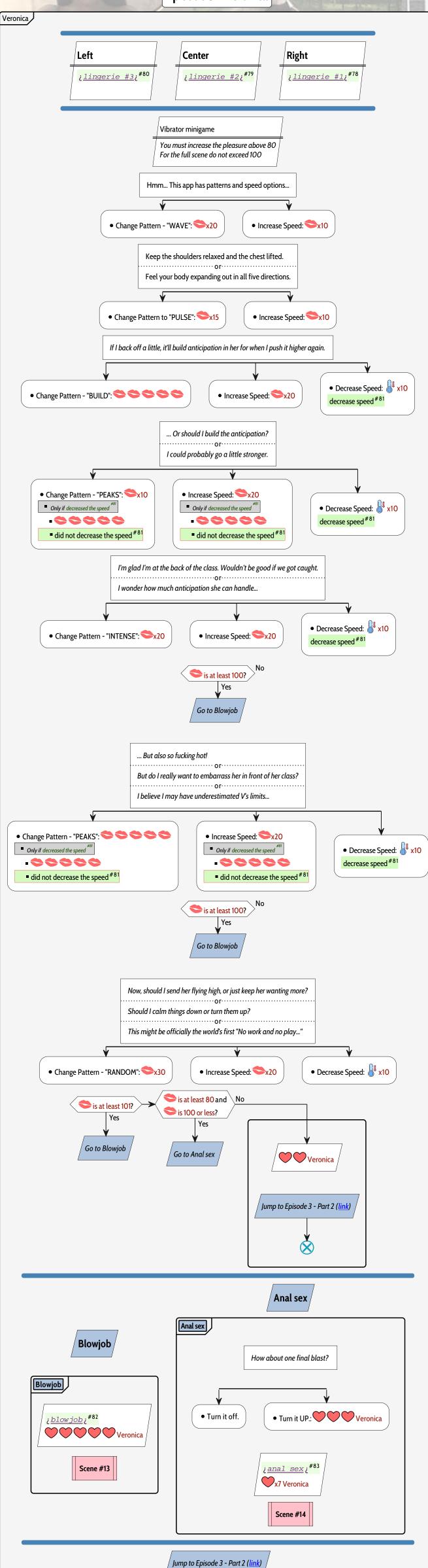


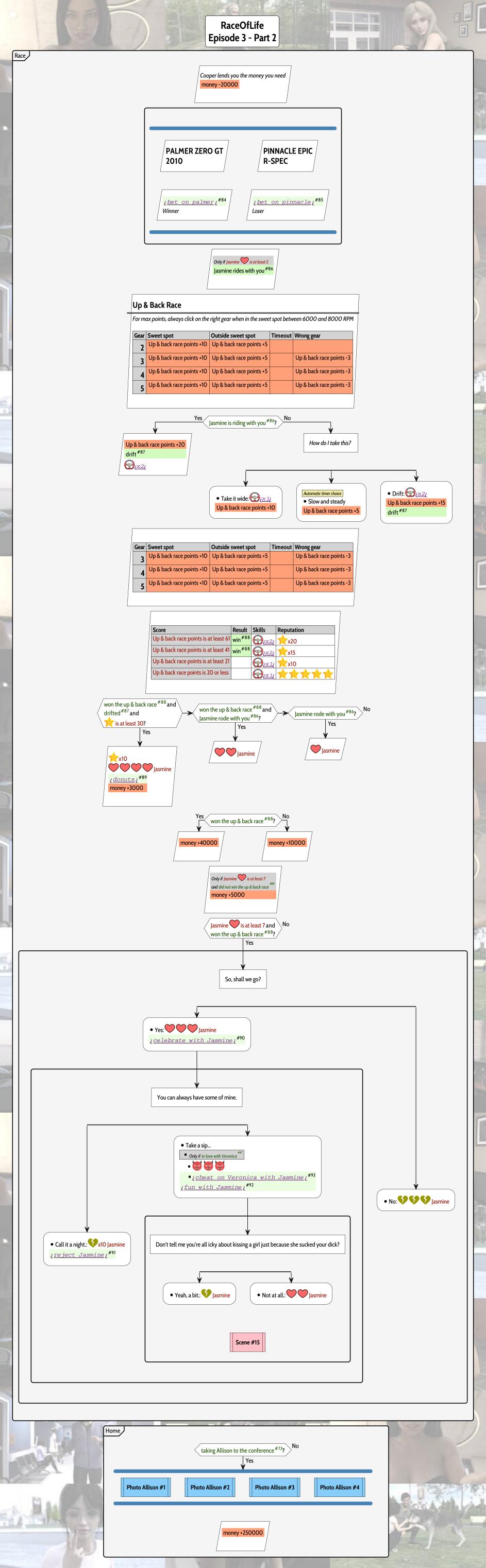


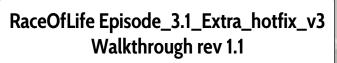




RaceOfLife Episode 3 - Veronica







Cheat without a MOD

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

set variable / new value

Character variables

variable: The variable

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

definition

mc_personality	Personality points	mc_personality = value	mc_personality
mc_money	money	mc_money = value	mc_money
driver_skill	Driver skill points	driver_skill = value	driver_skill
mc_reputation	Reputation points	mc_reputation = value	mc_reputation
Alexa	Alexa relationship points	Alexa = value	Alexa
Allison	Allison relationship points	Allison = value	Allison
Ham	Hamilton relationship points	Ham = value	Ham
Jasmine	Jasmine relationship points	Jasmine = value	Jasmine
Kalani	Kalani relationship points	Kalani = value	Kalani
Kris	Kris relationship points	Kris = value	Kris
Lily	Lily relationship points	Lily = value	Lily
Maggie	Maggie relationship points	Maggie = value	Maggie
Natalya	Natalya relationship points	Natalya = value	Natalya
Veronica	Veronica relationship points	Veronica = value	Veronica
v1s5_lead	Race points	v1s5_lead = value	v1s5_lead
dragPoints	Drag points	dragPoints = value	dragPoints
v2s12_mountain_pass	Dam race points	v2s12_mountain_pass = value	v2s12_mountain_pass
v3s1_wyatt_fight	Fight points	v3s1_wyatt_fight = value	v3s1_wyatt_fight
pleasure	Veronica pleasure	pleasure = value	pleasure
v3s7_drag_race	Up & back race points	v3s7_drag_race = value	v3s7_drag_race

v3s1_wyatt_fight	Fight points	v3s1_wyatt_fight = value	v3s1_wyatt_fight	-	
pleasure v3s7_drag_race	Veronica pleasure Up & back race points	pleasure = value v3s7_drag_race = value	pleasure v3s7_drag_race		
Como Docisions V	Variables				
Game Decisions \	/ariables				
	nd in the walkthrough ype in the developer console to t	turn the variable on			
	o type in the developer console t hat to type in the developer con				
label		set variable	unset	variable	check current value
¿ <u>on a romanti</u> dinner with Veronica	c relationship with	Veronica; #1 veronica_romance too busy: v1_veroni		ica_romanceable = False ronica_date = 0	veronica_romanceable v1_veronica_date
dinner with Veronica	,	have dinner: v1_ver bring wine: v1_veror	onica_date = 1	ronica_date = 0	V1_veronica_date
¿late for Lil	 Σί ^{#3}	straight to Lily: v1_1: late: v1_lily_late	ily_late = 0 v1_li	ly_late = 0	v1_lily_late
¿Jasmine at t		very late: v1_lily_: v1s2_jasmine_bea	late = 2	jasmine_beach = False	v1s2_jasmine_beach
attitude towards Ron		meek:v1s5_tips =	= 0 v1s5_	tips = 0	v1s5_tips
		aggressive: v1s5_tips friendly: v1s5_tips	= 2		
first race b	<u>et</u> ;#6	taipan: v1s5_betfi: peerless: v1s5_betf		betfirstrace = 0	v1s5_betfirstrace
second race	<u>bet</u> ; ^{#7}	ocelot: v1s5_betsec		betsecondrace = 0	v1s5_betsecondrace
third race b	<u>et</u> ;#8	jackdaw:v1s5_bett pinnacle:v1s5_bett		betthirdrace = 0	v1s5_betthirdrace
idick pic;#9		v1s5_vpicdick =		vpicdick = False	v1s5_vpicdick
¿ <u>dick pic</u> ; #10		dick pic: v1s5_vdicl Mr. Custardchucker:	kpic = 1 v1s5_ v1s5_vdickpic = 2	vdickpic = 0	v1s5_vdickpic
<u>irace</u> ; ^{#11} iwin; ^{#12}		vls5_cooprace = vls5_jcrace = Tr		cooprace = 0 jcrace = False	v1s5_cooprace v1s5_jcrace
ouy Lily a toy #13		toy car: v1s6_lilyt	v1s6_	lilytoy = 0	v1s6_lilytoy
invite Maggi		teddy bear: v1s6_li v1s6_maggiedinne		maggiedinner = False	vls6_maggiedinner
islap her but		vls6_maggieslap		maggieslap = False	v1s6_maggieslap
Alexa saw you and Vo	eronica ^{#16}	blowjob:v1s7_alex fucking:v1s7_alexa		alexaseen = 0	v1s7_alexaseen
blame her ^{#17}	about Lily;#18	vls11_blameallis vls12_tellmaggie		_blameallison = False _tellmaggie = False	v1s11_blameallison v1s12_tellmaggie
	about Lily;"" breakfast for you;			_tellmaggie = False _maggiebreakfast = False	v1s12_tellmaggie v1s12_maggiebreakfast
<u>i answer</u> į #20		v1s14_vanswer =		_vanswer = False	v1s14_vanswer
<u>t blowjob</u> t #21 study session #22		v1s15_natalyabj v2s1_studysessio		_natalyabj = False studysession = False	v1s15_natalyabj v2s1_studysession
į <u>Sarah</u> į ^{#23}		v2s1_sarah = Tru		sarah = False	v2s1_sarah
Susan; #25		v2s1_sophie = Tr v2s1_susan = Tru		sophie = False susan = False	v2s1_sophie
¿Gretchen;#26		v2s1_gretchen = v		gretchen = False	v2s1_gretchen
idon't care;#		v2s1_dontcare =		dontcare = False	v2s1_dontcare
z <u>Alexa takes</u> orank her ^{#29}	the flash drive;#18	v2s1a_alexadrive		_alexadrive = False camilleprank = False	v2s1a_alexadrive v2s3_camilleprank
	n for a ride į #30	v2s3_natalyadriv		natalyadrive = False	v2s3_natalyadrive
olace a bet for Joe #3	1	v2s4_joefavor = '		joefavor = False	v2s4_joefavor
win ^{#32} eat out ^{#33}		v2s4_racewin = T v2s5_maggie_sals		racewin = False maggie_salsa = False	v2s4_racewin v2s5_maggie_salsa
	for Maggie;#34	v2s5_maggienote	= True v2s5_	maggienote = False	v2s5_maggienote
isleep on the		v2s5_maggiesleep v2s5_maggiesleep		maggiesleepover_couch = Fals maggiesleepover_bed = False	
	sures herself; #37	v2s5c_maggie_tou	ching = True v2s5c	_maggie_touching = False	v2s5c_maggie_touching
tell Allison ^{#38}		lie: v2s6_allisont: whole story: v2s6_a		allisontruth = 0	v2s6_allisontruth
take Allison ^{#39}		v2_charity_allis		arity_allison = False	v2_charity_allison
take Jasmine ^{#41}		v2_charity_veron v2_charity_jasmi		arity_veronica = False arity_jasmine = False	v2_charity_veronica v2_charity_jasmine
take Natalya ^{#42}		v2_charity_natal	ya = True v2_ch	arity_natalya = False	v2_charity_natalya
i <u>break up</u> i ^{#43} blowjob ^{#44}		v2s7_veronica_br v2s8_kris_lewd =		veronica_breakup = False kris_lewd = False	v2s7_veronica_breakup v2s8_kris_lewd
feet fetish #45		veronica_feet_fe		ica_feet_fetish = False	veronica_feet_fetish
on a break ^{#46}	447	v2s8_veronica_br		veronica_break = False	v2s8_veronica_break
in love with Veronica kiss her bac		veronica_love_pa v2s8_jasmine_kis		<pre>ica_love_path = False jasmine_kiss_back = False</pre>	veronica_love_path v2s8_jasmine_kiss_back
	ks a note on your ba	v2s8_camille_not	e = True v2s8_	camille_note = False	v2s8_camille_note
fuck Natalya ^{#50} ¿ <u>reject her</u> ¿ [#]	<i>¥</i> 51	v2s8_natalya_sex v2s8_natalya_rej		natalya_sex = False natalya_rejected = False	v2s8_natalya_sex v2s8_natalya_rejected
<u>ireject nerj</u> igo on a hike		v2s8_natarya_rej		veronica_hike = False	v2s9_veronica_hike
jencourage Ja		v2s10_jasmine_fl		_jasmine_flirt = False	v2s10_jasmine_flirt
<u>icheat on Ver</u> i <u>drift</u> i ^{#55}	onica;" ³⁴	v2s10_cheat_vero v2s12_drift = Tr		_cheat_veronica = False _drift = False	v2s10_cheat_veronica v2s12_drift
itake the sho	rtcut;#56	v2s12_shortcut =	True v2s12	_shortcut = False	v2s12_shortcut
win ^{#57} ;have a cup o	of tea;#58	v2s12_race_win = v2s14b_kalani_te		_race_win = False b_kalani_tea = False	v2s12_race_win v2s14b_kalani_tea
¿ have a cup of tea; #58 negative relationship #59		allison_negative		on_negative = False	allison_negative
neutral relationship #60		alligon_neutral		on_neutral = False	allison_neutral
positive relationship #61 ¿cheat on Veronica; #62		allison_positive v2s14a_cheat_ver		on_positive = False a_cheat_veronica = False	allison_positive v2s14a_cheat_veronica
¿hate fuck;#63		v2s14a_hate_fuck		a_hate_fuck = False	v2s14a_hate_fuck
¿storm out; #64 ¿no dinner with Allison; #65		v2s14a_storm_out v2s14b_no_dinner		a_storm_out = False b_no_dinner = False	v2s14a_storm_out v2s14b_no_dinner
¿win the fight; #66		v3s1_wyatt_fight		wyatt_fight_win = False	v3s1_wyatt_fight_win
<pre>¿kick Wyatt's ass;#67 ¿keep your underwear;#68</pre>		v3s1_wyatt_asski		wyatt_asskicking = False	v3s1_wyatt_asskicking
<pre>¿ keep your underwear; **** ¿ massage; **69</pre>		v3s2_underwear = v3s2_maggiemassa		underwear = False maggiemassage = False	v3s2_underwear v3s2_maggiemassage
blowjob ^{#70}		v3s2_maggiebj =		maggiebj = False	v3s2_maggiebj
¿cheat on Veronica; #71 go to yoga class with Veronica #72		v3s2_veronica_ch v3s3_yoga_invite		veronica_cheat = False yoga_invite = False	v3s2_veronica_cheat v3s3_yoga_invite
take Allison to the conference #73		v3s3_yoga_invite v3s3_allison_con		allison_conference = False	v3s3_yoga_invite v3s3_allison_conference
igo on a date with Maggie; #74		v3s4_maggie_date		maggie_date = False	v3s4_maggie_date
take Veronica to the conference #75 ¿ lie to her ¿ #76		v3s5a_veronica_c v3s5a_veronica_c		_veronica_conference = False _veronica_conference_lie = F	
	es to the conference			natalya_conference = False	v3s5_natalya_conference
<u>ilingerie #1;</u>		v3s6_lingerie_pi		lingerie_pick_1 = False	v3s6_lingerie_pick_1
¿ <u>lingerie #2</u> ¿		lingerie_pick_2	- 11 ue linge	rie_pick_2 = False	lingerie_pick_2 lingerie_pick_3
lingerie #3;		lingerie_pick_3	= True linge	rie_pick_3 = False	TIMGETTE_PICK_3
decrease speed #81		lingerie_pick_3 v3s6_decrease_sp	eed = True v3s6_	decrease_speed = False	v3s6_decrease_speed
decrease speed #81	#80		eed = True v3s6_ = True v3s6_		
<pre>¿lingerie #3; decrease speed #81 ¿blowjob; #82 ¿anal sex; #83 ¿bet on palme</pre>	#80	v3s6_decrease_sp v3s6_veronica_bj	eed = True	decrease_speed = False veronica_bj = False	v3s6_decrease_speed v3s6_veronica_bj
decrease speed #81 ¿blowjob; #82 ¿anal sex; #83	#80 <u>Pr</u> ;#84 <u>Pcle</u> ;#85	v3s6_decrease_sp v3s6_veronica_bj v3s6_veronica_fu	eed = True v3s6_ = True v3s6_ ll = True v3s6_ ern = True v3s7_ _cruz = True v3s7_	decrease_speed = False veronica_bj = False veronica_full = False	v3s6_decrease_speed v3s6_veronica_bj v3s6_veronica_full

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

Unlock scenes

number: The scene number

Jasmine rides with you #86

¿<u>reject Jasmine</u>;#91

¿<u>fun with Jasmine</u>;#92

¿celebrate with Jasmine; #90

unlock: what to type in the developer console to unlock it

¿cheat on Veronica with Jasmine; #93

drift #87

win #88

¿donuts;#89

number	unlock	lock	check current value
1	<pre>persistent.replayedScenes[0] = ([True, "v1s3_veronicalewd","v1s3_vsex","png"])</pre>	<pre>persistent.replayedScenes[0] = ([False, " "," "," "])</pre>	persistent.replayedScenes[0]
2	persistent.replayedScenes[1] = ([True, "v1s7_veronicalewd","v1s7_vsex","png"])	<pre>persistent.replayedScenes[1] = ([False, " "," "," "])</pre>	persistent.replayedScenes[1]
3	persistent.replayedScenes[2] = ([True, "v1s15_natalyalewd","v1s15_nsex","png"])	<pre>persistent.replayedScenes[2] = ([False, " "," "," "])</pre>	persistent.replayedScenes[2]
4	persistent.replayedScenes[3] = ([True, "v2s3_natalya_lewd","v2s3_natalya_lewd","png"])	<pre>persistent.replayedScenes[3] = ([False, " "," "," "])</pre>	persistent.replayedScenes[3]
5	persistent.replayedScenes[4] = ([True, "v2s5c_maggie_lewd","v2s5c_maggie_lewd","png"])	<pre>persistent.replayedScenes[4] = ([False, " "," "," "])</pre>	persistent.replayedScenes[4]
6	persistent.replayedScenes[5] = ([True, "v2s8_kris_lewd","v2s8_kris_lewd","png"])	<pre>persistent.replayedScenes[5] = ([False, " "," "," "])</pre>	persistent.replayedScenes[5]
7	persistent.replayedScenes[6] = ([True, "v2s8_natalya_lewd","v2s8_natalya_lewd","png"])	<pre>persistent.replayedScenes[6] = ([False, " "," "," "])</pre>	persistent.replayedScenes[6]
8	<pre>persistent.replayedScenes[7] = ([True, "v2s8_veronica_lewd","v2s8_veronica_lewd","png"])</pre>	<pre>persistent.replayedScenes[7] = ([False, " "," "," "])</pre>	persistent.replayedScenes[7]
9	persistent.replayedScenes[8] = ([True, "v2s9_veronica_lewd","v2s9_veronica_lewd","png"])	<pre>persistent.replayedScenes[8] = ([False, " "," "," "])</pre>	persistent.replayedScenes[8]
10	persistent.replayedScenes[9] = ([True, "v2s10_jasmine_lewd","v2s10_jasmine_lewd","png"])	<pre>persistent.replayedScenes[9] = ([False, " "," "," "])</pre>	persistent.replayedScenes[9]
11	<pre>persistent.replayedScenes[10] = ([True, "v2s14a_allison_lewd","v2s14a_allison_lewd","png"])</pre>	<pre>persistent.replayedScenes[10] = ([False, " "," "," "])</pre>	persistent.replayedScenes[10
12	persistent.replayedScenes[11] = ([True, "v3s2_maggie_lewd","v3s2_maggie_lewd","png"])	<pre>persistent.replayedScenes[11] = ([False, " "," "," "])</pre>	persistent.replayedScenes[11
13	persistent.replayedScenes[12] = ([True, "v3s6_veronica_bj","v3s6a","png"])	<pre>persistent.replayedScenes[12] = ([False, " "," "," "])</pre>	persistent.replayedScenes[12
14	<pre>persistent.replayedScenes[13] = ([True, "v3s6_veronica_full","v3s6b","png"])</pre>	<pre>persistent.replayedScenes[13] = ([False, " "," "," "])</pre>	persistent.replayedScenes[13
15	<pre>persistent.replayedScenes[14] = ([True, "v3s7b_jasmine_lewd","v3s7b_jasmine_lewd","png"])</pre>	<pre>persistent.replayedScenes[14] = ([False, " "," "," "])</pre>	persistent.replayedScenes[14

 $v3s7_jasmine_race = True$

 $v3s7_dragrace_win = True$

v3s7_jasmine_celebrate = True

v3s7b_veronica_cheat_with_jasmine = True

v3s7b_jasmine_refuse = True

v3s7b_jasmine_lewd = True

 $v3s7_drift = True$

v3s7_donuts = True

v3s7_jasmine_race = False

 $v3s7_dragrace_win = False$

v3s7_jasmine_celebrate = False

v3s7b_veronica_cheat_with_jasmine = False

v3s7b_jasmine_refuse = False

v3s7b_jasmine_lewd = False

 $v3s7_drift = False$

 $v3s7_donuts = False$

v3s7_jasmine_race

v3s7_dragrace_win

v3s7_jasmine_celebrate

v3s7b_veronica_cheat_with_jasmine

v3s7b_jasmine_refuse

v3s7b_jasmine_lewd

v3s7_drift

v3s7_donuts