## Ripples 0.7.0 Walkthrough rev 1.3

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Ripples

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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:

**C**iGrannyi

igrandmas kissed +20i

### Icons

😂: +1 Assertive point

: +1 Dominant point

:+1 Deviant or BDSM point

Actually there are 2 different variables,
possibly tracking the same thing?

: +1 Polyamorous or Harem points

Actually there are 2 different variables,
possibly tracking the same thing?

: +1 Affection point

: +1 Lust/Seduce point

😂: +1 Professional point

: +1 Action point

: +1 Passive point : +1 Submissive point

: -1 Affection point
: -1 Lust/Seduce point

: -1 Action point

## Flow Symbols



Skip until the next section

### Decision labels

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

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

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

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

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

 $0 \Rightarrow$  white belt <sup>#78</sup>,  $1 \Rightarrow$  yellow belt <sup>#78</sup>,  $2 \Rightarrow$  orange belt <sup>#78</sup>

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:

¿<u>agree</u>;#55

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

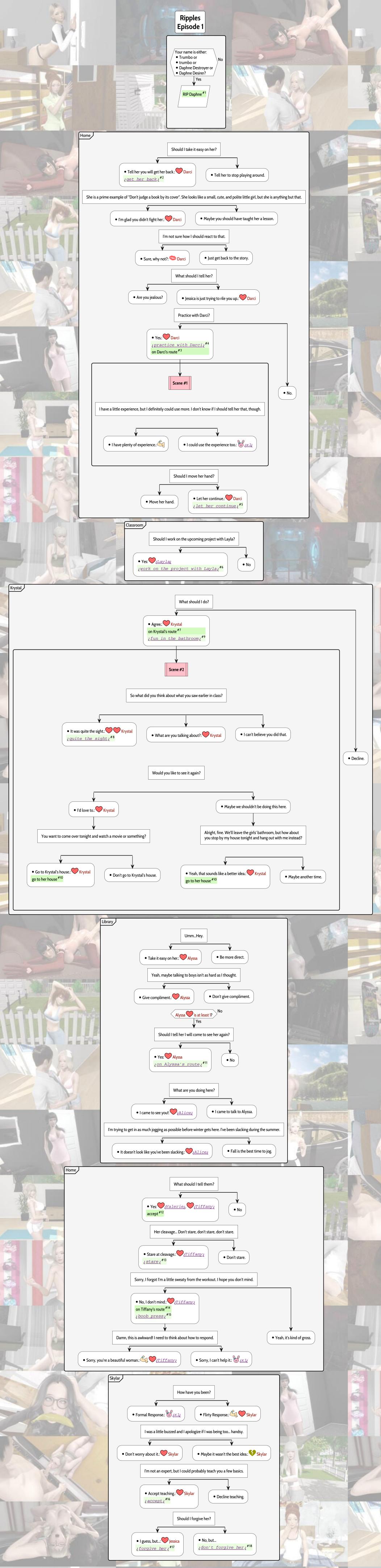
¿did not agree;#55

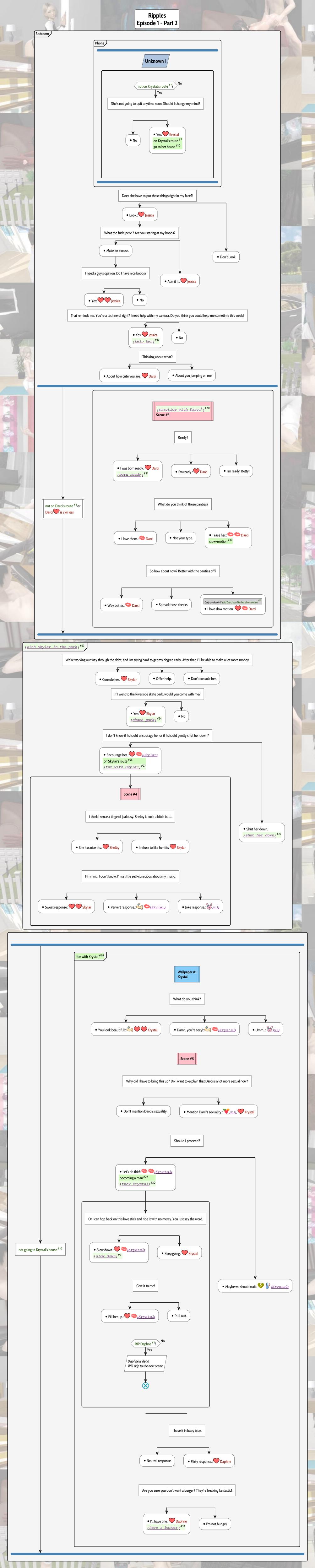
Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: (link).

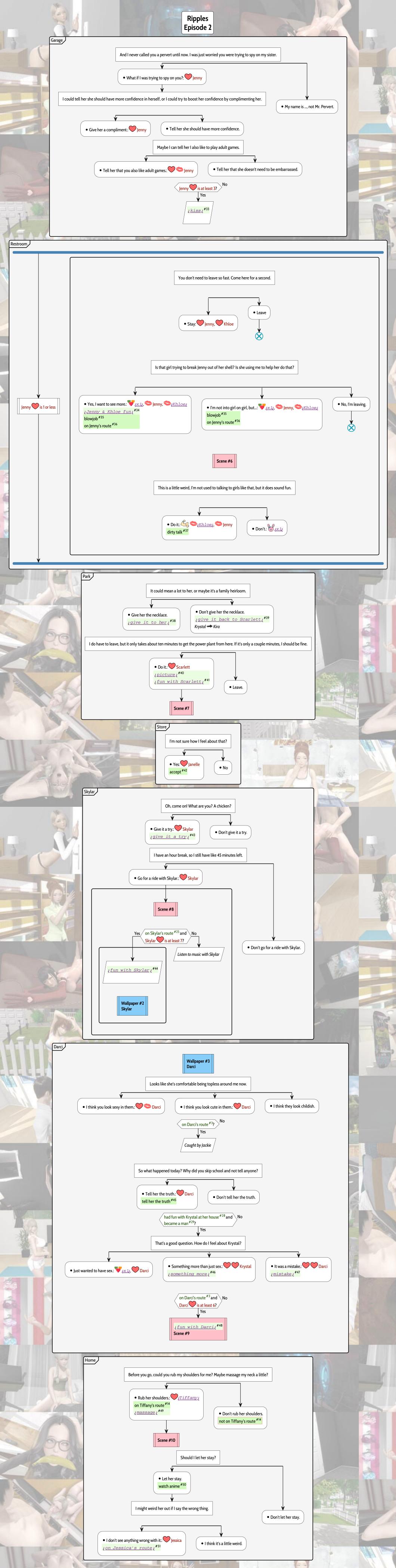
Enjoy the game!

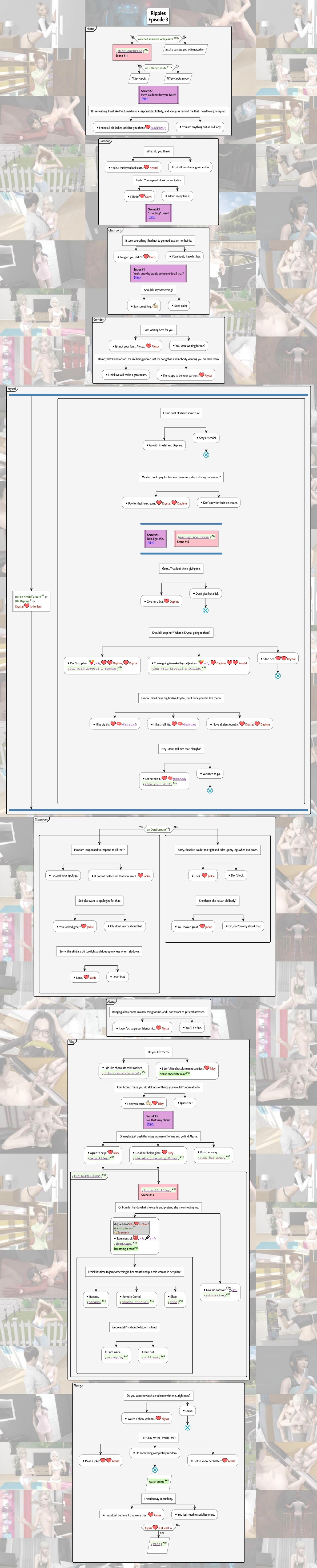
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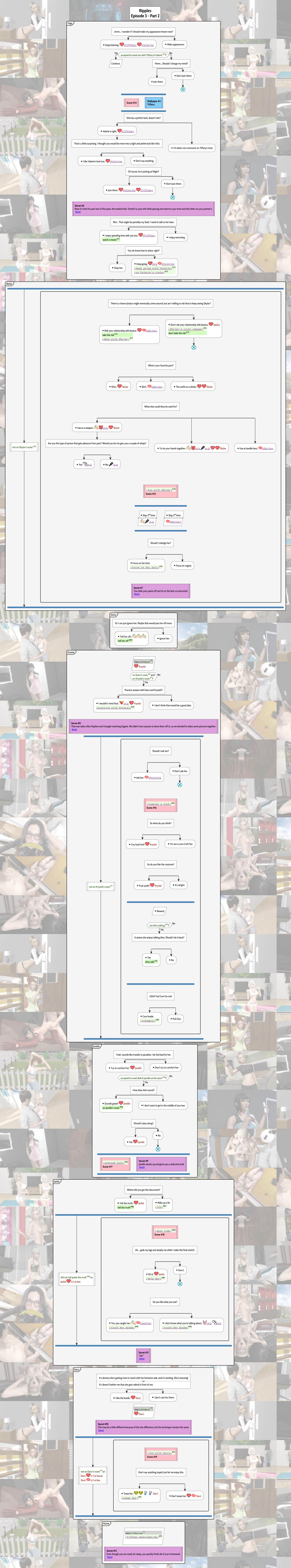
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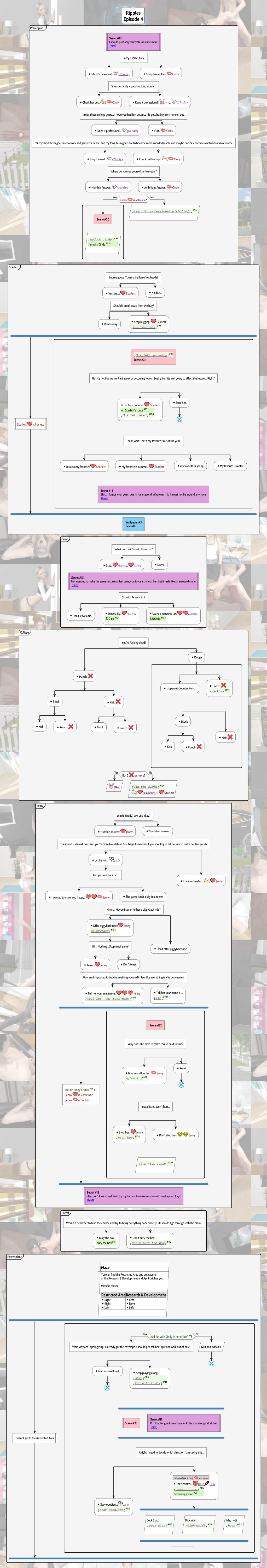


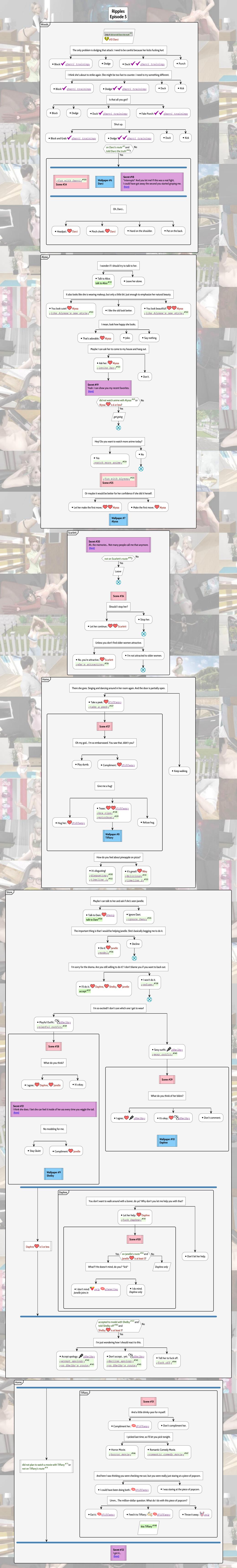


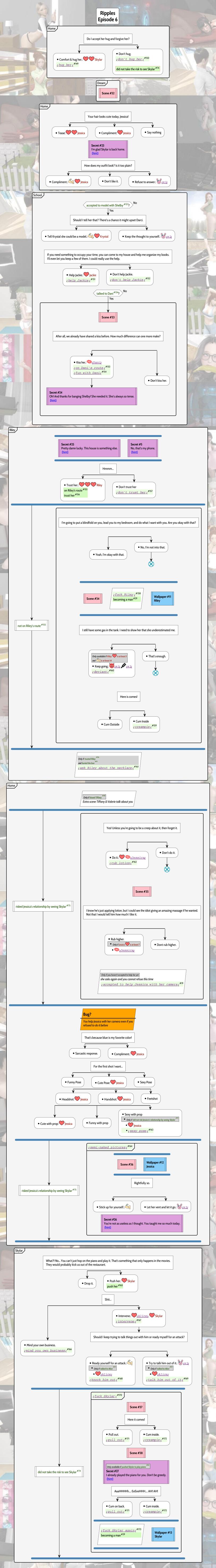


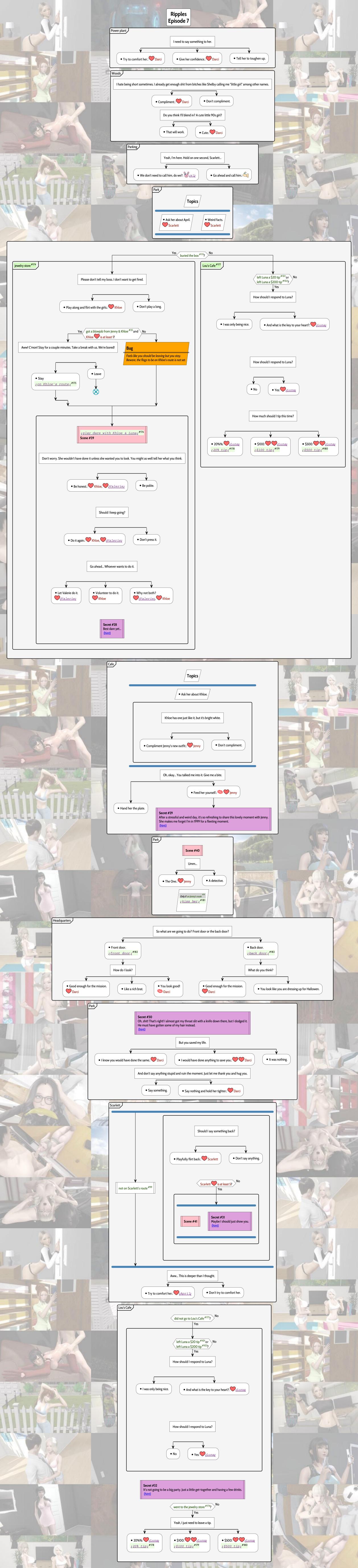












# **Secret Locations**















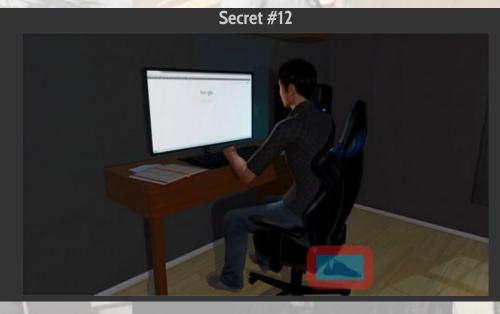














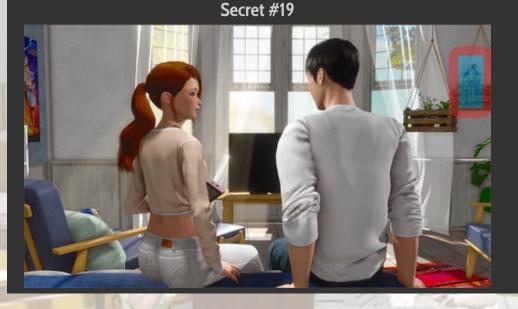






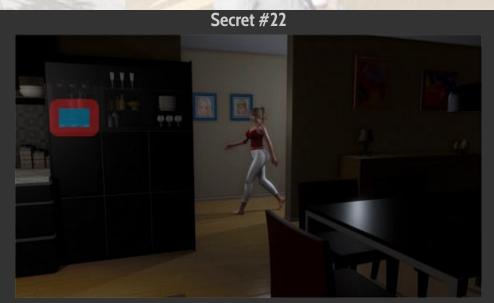










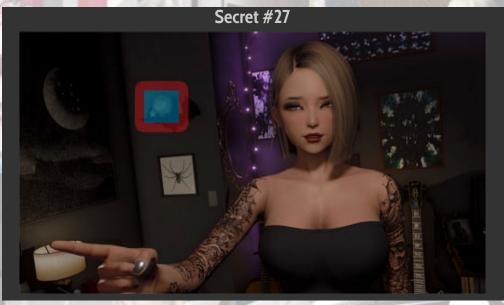
















Ripples 0.7.0 Walkthrough rev 1.3 Cheat without a MOD

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: <a href="https://0x52.dev/mods/Universal-Ren-Py-Mod-1000">https://0x52.dev/mods/Universal-Ren-Py-Mod-1000</a>, 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

unset variable check current value

assertive

Character variables

definition

Assertive points

variable: The variable

variable

assertive

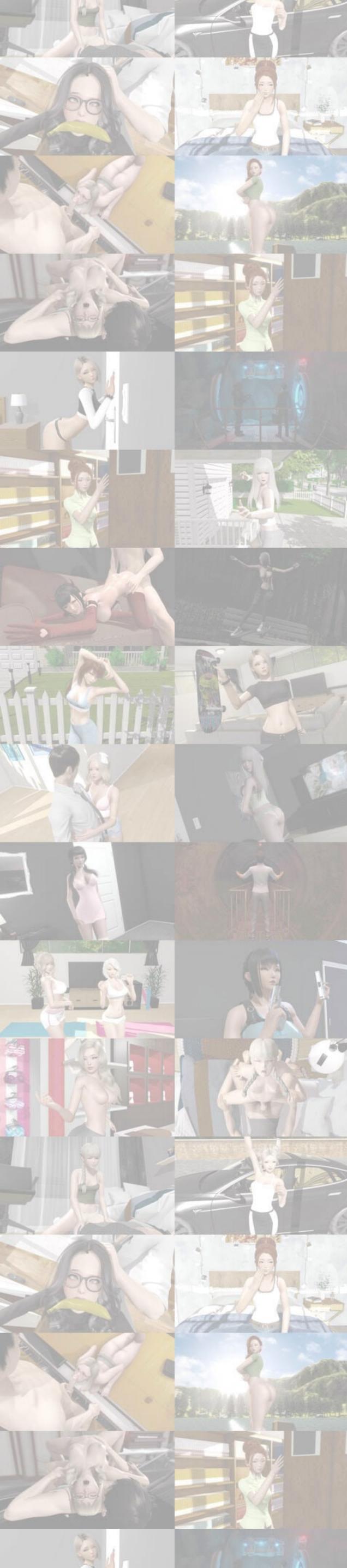
**definition**: what it represents set variable / new value: what to type in the developer console to turn the variable on or set a new value unset variable: what to type in the developer console to turn the variable off **check current value**: what to type in the developer console to check the current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

set variable / new value

assertive = value

assertive	7 issertive points	abbererve - varae	
passive	Passive points	passive = value	passive
dom	Dominant points	dom = value	dom
sub	Submissive points	sub = value	sub
deviant	Deviant points	deviant = value	deviant
bdsm	BDSM points	bdsm = value	bdsm
poly	Polyamorous points	poly = value	poly
harem	Harem points	harem = value	harem
alice	Alice affection points	alice = value	alice
alyssa	Alyssa affection points	alyssa = value	alyssa
april	April affection points	april = value	april
cindyProfessional	Cindy professional points	cindyProfessional = value	cindyProfessional
cindySeduce	Cindy seduce points	cindySeduce = value	cindySeduce
dani	Dani affection points	dani = value	dani
daniL	Dani lust points	daniL = value	daniL
daphne	Daphne affection points	daphne = value	daphne
daphneL	Daphne lust points	daphneL = value	daphneL
darci	Darci affection points	darci = value	darci
darciL	Darci lust points	darciL = value	darciL
darciTrain	Darci training points	darciTrain = value	darciTrain
gilmour	Jackie affection points		
gilmourL	Jackie lust points	gilmour = value gilmourL = value	gilmour
janelle	Janelle affection points	janelle = value	gilmourL janelle
janelleL	Janelle lust points		janelleL
jenny	Jenny affection points	janelleL = value	
<u>, , , , , , , , , , , , , , , , , , , </u>	Jenny lust points	jenny = value	jenny
jennyL jessica	Jessica affection points	jennyL = value	jennyL 
•	•	jessica = value	jessica
jessicaL	Jessica lust points	jessicaL = value	jessicaL
khloe	Khloe affection points	khloe = value	khloe
khloeL	Khloe lust points	khloeL = value	khloeL
krystal	Krystal affection points	krystal = value	krystal
krystalL	Krystal lust points	krystalL = value	krystalL
layla	Layla affection points	layla = value	layla
luna	Luna affection points	luna = value	luna
lym	Lym affection points	lym = value	lym
riley	Riley affection points	riley = value	riley
scarlett	Scarlett affection points	scarlett = value	scarlett
shelby	Shelby affection points	shelby = value	shelby
shelbyD	Shelby dominant points	shelbyD = value	shelbyD
shelbyS	Shelby submissive points	shelbyS = value	shelbyS
skylar	Skylar affection points	skylar = value	skylar
skylarL	Skylar lust points	skylarL = value	skylarL
tiffany	Tiffany affection points	tiffany = value	tiffany
tiffanyL	Tiffany lust points	tiffanyL = value	tiffanyL
valerie	Valerie affection points	valerie = value	valerie
valerieL	Valerie lust points	valerieL = value	valerieL

	valerie       Valerie affection points       valerie =         valerieL       Valerie lust points       valerieL =			
	Game Decisions Variables  label: The label as found in the walkthrough			
	set variable: what to type in the developer console to turn the unset variable: what to type in the developer console to turn check current value: what to type in the developer console to	the variable off		
	RIP Daphne #1  ¿get her back ; #2	<pre>set variable daphneRIP = True surpriseRevenge = True</pre>	<pre>unset variable  daphneRIP = False  surpriseRevenge = False</pre>	check current value  daphneRIP  surpriseRevenge
	on Darci's route #3 ¿practice with Darci; #4	darciRoute = True  darciPracticel = True	darciRoute = False  darciPractice1 = False	darciRoute  darciPractice1
	<pre>¿let her continue; #5  ¿work on the project with Layla; #6 on Krystal's route #7</pre>	darciTableHand = True laylaProject = True krystalRoute = True	<pre>darciTableHand = False laylaProject = False krystalRoute = False</pre>	darciTableHand laylaProject krystalRoute
227	¿fun in the bathroom;#9	els5al = True  krystalEvent1 = True	els5al = False  krystalEvent1 = False	els5al  krystalEvent1
	go to her house #10  ¿on Alyssa's route ¿#11  accept #12	<pre>krystalHouse1 = True alyssaRoute = True workOut = True</pre>	<pre>krystalHouse1 = False  alyssaRoute = False  workOut = False</pre>	krystalHouse1  alyssaRoute  workOut
	¿stare; #13  on Tiffany's route #14  ¿boob press; #15	<pre>tiffStare = True  tiffanyRoute = True  tiffanyBoobPress = True</pre>	<pre>tiffStare = False  tiffanyRoute = False  tiffanyBoobPress = False</pre>	tiffStare  tiffanyRoute  tiffanyBoobPress
	¿accept; #16 ¿forgive her; #17	skateordie = True  jessicaForgive = True	skateordie = False  jessicaForgive = False	skateordie jessicaForgive
	¿don't forgive her; #18  ¿help her; #19  ¿practice with Darci²; #20	<pre>jessicaDForgive = True  jesCamera = True  darciPractice2 = True</pre>	<pre>jessicaDForgive = False  jesCamera = False  darciPractice2 = False</pre>	jessicaDForgive  jesCamera  darciPractice2
1	¿born ready ; #21 slow-motion #22	bornready = True slowmotion = True	bornready = False  slowmotion = False	bornready slowmotion
	<pre>¿with Skylar in the park; #23  ¿skate park; #24  on Skylar's route #25</pre>	<pre>walkEvent1 = True skatepark = True skylarRoute = True</pre>	<pre>walkEvent1 = False skatepark = False skylarRoute = False</pre>	walkEvent1 skatepark skylarRoute
16	¿shut her down; #26 ¿fun with Skylar; #27	skylarShutDown = True skylarEvent1 = True	skylarShutDown = False skylarEvent1 = False	skylarShutDown skylarEvent1
	fun with Krystal **28  becoming a man **29  ¿ fuck Krystal ; **30	<pre>krystalEvent2 = True  becomingaMan = True  krystalSex = True</pre>	<pre>krystalEvent2 = False becomingaMan = False krystalSex = False</pre>	krystalEvent2 becomingaMan krystalSex
	¿slow down; #31 ¿have a burger; #32	sdKrys = True  dapburg = True	sdKrys = False  dapburg = False	sdKrys dapburg
	¿kiss;#33 ¿Jenny & Khloe fun;#34 blowjob #35	<pre>jennyKiss = True girlonGirl = True jennyEvent1 = True</pre>	<pre>jennyKiss = False girlonGirl = False jennyEvent1 = False</pre>	jennyKiss girlonGirl jennyEvent1
	on Jenny's route #36 dirty talk #37	<pre>jennyRoute = True dirtyTalk = True</pre>	<pre>jennyRoute = False dirtyTalk = False</pre>	jennyRoute dirtyTalk
	¿give it to her; #38 ¿give it back to Scarlett; #39 ¿picture; #40	necklaceKh = True  necklaceSc = True  scarlettPic = True	necklaceKh = False  necklaceSc = False  scarlettPic = False	necklaceKh  necklaceSc  scarlettPic
4	¿fun with Scarlett; #41  accept #42	scarlettEvent1 = True  lingerieReturn = True	scarlettEvent1 = False lingerieReturn = False	scarlettEvent1 lingerieReturn
STATE AND	¿give it a try ¿#43  ¿fun with Skylar ¿#44  tell her the truth #45	skateboardwithSkylar = True  skylarEvent2 = True  tellDarci = True	skateboardwithSkylar = False  skylarEvent2 = False  tellDarci = False	skateboardwithSkylar skylarEvent2 tellDarci
T. W. S.	¿something more;#46 ¿mistake;#47	<pre>krystalMore = True krystalMistake = True darciPractice3 = True</pre>	<pre>krystalMore = False krystalMistake = False darciPractice3 = False</pre>	krystalMore krystalMistake darciPractice3
V	¿fun with Darci; #48 ¿massage; #49 watch anime #50	<pre>darciPractice3 = True  tiffanyEvent1 = True  jessicaEvent1 = True</pre>	<pre>darciPractice3 = False  tiffanyEvent1 = False  jessicaEvent1 = False</pre>	darciPractice3  tiffanyEvent1  jessicaEvent1
	¿on Jessica's route; #51 ¿dick surprise; #52 ¿eating ice cream; #53	<pre>jessicaRoute = True  jessicaDickSurprise = True  krydapEvent = True</pre>	<pre>jessicaRoute = False  jessicaDickSurprise = False  krydapEvent = False</pre>	jessicaRoute jessicaDickSurprise krydapEvent
	¿fun with Krystal & Daphne; #54 ¿show your dick; #55	krystalEvent3 = True  daphneShow = True	<pre>krystalEvent3 = False daphneShow = False</pre>	krystalEvent3 daphneShow
	¿ like chocolate mint; #56  dislike chocolate mint #57  ¿ help Riley; #58	<pre>chocmintLike = True chocmintDis = True rileyHelp = True</pre>	<pre>chocmintLike = False chocmintDis = False rileyHelp = False</pre>	chocmintLike chocmintDis rileyHelp
	¿lie about helping Riley; #59 ¿push her away; #60	rileyLie = True rileyPush = True	rileyLie = False rileyPush = False	rileyLie rileyPush
ŗ	¿fun with Riley ¿#61  ¿dominant ;#62  ¿submissive ;#63	<pre>rileyEvent1 = True rileydEvent = True rileySEvent = True</pre>	<pre>rileyEvent1 = False rileydEvent = False rileySEvent = False</pre>	rileyEvent1 rileydEvent rileySEvent
	¿banana; #64 ¿remote control; #65	mouthBanana = True  mouthRemote = True	mouthBanana = False  mouthRemote = False	mouthBanana mouthRemote
	¿shoe;#66 ¿creampie;#67 ¿pull out;#68	mouthShoe = True  rileycumIn = True  rileycumOut = True	<pre>mouthShoe = False  rileycumIn = False  rileycumOut = False</pre>	mouthShoe rileycumIn rileycumOut
	watch anime #69  ¿kiss ; #70  watch a mayin #71	<pre>renpy.mark_label_seen("e3s8Anime") alyssaKiss = True movieNight = True</pre>	<pre>renpy.mark_label_unseen("e3s8Anime") alyssaKiss = False movieNight = False</pre>	renpy.seen_label("e3s8Anime") alyssaKiss movieNight
	<pre>watch a movie #71  ¿keep going with Valerie; #72  ¿on Valerie's route; #73</pre>	<pre>valerieKeepGoing = True  valerieRoute = True</pre>	<pre>valerieKeepGoing = False  valerieRoute = False</pre>	valerieKeepGoing  valerieRoute
	take the risk #74  don't take the risk #75  ¿Skylar's route change; #76	skylarRisk = True  jessicaRisk = True  skylarRouteChange = True	skylarRisk = False  jessicaRisk = False  skylarRouteChange = False	skylarRisk  jessicaRisk  skylarRouteChange
	¿date with Skylar; #77 ¿fun with Skylar; #78	skylarDate = True skylarEvent3 = True	skylarDate = False skylarEvent3 = False	skylarDate skylarEvent3
	<pre>tell her off #80  ipractice with Krystal; #81</pre>	<pre>ebooty = True shelbytellOff = True krystalPractice = True</pre>	<pre>ebooty = False shelbytellOff = False krystalPractice = False</pre>	ebooty shelbytellOff krystalPractice
	¿cosplay & fuck;#82 ¿creampie;#83	krystalEvent4 = True e3insideK = True	krystalEvent4 = False e3insideK = False	krystalEvent4 e3insideK
	on Janelle's route $^{\#84}$	<pre>janelleRoute = True  janelleEvent1 = True  gilmourTruth = True</pre>	<pre>janelleRoute = False  janelleEvent1 = False  gilmourTruth = False</pre>	<pre>janelleRoute  janelleEvent1  gilmourTruth</pre>
	<u>¿lie;</u> #87 ¿ <u>sexy time</u> ;#88	gilmourLie = True gilmourEvent1 = True	gilmourLie = False gilmourEvent1 = False	gilmourLie gilmourEvent1
	<pre>¿help her;#89 ¿touch her boobs;#90 ¿fun with Darci;#91</pre>	<pre>jackieHelp = True  jackieBoobs = True  darciPractice4 = True</pre>	<pre>jackieHelp = False  jackieBoobs = False  darciPractice4 = False</pre>	jackieHelp  jackieBoobs  darciPractice4
-	<pre>¿tease her; #92 ¿Tiffany masturbating; #93 ¿seduce Cindy; #94</pre>	<pre>darciTease = True  tiffanyMB = True  cindySeduction = True</pre>	<pre>darciTease = False  tiffanyMB = False  cindySeduction = False</pre>	darciTease  tiffanyMB  cindySeduction
The same of the sa	<pre>fun with Cindy #95  ¿keep it professional with Cindy; #96</pre>	<pre>cindyEvent1 = True cindyKeepingitreal = True</pre>	<pre>cindyEvent1 = False cindyKeepingitreal = False</pre>	cindyEvent1 cindyKeepingitreal
	<u> </u>	<pre>scarHug = True scarlettEvent2 = True scarlettRoute = True</pre>	<pre>scarHug = False scarlettEvent2 = False scarlettRoute = False</pre>	scarHug scarlettEvent2 scarlettRoute
	¿Scarlet naked ; #100 \$20 tip #101 \$200 tip #102	<pre>letmeseethosetitties = True  tip20 = True  tip200 = True</pre>	<pre>letmeseethosetitties = False  tip20 = False  tip200 = False</pre>	tip20 tip200
	¿tackle; #103 ¿win the fight; #104	ericTackle = True e4fightwin = True	ericTackle = False  e4fightwin = False	ericTackle e4fightwin
	<pre>¿piggyback; #105  ¿tell her your real name; #106  ¿lie; #107</pre>	<pre>piggybackJen = True  jennyTruth = True  jennyLie = True</pre>	<pre>piggybackJen = False  jennyTruth = False  jennyLie = False</pre>	jennyTruth jennyLie
	¿give in ¿#108 ¿stop her ¿#109	<pre>jennyGiveIn = True jennyStop = True</pre>	<pre>jennyGiveIn = False jennyStop = False</pre>	jennyGiveIn jennyStop
	<pre> ¿fun with Jenny ¿#110  bury the box #111  ¿don't bury the box ¿#112 </pre>	<pre>jennyEvent2 = True buryBox = True dontburyBox = True</pre>	<pre>jennyEvent2 = False buryBox = False dontburyBox = False</pre>	jennyEvent2 buryBox dontburyBox
N.C.	¿stay į #113  ¿fun with Cindy į #114  ¿stay obedient į #115	<pre>cindyStay = True cindyEvent2 = True cindyObi = True</pre>	<pre>cindyStay = False cindyEvent2 = False cindyObi = False</pre>	cindyStay cindyEvent2 cindyObi
OA. ABY	¿take control; #116 ¿cock slap; #117	<pre>cindyObi = True cindyCon = True cockslapCindy = True</pre>	<pre>cindyObi = False  cindyCon = False  cockslapCindy = False</pre>	cindyObi  cindyCon  cockslapCindy
N. W.	¿dick whiff ; #118  ¿boop; #119  ¿fun with Darci; #120	<pre>cindyWhiff = True  boopCindy = True  darciEvent1 = True</pre>	<pre>cindyWhiff = False  boopCindy = False  darciEvent1 = False</pre>	cindyWhiff boopCindy darciEvent1
	talk to Alice #121 ¿ like Alyssa's new style; #122	aliceTalk = True likeAChange = True	aliceTalk = False likeAChange = False	aliceTalk likeAChange
	<pre>¿ invite her; #123 ¿watch more anime; #124 ¿fun with Alyssa; #125</pre>	<pre>alyssamcHouse = True alyssaWatchAnime = True alyssaEvent1 = True</pre>	alyssaWatchAnime = False  alyssaEvent1 = False	alyssaWatchAnime alyssaEvent1
6119	¿she's attractive; #126  ¿take a peek; #127  ¿bra rips; #128	<pre>scarlett2019 = True  tiffanyPeak = True  tiffanyRip = True</pre>	<pre>scarlett2019 = False  tiffanyPeak = False  tiffanyRip = False</pre>	scarlett2019 tiffanyPeak tiffanyRip
	¿motorboat; #129 ¿disgusting; #130	yummyboobsweat = True	yummyboobsweat = False  pineapplepizzaisfuckingdisgustingandyoushouldbeashamedofyourselfforlikingityouanimal = False	yummyboobsweat
Ì	¿delicious; #131  ¿timeline 1; #132  ¿timeline 2; #133	<pre>pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers = True  timeline1 = True  timeline2 = True</pre>	<pre>pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers = False  timeline1 = False  timeline2 = False</pre>	pineapplepizzaisfuckingdeliciousandyouareamanofexquisitetasteandculturecheers  timeline1  timeline2
Š	talk to Dani #134 ¿ ignore Dani ¿ #135	daniTalk = True  daniIgnore = True	daniTalk = False  daniIgnore = False	daniTalk daniIgnore
	<pre>¿model; #136 accept #137 ¿refuse; #138</pre>	<pre>mcModel = True  mcModelAccept = True  mcModelBackout = True</pre>	<pre>mcModel = False  mcModelAccept = False  mcModelBackout = False</pre>	mcModelAccept mcModelBackout
	¿playful outfit;#139 ¿sexy outfit;#140	shelbyPlayful = True shelbySexy = True	shelbyPlayful = False shelbySexy = False	shelbyPlayful shelbySexy
	¿fuck Daphne; #141  ¿accept apology; #142  ¿decline apology; #143	<pre>daphneEvent1 = True shelbyAccept = True shelbyDecline = True</pre>	<pre>daphneEvent1 = False shelbyAccept = False shelbyDecline = False</pre>	daphneEvent1 shelbyAccept shelbyDecline
	¿fuck off; #144  ¿on Shelby's route; #145	<pre>shelbyFuckoff = True shelbyRoute = True</pre>	shelbyFuckoff = False shelbyRoute = False	shelbyFuckoff shelbyRoute
	¿horror movie; #146 ¿romantic comedy movie; #147 kiss Tiffany #148	<pre>movieHorror = True  movieRomcom = True  tiffanyEvent2 = True</pre>	movieHorror = False  movieRomcom = False  tiffanyEvent2 = False	movieHorror  movieRomcom  tiffanyEvent2
	<pre>¿ hug her; #149 ¿ don't hug her; #150 ¿ help Jackie; #151</pre>	<pre>hugSkylar = True donthugSkylar = True jackieBooks = True</pre>	hugSkylar = False  donthugSkylar = False  jackieBooks = False	hugSkylar donthugSkylar jackieBooks
	¿don't help Jackie; #152 ¿on Dani's route; #153	jackieNoBooks = True  daniRoute = True	<pre>jackieNoBooks = False daniRoute = False</pre>	jackieNoBooks  daniRoute
	¿ <u>fun with Dani</u> ; #154  on Riley's route #155  trust her #156	<pre>daniEvent1 = True  rileyRoute = True  rileyTrust = True</pre>	<pre>daniEvent1 = False  rileyRoute = False  rileyTrust = False</pre>	daniEvent1 rileyRoute rileyTrust
	¿don't trust her; #157 ¿fuck Riley; #158	rileyDistrust = True rileyEvent2 = True	rileyDistrust = False rileyEvent2 = False	rileyEvent2
	¿creampie; #159 ¿deviant; #160 ¿ask Riley about the necklace; #161	<pre>cameinsideRiley = True  rileyEventDeviant = True  rileyNecklace = True</pre>	<pre>cameinsideRiley = False  rileyEventDeviant = False  rileyNecklace = False</pre>	cameinsideRiley rileyEventDeviant rileyNecklace
1	¿rub lotion; #162 ¿sexy pose; #163	<pre>jessicaEvent2 = True  jessicaSexyPose = True</pre>	<pre>jessicaEvent2 = False  jessicaSexyPose = False</pre>	jessicaEvent2 jessicaSexyPose
	<pre>¿ semi-naked pictures; #164  push her #165  ¿ mind you own business; #166</pre>	<pre>jessicaEvent3 = True  skylarPiano = True  aliceMYOB = True</pre>	<pre>jessicaEvent3 = False  skylarPiano = False  aliceMYOB = False</pre>	jessicaEvent3 skylarPiano aliceMYOB
1	¿intervene; #167 ¿knock him out; #168	aliceIntervene = True  aliceBFKO = True	aliceIntervene = False  aliceBFKO = False	aliceIntervene aliceBFKO
	<pre>¿talk him out of it; #169 ¿fuck Skylar; #170 ¿pull out; #171</pre>	aliceBFT = True  skylarEvent4 = True  skylarLoveP = True	aliceBFT = False  skylarEvent4 = False  skylarLoveP = False	aliceBFT skylarEvent4 skylarLoveP
	¿creampie;#172 ¿fuck Skylar again;#173 jewelry store #174	<pre>skylarLoveI = True  skylarEvent5 = True  e7Event1 = True</pre>	<pre>skylarLoveI = False skylarEvent5 = False e7Event1 = False</pre>	skylarLoveI skylarEvent5 e7Event1
	¿on Khloe's route; #175 ¿play dare with Khloe & Luna; #176	khloeRoute = True khloeEvent1 = True	khloeRoute = False khloeEvent1 = False	khloeRoute khloeEvent1
	Lou's Cafe #177  ¿ 20% tip; #178  ; \$100 tip; #179	e7Event2 = True  tip20R = True  tip100R = True	e7Event2 = False  tip20R = False  tip100R = False	e7Event2 tip20R tip100R



tip100R = True

tip500R = True

jennyEvent3 = True

frontDoor = True

backDoor = True

**Unlock scenes** 

number unlock

**number**: The scene number

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

renpy.mark\_label\_seen("krystalEvent1")

renpy.mark\_label\_seen("skylarE1")

renpy.mark\_label\_seen("kystalE2")

renpy.mark\_label\_seen("jennyEvent1")

renpy.mark\_label\_seen("scarlettPic")

renpy.mark\_label\_seen("skylarEvent2")

renpy.mark\_label\_seen("tiffanyEvent1")

renpy.mark\_label\_seen("jessicaWakeup")

renpy.mark\_label\_seen("e3s7helpRiley")

renpy.mark\_label\_seen("e3s10workout")

renpy.mark\_label\_seen("krystalEvent4")

renpy.mark\_label\_seen("e3s15playAlong")

renpy.mark\_label\_seen("gilmourEvent1")

renpy.mark\_label\_seen("e3s17dp4")

renpy.mark\_label\_seen("e5s6Sexy")

renpy.mark\_label\_seen("e6s2")

renpy.mark\_label\_seen("daphneEvent1")

renpy.mark\_label\_seen("tiffanyEvent2")

renpy.mark\_label\_seen("daniEvent1")

renpy.mark\_label\_seen("rileyEvent2")

renpy.mark\_label\_seen("jessicaEvent2")

renpy.mark\_label\_seen("jessicaEvent3")

renpy.mark\_label\_seen("e4s2Seduce")

¿\$100 tip;#179

¿\$500 tip; #180

¿<u>kiss her</u>;#181

¿<u>front door</u>; #182

¿back door;#183

#### renpy.mark\_label\_seen("scarlettLake") renpy.mark\_label\_unseen("scarlettLake") renpy.mark\_label\_seen("jennyEvent2") renpy.mark\_label\_unseen("jennyEvent2") renpy.mark\_label\_seen("cindyEvent2") renpy.mark\_label\_unseen("cindyEvent2") renpy.mark\_label\_seen("darciEvent1") renpy.mark\_label\_unseen("darciEvent1") renpy.mark\_label\_seen("alyssaEvent1") renpy.mark\_label\_unseen("alyssaEvent1") renpy.mark\_label\_seen("scarlettEvent2") renpy.mark\_label\_unseen("scarlettEvent2") renpy.seen\_label("scarlettEvent2") renpy.mark\_label\_seen("e5s5peek") renpy.mark\_label\_unseen("e5s5peek") renpy.mark\_label\_seen("e5s6Playful") renpy.mark\_label\_unseen("e5s6Playful")

tip100R = False

tip500R = False

jennyEvent3 = False

frontDoor = False

backDoor = False

lock

renpy.mark\_label\_seen("darciPractice3") renpy.mark\_label\_unseen("darciPractice3")

renpy.mark\_label\_seen("darciPracticel") | renpy.mark\_label\_unseen("darciPracticel") | renpy.seen\_label("darciPracticel")

renpy.mark\_label\_seen("darciPractice2") renpy.mark\_label\_unseen("darciPractice2") renpy.seen\_label("darciPractice2")

renpy.mark\_label\_unseen("skylarE1")

renpy.mark\_label\_unseen("kystalE2")

renpy.mark\_label\_unseen("jennyEvent1")

renpy.mark\_label\_unseen("scarlettPic")

renpy.mark\_label\_unseen("skylarEvent2")

renpy.mark\_label\_unseen("jessicaWakeup")

renpy.mark\_label\_unseen("e3s7helpRiley")

renpy.mark\_label\_unseen("e3s10workout")

renpy.mark label unseen("skylarEvent3")

renpy.mark\_label\_unseen("e3s17dp4")

renpy.mark\_label\_unseen("e4s2Seduce")

renpy.mark\_label\_unseen("e5s6Sexy")

renpy.mark\_label\_unseen("e6s2")

renpy.mark\_label\_unseen("daphneEvent1")

renpy.mark\_label\_unseen("tiffanyEvent2")

renpy.mark\_label\_unseen("daniEvent1")

renpy.mark\_label\_unseen("rileyEvent2")

renpy.mark\_label\_unseen("jessicaEvent2")

renpy.mark\_label\_unseen("jessicaEvent3")

renpy.mark\_label\_seen("kryanddapEvent") renpy.mark\_label\_unseen("kryanddapEvent") renpy.seen\_label("kryanddapEvent")

| renpy.mark\_label\_unseen("krystalEvent4") | renpy.seen\_label("krystalEvent4")

renpy.mark\_label\_unseen("e3s15playAlong") renpy.seen\_label("e3s15playAlong")

renpy.mark\_label\_unseen("krystalEvent1")

check current value

renpy.seen\_label("krystalEvent1")

renpy.seen\_label("skylarE1")

renpy.seen\_label("kystalE2")

renpy.seen\_label("jennyEvent1")

renpy.seen\_label("scarlettPic")

renpy.seen\_label("skylarEvent2")

renpy.seen\_label("darciPractice3")

renpy.seen\_label("jessicaWakeup")

renpy.seen\_label("e3s7helpRiley")

renpy.seen\_label("e3s10workout")

renpy.seen\_label("e3s17dp4")

renpy.seen\_label("e4s2Seduce")

renpy.seen\_label("scarlettLake")

renpy.seen\_label("jennyEvent2")

renpy.seen\_label("cindyEvent2")

renpy.seen\_label("darciEvent1")

renpy.seen\_label("alyssaEvent1")

renpy.seen\_label("e5s5peek")

renpy.seen\_label("e5s6Sexy")

renpy.seen\_label("e6s2")

renpy.seen\_label("e5s6Playful")

renpy.seen\_label("daphneEvent1")

renpy.seen\_label("tiffanyEvent2")

renpy.seen\_label("daniEvent1")

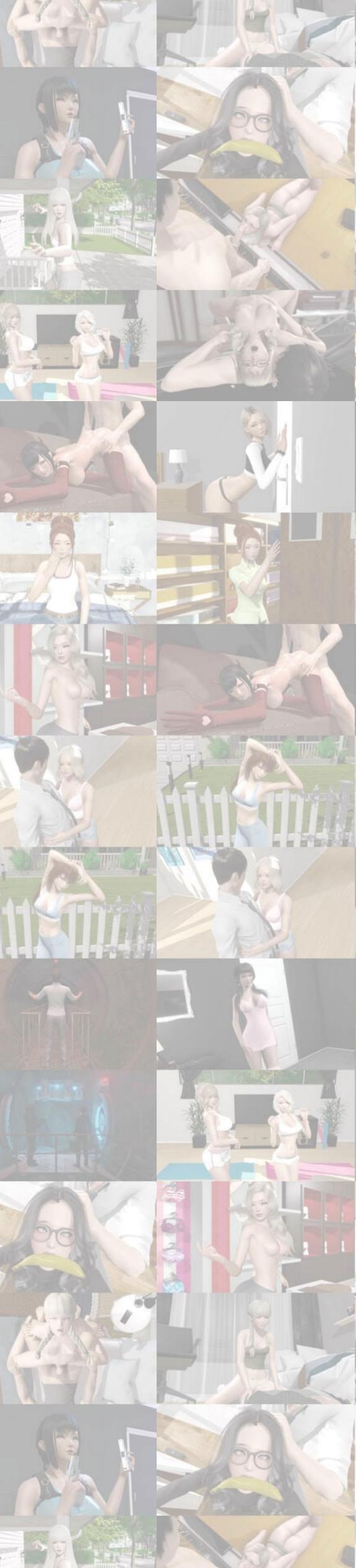
renpy.seen\_label("rileyEvent2")

renpy.seen\_label("jessicaEvent2")

renpy.seen\_label("jessicaEvent3")

37	renpy.mark_label_se	en("skylarEvent4")	renpy.mark_label_	_unseen("skylarEvent4")	renpy.seen_label("skylarEvent
38	renpy.mark_label_se	een("skylarEvent5")	renpy.mark_label_	_unseen("skylarEvent5")	renpy.seen_label("skylarEvent
39	renpy.mark_label_seen("khloeEvent1")		renpy.mark_label_	_unseen("khloeEvent1")	renpy.seen_label("khloeEvent1
40	renpy.mark_label_se	een("jennyEvent3")	renpy.mark_label_	_unseen("jennyEvent3")	renpy.seen_label("jennyEvent3
41	renpy.mark_label_se	en("scarlettEvent3")	renpy.mark_label_	_unseen("scarlettEvent3")	renpy.seen_label("scarlettEve
number: T Inlock: wh ock: what	wallpapers  he wallpaper number  hat to type in the develope  to type in the developer of  ent value: what to type in		heck the current value		
number	unlock	lock	check current value		
1	wp_krystal = True	wp_krystal = False	wp_krystal		
2	wp_skylar = True	wp_skylar = False	wp_skylar		
3	wp_darci = True	wp_darci = False	wp_darci		
	wp_tiffany = True	wp_tiffany = False	wp_tiffany		
4	wp_cillany = liuc	wp_ciliany - raise			
	wp_scarlett = True	wp_scarlett = False	wp_scarlett		
5			wp_scarlett wp_darci2		
5 6	wp_scarlett = True	wp_scarlett = False			
5 6 7	<pre>wp_scarlett = True wp_darci2 = True</pre>	<pre>wp_scarlett = False wp_darci2 = False</pre>	wp_darci2		
5 6 7 8	<pre>wp_scarlett = True wp_darci2 = True wp_alyssa = True</pre>	<pre>wp_scarlett = False wp_darci2 = False wp_alyssa = False</pre>	wp_darci2 wp_alyssa		
5 6 7 8 9	<pre>wp_scarlett = True wp_darci2 = True wp_alyssa = True wp_tiffany2 = True</pre>	<pre>wp_scarlett = False wp_darci2 = False wp_alyssa = False wp_tiffany2 = False</pre>	wp_darci2 wp_alyssa wp_tiffany2		
5 6 7 8 9	<pre>wp_scarlett = True wp_darci2 = True wp_alyssa = True wp_tiffany2 = True wp_shelby = True</pre>	<pre>wp_scarlett = False wp_darci2 = False wp_alyssa = False wp_tiffany2 = False wp_shelby = False</pre>	wp_darci2 wp_alyssa wp_tiffany2 wp_shelby		
4 5 6 7 8 9 10 11	<pre>wp_scarlett = True wp_darci2 = True wp_alyssa = True wp_tiffany2 = True wp_shelby = True wp_daphne = True</pre>	<pre>wp_scarlett = False wp_darci2 = False wp_alyssa = False wp_tiffany2 = False wp_shelby = False wp_daphne = False</pre>	wp_darci2 wp_alyssa wp_tiffany2 wp_shelby wp_daphne		

ınlock: wh ock: what	Unlock secrets  umber: The secret number  nlock: what to type in the developer console to unlock it  ock: what to type in the developer console to lock  theck current value: what to type in the developer console to check the current value				
number	unlock	lock	check current value		
1	renpy.mark_image_seen("e3s4pb1")	renpy.mark_image_unseen("e3s4pb1")	renpy.seen_image("e3s4pb1")		
2	renpy.mark_image_seen("e3s2pb1")	renpy.mark_image_unseen("e3s2pb1")	renpy.seen_image("e3s2pb1")		
3	renpy.mark_image_seen("e3s3pb1")	renpy.mark_image_unseen("e3s3pb1")	renpy.seen_image("e3s3pb1")		
4	renpy.mark_image_seen("e3s5pb1")	renpy.mark_image_unseen("e3s5pb1")	renpy.seen_image("e3s5pb1")		
5	renpy.mark_image_seen("e3s7pb1")	renpy.mark_image_unseen("e3s7pb1")	renpy.seen_image("e3s7pb1")		
6	renpy.mark_image_seen("valhidimage")	renpy.mark_image_unseen("valhidimage")	renpy.seen_image("valhidimage")		
7	renpy.mark_image_seen("hiddenimageskylar2")	renpy.mark_image_unseen("hiddenimageskylar2")	renpy.seen_image("hiddenimagesky		
8	renpy.mark_image_seen("hiddenimagekrys")	renpy.mark_image_unseen("hiddenimagekrys")	renpy.seen_image("hiddenimagekry		
9	renpy.mark_image_seen("hiddenimagejan")	renpy.mark_image_unseen("hiddenimagejan")	renpy.seen_image("hiddenimagejan		
10	renpy.mark_image_seen("hiddenimagedar")	renpy.mark_image_unseen("hiddenimagedar")	renpy.seen_image("hiddenimagedar		
11	renpy.mark_image_seen("hiddenimagejackie")	renpy.mark_image_unseen("hiddenimagejackie")	renpy.seen_image("hiddenimagejac		
12	renpy.mark_image_seen("hiddenimagetiff1")	renpy.mark_image_unseen("hiddenimagetiff1")	renpy.seen_image("hiddenimagetif		
13	renpy.mark_image_seen("hi_april")	renpy.mark_image_unseen("hi_april")	renpy.seen_image("hi_april")		
14	renpy.mark_image_seen("hi_scar")	renpy.mark_image_unseen("hi_scar")	renpy.seen_image("hi_scar")		
15	renpy.mark_image_seen("hi_lunlym")	renpy.mark_image_unseen("hi_lunlym")	renpy.seen_image("hi_lunlym")		
16	renpy.mark_image_seen("hi_jen")	renpy.mark_image_unseen("hi_jen")	renpy.seen_image("hi_jen")		
17	renpy.mark_image_seen("hi_cind")	renpy.mark_image_unseen("hi_cind")	renpy.seen_image("hi_cind")		
18	renpy.mark_image_seen("hi5_darci")	renpy.mark_image_unseen("hi5_darci")	renpy.seen_image("hi5_darci")		
19	renpy.mark_image_seen("hi5_alyssa")	renpy.mark_image_unseen("hi5_alyssa")	renpy.seen_image("hi5_alyssa")		
20	renpy.mark_image_seen("hi5_scarlett")	renpy.mark_image_unseen("hi5_scarlett")	renpy.seen_image("hi5_scarlett")		
21	renpy.mark_image_seen("hi5_shelby")	renpy.mark_image_unseen("hi5_shelby")	renpy.seen_image("hi5_shelby")		
22	renpy.mark_image_seen("hi5_tiffany")	renpy.mark_image_unseen("hi5_tiffany")	renpy.seen_image("hi5_tiffany")		
23	renpy.mark_image_seen("hi6_tiffany")	renpy.mark_image_unseen("hi6_tiffany")	renpy.seen_image("hi6_tiffany")		
24	renpy.mark_image_seen("hi6_dani")	renpy.mark_image_unseen("hi6_dani")	renpy.seen_image("hi6_dani")		
25	renpy.mark_image_seen("hi6_riley")	renpy.mark_image_unseen("hi6_riley")	renpy.seen_image("hi6_riley")		
26	renpy.mark_image_seen("hi6_jessica")	renpy.mark_image_unseen("hi6_jessica")	renpy.seen_image("hi6_jessica")		
27	renpy.mark_image_seen("hi6_skylar")	renpy.mark_image_unseen("hi6_skylar")	renpy.seen_image("hi6_skylar")		
28	renpy.mark_image_seen("hi7_khloe")	renpy.mark_image_unseen("hi7_khloe")	renpy.seen_image("hi7_khloe")		
29	renpy.mark_image_seen("hi7_jenny")	renpy.mark_image_unseen("hi7_jenny")	renpy.seen_image("hi7_jenny")		
30	renpy.mark_image_seen("hi7_darci")	renpy.mark_image_unseen("hi7_darci")	renpy.seen_image("hi7_darci")		
31	renpy.mark_image_seen("hi7_scarlett")	renpy.mark_image_unseen("hi7_scarlett")	renpy.seen_image("hi7_scarlett")		
32	renpy.mark_image_seen("hi7_luna")	renpy.mark_image_unseen("hi7_luna")	renpy.seen_image("hi7_luna")		



tip100R

tip500R

jennyEvent3

frontDoor

backDoor