

Foreword

I do not assume any responsibility for you possibly ruining your enjoyment of The Hotel by going through everything with a guide. This guide will also not cover absolutely everything in the game (such as the easter eggs), and may include developer notes (marked with `//green comments - //Guest edits by Phietto, too~`).

If you are having trouble triggering a scene involving an item, try a command (i.e. “give booze to vixen”). Some scenes/items do not have UI elements properly added in or aren’t allowed to have them coded in that way!

Thanks and Credits

Special thanks to:

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Eddiebull - guest writing
Kevaskous - guest writing
Geckomania - art assets
Anonymous - art assets
Phietto - art assets

All my Patrons!

Consider supporting development of **The Hotel** over on **Patreon!** Benefits include voting privileges, early sneak peeks, and alpha build access!

<https://www.patreon.com/mZmm>

feed the deer money uwu

Ground Floor

The ground floor is available from the start of the game.

Lobby

There is only one encounter in the lobby, **Kayla**. Talking to Kayla and saying you have a reservation will earn you the **Room 8 Token**, but saying “no” will result in a vore scene which has a 33% chance of either **OV**, **AV**, or **UB**, all **endo**. After getting your reservation card, talking to Kayla again will allow you to ask her about vore, which triggers the same scenes again. You can also ask about her feet, which leads to two **footplay** scenes.

Ringling the bell on her desk enough times will trigger an **AV** scene (this is digestion, unlike the rest of Kayla’s scenes).

The desk has a **5%** chance to be empty when you enter the lobby. Interacting with the empty desk leads to a **facesitting** scene with Kayla.

//due to the story of the game, endo doesn't get much of the spotlight, even though i'm fine with it conceptually, so Kayla was a little shoutout to the endo guys at the very least

Getting the **UB** track and saying that you want to stay will result in you being released at **Kayla's House**. Somewhere in her house is **Kayla's Dildo**. Talking to **Ocearine** with this item in your inventory will trigger a **CV** scene and **blowjob** minigame.

Interacting with the bed in the guest bedroom will lead to a **CV** scene with **Vinora**.

Jasmine is hanging around in the lobby. Accepting her invite up to her room will lead to an **oral sex** into **UB** scene.

Going up the stairs to the second floor has a 10% chance of triggering an **AV** scene with **Helga**.

Going all the way down the **left hallway**, past the **Janitor's Closet**, and bugging **Thash** will lead to a **CV** scene.

Oreo is also hanging around in the lobby. Helping her with her luggage leads into an **OV** scene.

Collecting 20 tokens will unlock the **Elevator**, which allows you access to all floors. Good luck with **The Boss...**

Janitor's Closet

This room is to the west of the lobby and can be unlocked by getting the **J Key** from inside of Rech. If you have **3 or more tokens**, then there will be a **CV** scene in the closet with Rech.

Entering the room with the **Documents** will lead to a confrontation with Rech. Refusing to give him the documents will lead to a **CTF** scene.

Restroom

This room is to the east of the lobby. Going inside will trigger the **werewolf girl** in Room 13 to show up. Knocking twice on the occupied stall will piss off the occupant; **running away** leads to an **endo OV** scene with Ferra, and **staying** will lead to an **OV** scene with the **Jackal**. Interacting with the gloryhole in the unoccupied stall will trigger a **blowjob** scene with **Rash**, ending in **AV** or **CV**.

Bar

This room is to the north of the lobby. Talking to the bartender can trigger a scene. You will get an **OV** scene with the **Jackal** or **Splinter** if you jump down, or a 50/50 between an **OV** or **CV** scene with **Byron** by running along the bar and choosing to duck **left**. Choosing to duck **right** leads to an **AV** scene with **Byron**. Buying **Soup** enough drinks will get him drunk, and hungry, triggering an **OV** scene. Also here, **Chloe** seems to be having an issue with a missing briefcase. She'll ask you to find it, and give you a hint where it is. She is misremembering it; the briefcase is actually in Delivering the case to her will make her invite you up to her room on the third floor (Room 16).

Trying to order food from **Byron** leads to a **blowjob** into **OV** scene with **Willis**.

Marcie will occasionally show up in the bar. Talking to her and not buying her a drink will trigger a **breast transformation** scene, whereas buying her a drink will lead to an **AV** scene.

Also, interacting with the **barstool** will lead to an **AV** scene with **Flint**.

Interacting with the **Arcade Cabinet** will trigger a game with **Misha**. Allowing her to beat you leads to a **perma-endo UB** scene, but interrupting her leads to an **OV** scene.

After leaving **Ferra** alone with her antacids, she will show up in the bar. Drinking with her leads to an **endo UB** scene.

Overly has been waiting on his food for a while. Bringing him the snack platter will lead to a **feeding** into **OV** scene.

Mika is hanging around in the bar's side room. Interacting with her leads to a **footplay** scene; choosing to continue afterwards will lead to a **CV** scene. Managing to resist her charms will net you the **snack platter**.

Gemma is hanging out in the Smoking Room. Falling to her **hypnotic pheromones** leads to an **OV** scene with **breathplay**, **goo digestion**, and **soul capture**.

There is a **refreshing drink** someone left in the side room. Drinking it leads to a **dildo transformation** scene with Aurum.

Dawn is sitting in the side room. Talking to her will lead to a **perma-endo AV** scene.

Ryuvon is also hanging out here, and is very drunk. Looking at him and waiting 10 seconds will cause him to push you into a corner, leading to a **blowjob** into **OV** scene.

Lounge

North of the bar is the lounge. In it, **Kevaskous** lounges by the fireplace. Talking to him leads to **anal sex**, followed by an **OV** scene.

//Guest-written by Kevaskous!

Quinn also resides in the lounge. Booing his performance leads to **shrinking**, **musk play**, **bulge play**, **paw play**, and ultimately a micro **OV** scene.

There is a chance that the lounge will host someone who **smells very good**. Interacting with **Noryu** when this is active will lead to a **facesitting** into **AV** scene (he will give you a key to **Room 29**); **accepting** to get closer leads to **endo AV**, whereas **declining** leads to **AV** with digestion. Getting the endo scene will reward you with the **Room 29 Token**.

Inspecting the bookshelf will reveal the **Rusted Key**.

Kicking his feet up on a table is **Nuri**. Talking to him allows you to **worship his feet**. Backing out once you agree triggers a **shrinking** into **shoe entrapment** scene.

Kitchen

This room is east of the bar. Here you can find **Eli**, the bovine chef of the hotel. Speaking to him will trigger a 50/50 chance of an **OV** scene or an **udder vore** scene.

//This was guest-written by Eddie!

Using the **fluid vial** in the kitchen leads to an unaware **OV** scene with **Goathias**.

Using the **lotion bottle** also found in the kitchen with **Harris** leads to a **hyper CV** scene.

Suites

A special collection of rooms for those who enjoy the finer things in life.

Suite 1

This suite is home to **Cassiopeia**. Trying to take the token in the **display case** will lead to a belly-rubbing minigame; doing poorly will result in an **OV** scene, doing okay will result in you gaining the **Room 11 Token**, and doing exceptionally will result in an **endo UB** scene (and also getting the token).

Suite 2

This suite is home to **SebaenSah**. Exploring the **ravine** and entering the **cave** leads to a chance of an **OV** scene. Meanwhile, exploring the **wasteland** leads to an **endo pouch vore** scene.

Suite 3

This suite is home to **Eli**. Agreeing to sit down for tea with him leads to a **tail coiling** scene, and then an **OV** scene.

Second Floor

The second floor is available from the start of the game.

Hallway

There is not much of interest in the hallways of the second floor, except for **Rech**, who roams around the hallways (and occasionally ventures into the Showers and Security Room).

Repeatedly talking to him will get you an **escapable OV** scene, where you can find the **J Key** needed to open the Janitor's Closet.

There is now a couch on the second floor. Sitting on it will reveal **Kitt**, a large werecat. Answering his question with a no and going up to his room leads to an **anal sex** scene. Staying on his cock after he finishes will lead to **CTF**.

//most escapable scenes require you to struggle out

Room 1

Room 1 is home to the **elephant lady**. The **Room 1 Token** can be found here, along with three scenes. The elephant lady will either be in her bed or in the kitchen (//this is determined when you enter the room); if she is in the bed, then you can interact for a 50/50 on **AV** or **UB**, the **UB** scene being **endo**. If she is in the kitchen, then talking to her will get you an **OV** scene.

Giving the elephant lady her swimsuit will lead to a **trunk vore** scene.

Room 2

Room 2 is quite a large room. There is the **Lake**, which you can swim in. There is a 25% chance for an **AV** scene with the Hippo, a 25% chance for an **OV** scene with the fish, and a 50% chance of nothing happening.

Directly **North** of the Lake is the **Forest**. Going **east** in the Forest will bring you to the **Forest Temple**, where there is a puzzle. Be careful; waiting too long in the temple room will result in an **AV** scene. Upon entering the deer statue, you can get the **Room 2 Token**, but waiting for too long inside the deer statue will result in an **OV** scene.

Going **west** in the Forest will bring you to **Selicia's Cave**. Inside is **Selicia**. Poking her will result in an **OV** scene, but using the **Fluid Vial** on her will give you a choice between **OV** or **UB**. Bringing her **Zark's Note** will trigger a **CV** scene involving **Zark** in **Room 11**. Waking up the dragoness with the note in your possession leads to Selicia **AVing** you, then being **CVd** by Zark.

Looking at the drawing nearby will let you mention this to **Neil** in **Room 6**, eventually leading to a **CV** scene involving him.

Tugging on the **vine** in the west forest path twice will lead to a **CV** scene with **Zera**.

Room 3

Room 3 is quite dialogue-heavy. Inside is the **Vixen**. Responding "**room service**" to her question will lead you to a feeding and **OV** scene. Responding "**housekeeping**" will lead you to a "**drinks or no drinks**" question. Responding "**no**" to her offer of drinks will give you the opportunity to trigger an **escapable CV** scene with the jackal and the vixen.

Responding "**yes**" to her offer will shrink you down. From here, **walking towards her** results in an **OV** scene (**although she throws you up afterwards**), whereas **running away** puts you on the floor. Going **underneath** the bed will result in an **escapable BV** scene, but going **northwest** will give you the opportunity to climb the vixen.

Once on the vixen's tail, if you don't move quickly enough, you will trigger a 50/50 between an **AV** or **UB** scene, the **UB** scene being **endo**. Going **up** to the vixen's shoulder will trigger an **OV** scene, but going **right** onto the counter will give you the **Room 3 Token**.

After completing this, the vixen sobers up, and talking to her now will give the option for her to **sit on your face**. Bringing her a drink from the bar will result in an **ass transformation** scene instead.

//the "pizza delivery" option may actually become a route at some point, but when I was originally making the dialogue tree I got burnt out on how many options I had made just from two initial questions

Room 4

Room 4 features the **roo**. Going into the **kitchen**, opening the **fridge** and drinking the **orange juice** gives you the **Room 4 Token**. Going into the **bathroom** gives you the opportunity to bathe with the roo. If you choose to bathe with him, it will result in an **OV** scene.

Going into the closed-off room triggers a **hunting scene**. After **8 turns**, no matter where you are (*//unless you're already in a belly/sac/etc*), the roo will capture you, pouch you, and trigger a 50/50 between an **AV** or **CV** scene.

//Kenza's bandana is currently located in the Roo's stomach. Remember your fellow prey...

Room 5

Room 5 is the **horse's** room. The **Fluid Vial** needed to shrink **Selicia** can be found here. Going **north** will lead to the horse. Talking to him and saying "**just wandering**" will give you the option to drink a shrinking potion; saying "**yes**" will trigger a **SV** scene, and saying "**no**" will trigger a **CV** scene. Saying "**What are YOU doing here?**" will result in an **escapable OV** scene. Inside the horse's stomach is the **Room 5 Token**. Talking to the horse the second time will allow you to ask about the token again, if you didn't do the **OV** scene on your first run through.

Coming back and talking to Rich after escaping either his stomach or his sheath (//20 turns later, to be exact) will trigger an **AV** scene.

Room 6

Room 6 is **Neil's** room. Upon entering, a dialogue tree is triggered. Saying "**yes**" will open the room up to you, allowing you to find the **Room 6 Token**. Repeatedly talking to Neil while the room is open will trigger an **anal sex into AV** scene, but choosing to **rub his belly** instead will lead to a **navel vore** scene. Saying "**no**" will trigger an **OV** scene.

Trying to take his underwear in the dresser when Neil isn't around will let you experience what it's like to be a pair of his musky undies in a **TF** scene.

Telling Neil about **Selicia's** drawing from **Room 2** will make him head over there for a **CV** scene.

Neil can also appear in the showers. Talking to him then triggers an **endo SV** scene.

Using the **Fluid Vial** obtained from **Room 5** here triggers a micro entrapment scene, potentially leading to a **CV** scene.

//i'm pretty cool, right?

//The coolest~

Room 7

Room 7 is **Ocearine's** room. Talking to her will trigger a **BV** scene. Sleeping in her bed for the first time, will trigger a choice between eating her out or an **UB** scene. If you choose to eat her out, you'll get the **Room 7 Token**. Sleeping in the bed again will trigger the **UB** scene unavoidably. Talking to her while having **Kayla's Dildo** in your inventory will trigger a **CV** scene (and **blowjob** minigame).

Room 8

Room 8 is your room. Going into the **bathroom** and opening the **window**, then **bathing** will result in an **OV** scene. There is a 50/50 chance to escape, and if you do you are presented with three options: 1) letting the snake go, 2) eating the snake yourself, and 3) letting **Kayla** eat the snake. The first one will let the snake live, but the other two will disable the snake scene.

Sleeping in your bed has a chance of triggering an **OV** scene with **Jojo**.

Calling for room service gives you the chance to get a comfier bed, in the form of **Cot**. This then leads to an **OV** scene, or a **stuffing** scene. Both are **endo**, with Cot letting you out when you wake up.

Drinking the **fluid vial** in here leads to you being found by **Sal**. They'll either see you as a bug and **OV** you, or recognize you as the room's owner and **UB** you.

Room 9

Room 9 is...really big. There's a lot to cover here. I will only give general directions so you have to at least do some searching.

Going **west** will lead to the **Room 9 Token** and an **OV** scene with the **cave dragon**. Going **north** will lead to a **CV** scene with the **otter** and an **UB** scene with the **cave dragon**. Returning to the **cave dragon** will lead to a choice between an **AV** scene and repeating the **UB** scene. Going **east** will lead to an **OV** scene with the **gray fox** (and the exit). Going **north** till the dead end from the start, completing the cave, and coming back will trigger a **CV** scene with the **cave rabbit**.

Going **southeast** will lead you to **Gleam's** lair. Interacting with him will lead to him coiling you up and giving you the choice between a **pouch vore** scene or an **AV** scene.

Room 10

Room 10 contains the **cow**. Petting the cow will lead to an **OV** scene, whereas milking it will lead to an **udder vore** scene. Searching through the mud pile gives you a random chance to get the **Room 10 Token**. Going east will trigger a **CV** scene with **Johnny**; struggling out of it will give you the **Room 10 Token** if you don't have it already.

Security Room

The Security Room is home to **Rokanoss**. Talking to Rokanoss while having a Token not from Room 8 will result in a scene asking you to give back the tokens. Responding "**yes**" will make you lose your tokens, but responding "**no**" will lead to an **OV** scene.

If you enter the room while Rech is also in the security room, a scene will trigger where you can pick either **Rech** or **Rokanoss** to **CV** you; the one you pick will have **anal sex** with the other once you are consumed.

Bugging Rokanoss enough about getting your tokens back will lead to him eventually relenting, and offering to **swallow you down** so you can get them back. This is safe, and leads to his crop, where he stores all your tokens. You can choose to **stay permanently**, however...

Lower Floor

Collecting **5 tokens** will unlock the Lower Floor, which contains the **Locker Room**, the **Showers**, the **Pool**, and the **Massage Parlor**. It also gives you a code for the code machine to access it from the start!

Using the **Rusted Key** on the **Rusty Door** will unlock the **Dungeon**.

Locker Room

One of the locker room patrons is **Brad**. Talking to Brad will trigger a shower scene, and letting him **wash your back** will lead to him asking you if you can "**take it**". Responding "**yes**" leads to an **anal sex** scene, and responding "**no**" leads to a **CV** scene. Responding "**no**" to Brad's offer of washing your back, then washing his, leads to an **AV** scene.

Another locker room patron is the **Otter** from **Room 9**. He pops up randomly. Talking to him will lead to **anal sex**, and a choice between a **CTF** or an **OV** scene. He'll show you off in the locker room, as well...

//personally, the otter scene is one of my favorites

Showers

Rech will pop up in the showers every now and then, fixing the **sink**. Turning it on when he's fixing it will trigger an **AV** scene.

Ares is in the showers as well. Helping him brush his tail triggers a **tail vore** into **tail transformation** scene.

Going into the shower stall leads to a **belly-rubbing** scene with **Germania**. Electing to stay leads to a **belly smothering** into **OV** scene. Not accepting her invitation leads to an **AV** scene.

Going into the other shower stall leads to a **belly smothering** into **OV** scene with **Lazy**.

//this sink gets busted a lot by people cumming down it

Pool

Marcie is currently enjoying the pool. Interrupting her relaxation by bumping into her with the inner tubes triggers an **UB** scene.

A squeaky pooltoy that **looks a lot like Neil** is here, too. Talking to the pooltoy leads to a choice between an **AV** scene or an **OV** scene.

Deciding to chill in the **hot tub** has a chance of leading to an **absorption** scene with **Juniper's** feral form.

Gym

Germania works out in the gym. Interacting with the **rep bench** has a chance of spawning her. She **sits on your face** before leading into either an **AV** or **OV** scene.

There is a **cellphone** someone left in the gym. Bringing it to **Room 32** triggers an **endo OV** scene with **Bernadette**.

Azure is working out in the corner of the gym. Dancing with him leads to an accidental **AV** scene.

Amber is also in the gym. Signing up for her endurance training leads to a **coiling** and **OV** scene.

Neil will also show up in the gym from time to time, with some...enhancements. Pointing out his bulge to the deer leads to a **ball smothering** scene; getting **Neil** off will result in a **CV** scene.

Sauna

Juniper is currently enjoying the sauna. Sitting down on the bench leads to a **coiling** scene that gives you the choice between **OV** or **UB**, both **endo**.

There is a chance you might run into **Juniper's cow snake** form instead, though. She'll **smother you** with her udder, which leads to an **udder vore** scene.

Dungeon

Xyria's dungeon can be accessed from the lower floor. Entering will result in an **oral sex** scene with the dragoness; opting for more fun will lead to a **CV** scene. Coming back after the sex scene leads to an **anal sex** into **OV** scene, unless you choose to interrupt. That will lead to an **UB** scene instead.

Noticing **the dragon** in the background during your return to **Xyria** leads to an **anal sex** into **OV** scene with her mistress, **Miranda**.

Opening the dungeon door will lead to an encounter with **Harris**. **You are his pet now**. You can choose to **worship his cock** or **his ass**; choosing **cock** leads to a **CV** scene, and choosing **ass** leads to an **AV** scene.

Coming into his room with the **lotion bottle** from the kitchen leads to a **hyper CV** scene.

Message Parlor

Olivia's message parlor has opened up. Getting a message leads to a chance for an **OV** scene with the small otter.

Third Floor

Collecting **10 tokens** will unlock the Third Floor. It also gives you a code for the code machine to access it from the start!

Hallway

There is currently one patroller in the third floor hallways, **George**. Talking to him and asking for help will trigger an **AV** scene. Denying what he inquires about and then asking him about tokens will trigger a dildo usage into **AV** scene.

//the dildo usage into AV scene is the longest in the game, clocking in at around 2200 words @_@

Room 11

Room 11 is home to **Zark**. The first time you try to enter the room it will be locked, and taking the **note** on the door and bringing it to **Selicia** will trigger a **CV** scene (witnessing) upon your return to the room. After this scene the door is unlocked, and going inside, the room is pitch black. Wandering around for **9 turns** will trigger a 50/50 between an **OV** or **CV** scene with Zark.

//actually kind of proud how i set this one up - the infinite darkness is actually just two rooms whose warps all cross over with each other

Room 12

Room 12 is home to **Addie**. Going into the bathroom and offering to help her will lead to either an **UB** scene where the player can choose to be digested or released, or an **AV** scene. The **Room 12 Token** is in her dresser.

Room 13

Room 13 is home to **Rosado**. You must visit the **restroom** before coming here in order to meet the werewolf girl. Going into the room results in a throat hold (not struggling here results in an **OV** scene) into **endo UB** scene. The **Room 13 Token** is in Rosado's womb.

Room 14

Room 14 is where **Rita** stays. She'll mention offhand how she's hungry if you try and come in. Feeding her a potential snack lets you enter her room, leading to a dialogue tree. Calling her cute, then trying to escape, will lead to an **OV** scene; sit tight for **UB**.

Saying that you're just visiting and watering the **plant** in her room a few times will lead to a **plant vore** scene.

Drinking the fluid vial in front of her leads to a micro **OV** scene.

Room 15

Room 15 is home to **Sophie**. Talking to her and saying her lips look great will trigger an **OV** scene.

Room 16

Room 16 is where **Chloe** stays, and unlocks after you deliver her briefcase to her (See: Bar). In coming here, you trigger a lewd belly rubbing minigame. Depending on how much you rub and please her, you will either trigger an **endo UB** scene or an **OV** scene. Getting the **UB** scene will get you the **Room 16 Token**.

//I really like this scene, but then I'm biased 'cause I really like taurs |3

Room 17

Room 17 has **Andrea**, but also **drugs**. Taking her up on her offer leads to either getting a room token, or an **OV** scene, depending on which you choose.

//Haha get it? Because if you choose to eat the edible, she...ah, nevermind

Room 18

Room 18 turns out to be a dark corridor, leading to a trial of your ability to read walkthroughs or guess luckily. The **Cerberus** here requires you to pass through him, rather literally, in an **OV** scene, leading to **full tour**. You can also choose to run, and choosing it enough times will lead to a **weight gain/stuffing** scene. Choosing the right head earns you the **Room 18 Token**.

Room 19

Room 19 is where **Tashinas** stays. Heading towards the **lights** reveals them, and leads into a possible **tail vore** scene.

Room 20

Room 20 is home to **Gecko**. You can choose to feed her tail or **crawl inside**; if you've fed the tail 3 times or more, you will be able to escape with the **Room 20 Token**. Feeding her tail 5 times will cause Gecko to become jealous and **OV** you. Choosing to instead feed Gecko will result in a **feeding** scene that leads into **CV**. The food needed for this scene is scattered around the hotel.

Fourth Floor

The fourth floor automatically shrinks you. All these scenes are macro/micro.

Room 21

Room 21 is home to **Geta**. Going into the kitchen and falling into the cereal bowl will trigger an **OV** scene, along with some **oral sex** between Geta and **Tom**.

Opting instead to head east leads to the office, where **Tom** is. Climbing up onto his desk and attracting his attention leads to an **OV** scene.

Room 22

Room 22 is where **Kassy** resides. Approaching him leads to him rather casually **stepping on** you, and afterwards, getting gulped in an **OV** scene.

Room 23

Room 23 is where **Fhaalen** lives. Crossing the tightrope will lead to one of two **OV** scenes.

Room 24

Room 24 is where **Fang** sleeps. Interacting with the token he's sleeping with leads to a **mawplay** scene. Failing to find the token in his mouth leads to an **OV** scene.

Room 25

Room 25 is where **Inspy** is relaxing. She can be in one of two places; the bathroom or the main room. Finding her in the bathroom and interacting with her leads to a **BV** scene. Finding her in the main room and interacting with her leads to an **UB** scene, both **endo**.

Coming back to her sometime later (20 turns exactly) will get you the **Room 25 Token**.

Room 26

Room 26 is where **Gale** is working. Climbing the table will lead you to getting picked up. Trying to bail out of his hand will lead to an **AV** scene; deciding to stay still will lead to an **OV** scene.

Vending Room

In the vending room, you can find **Rupert**. Talking to him leads to an **OV** scene. Choosing instead to interact with the vending machine itself leads to an **AV** scene with the anteater.

Fifth Floor

Jumping out the fire escape leads to a **good ending** or an **OV** scene with the centaur hydra. Going north on this floor leads to a **blowjob** into **CTF** scene with **Azazel**.

Atticus is hanging out by the elevator shaft. Talking to him leads to a **shrinking** scene, along with some **object vore**.

Giving Azazel the **steak** from the kitchen allows you to pass by it. Talking to it afterwards will result in a **CV** scene.

Room 31

Room 31 is home to **Judith**. Chilling with her will lead to some smooches, affection, and ultimately **hypnosis**. Resisting her charms will lead to some **paw play**, whereas giving in will lead to an **OV** scene. Choosing to **go for it** leads to a **facesitting** and **AV** scene.

Room 32

Room 32 is home to **Caryl**. Interacting with the film set will lead to a **blowjob** and **CV** scene.

Room 33

Room 33 is home to **Alejandro** and **Brianna**. Entering this room will lead to a **CV** into **breeding** scene.

Room 34

Room 34 is home to **Noryu**. You must find him in the lounge to access this room. Coming back after achieving the **endo AV** scene leads to an **OV** scene with digestion.

Room 35

Room 35 is home to **Nellie**. You need to find her contacts; they are somewhere in the room. Finding them leads to an **endo UB** scene and the **Room 35 Token**.

Room 36

Room 36 is home to **Ferra** after her **endo OV** scene. Bringing her the **antacids** from the **kitchen** and then waking her up will trigger an **AV** scene. Staying still will lead to her **throwing you up**, but struggling will lead to **digestion**.

Room 37

Room 37 is home to **Bernadette**. Bringing her the phone from the gym leads to an **endo OV** scene.

Room 38

Room 38 is home to **Thomas**. Entering his room will trigger a **bulge play/worship, growth**, and **CTF** scene.

Room 41

Room 41 is home to **Anne**. Accepting to help her will lead to her shrinking you. Failing to find her potion ingredient leads to an **UB** scene. Finding it rewards you with the **Room 36 Token**.

Room 42

Room 42 is home to **Nicki**. Giving him the **snack platter** from the bar leads to a **pawplay, feeding, belly play**, and **tail vore** scene.

Room 43

Room 43 is home to **Dolor**. Kneeling before him leads to a **facesitting, AV** and **tail transformation** scene. Refusing to kneel leads to a **soul entrapment OV** scene.

Room 44

Room 44 is home to **Lunaria**. Wandering around in the room for 5 turns leads to getting spotted by the wolf goddess. Choosing to drift **left** leads to an **OV** scene, and choosing **right** leads to a **paw absorption** scene.

Room 45

Room 45 is home to **Teshy**. Repeatedly bothering the pangolin will lead to an **OV** scene; entering his bathroom will lead to an **AV** scene.

Room 46

Room 46 is home to **Atticus** and **Kat**. Bringing the flyer from the **bulletin board** in the lobby will lead to an **AV** scene with Atticus; accepting Kat's offer will lead to an **endo OV** scene with her.

Entering the room **without** the flyer and asking to hug **Atticus** enough times leads to a **breast absorption** scene.

Room 47

Room 47 is home to **Triac**. Bringing the flyer from the **bulletin board** in the lobby will lead to an **anal sex** into **OV** scene.

Room 48

Room 48 is home to **April**. Bringing the flyer from the **bulletin board** in the lobby and starting **straight away** will lead to an **OV** scene. Doing some **stretches** first leads to an **AV** scene.

Room 49

Room 49 is home to **Cero**. Answering "yes" to his question leads to an **OV** scene; struggling enough once inside will lead to **regurgitation**.

Sixth Floor

Room 50

Opening this door gets you attacked by a very hungry, unknown patron. Thankfully, you get rescued by **Halsted**! Unfortunately, his idea of rescuing you involves **eating you himself**.

Room 51

This room is locked until you trigger the **Room 50** scene. Coming back will allow you to enjoy an **endo SV** scene with **Halsted**.

Room 52

This room is home to **Absinthe**. Approaching the apothecary and accepting the owl's offer leads to a **CV** scene. Declining her invitation and waiting **30 seconds** will bring Absinthe out into the shop. Interacting with her now will lead to a **blowjob** into **CV** scene.

Room 53

This room is home to **Tri**. The kitsune will offer to play you in a fighting game. Choosing the **ninja** is a bad play, and you'll lose with them. Tri will then let you choose between **getting them food** or **sucking them off** as punishment. **Getting them food** leads to an **OV** scene; **sucking them off** leads to a **CTF** scene.

Choosing the **bear** allows you to win the game. Your reward will be a **big, fat smooch** from Tri - but it'll **turn you into a kitsune-drone...**

Room 54

This room is home to **a...plushie?** Taking a nap in the bed leads to a **smothering** scene with Starburst. She'll ask if you want to **put her on**; if you do, it will lead to a **merging/living suit** scene with her. If you don't, she'll just **eat you** and turn you into stuffing.

Room 55

This room is home to **Sul**. Entering his room and trying to run past him leads to an **OV** scene. He'll offer to **regurgitate** you in exchange for some **sex**; and he'll keep his word, but if you come back afterwards, he won't let you out.

Room 56

This room is home to **Valera**. Coming in will interrupt her stream, but she'll **AV** you for some stream content.

Twentieth Floor

Good luck with **The Boss!**

Lobby

Talking to the **receptionist** and lying about having a meeting with **The Boss** will lead to an **OV** scene.