STWA: Unbroken Book1-1.0 Walkthrough rev 1.3.1

Written by: MrBubu https://www.patreon.com/mrbubu

STWA: Unbroken By STWAdev

https://www.patreon.com/STWAdev

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 **you** 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: W 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:

V¡Granny¿

igrandmas kissed +20i

Icons

: +1 Love point

:+1 Friend/Family point

:+1 Trust point

街: +1 Confidence/Self reliance/Fight preparation point 🥻 : -1 Confidence/Self reliance/Fight preparation point

:+1 Secrecy point

宍: +1 Fame point

: +1 Infamy point

🧐: +1 Injury point : +1 Desire to protect point

: +1 Acceptance point

+1 Grief point

+1 Rivalry point

: +1 Girl interest point

: +1 Suspicions point

: +1 Submission point

: -1 Love point

: -1 Friend/Family point

: -1 Trust point

: -1 Secrecy point

: -1 Fame point

: -1 Infamy point

: -1 Injury point : -1 Desire to protect point

: -1 Acceptance 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:

 $0 \implies$ white belt ^{#78}, $1 \implies$ yellow belt ^{#78}, $2 \implies$ 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: ¿agree; #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).

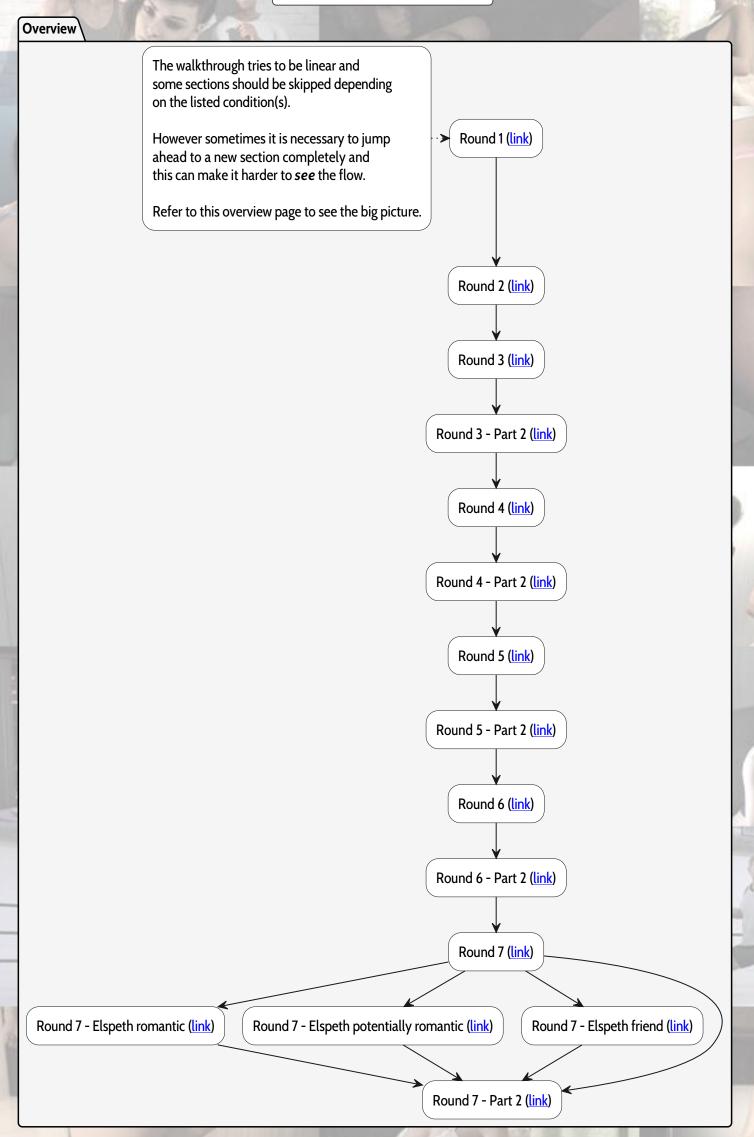
Enjoy the game!

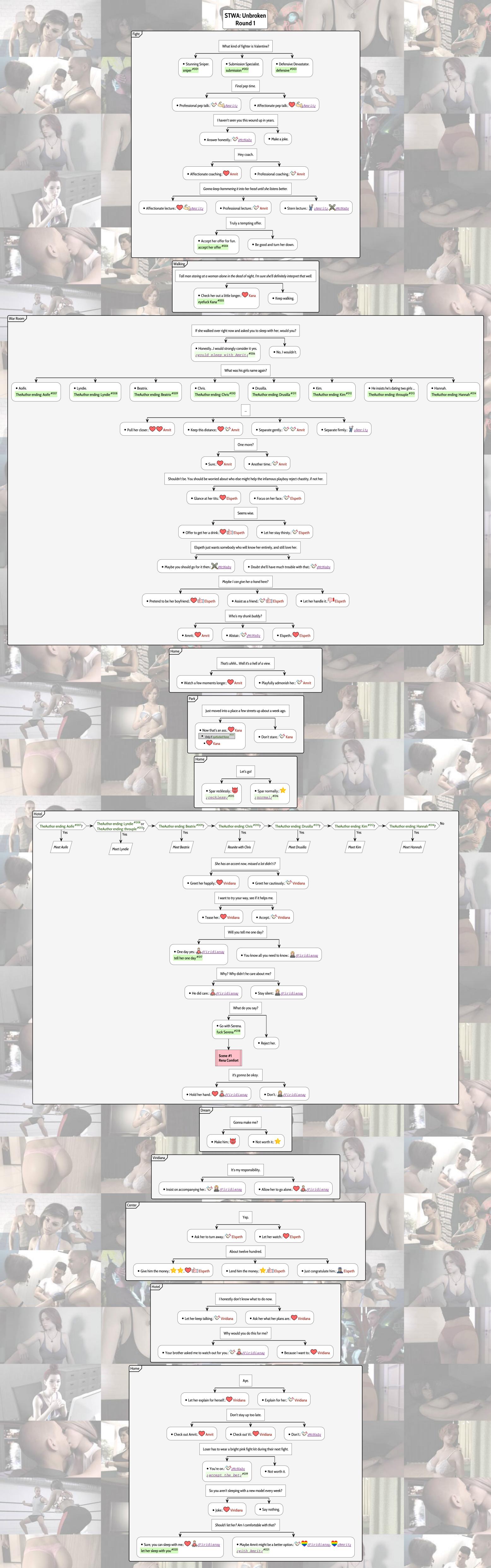
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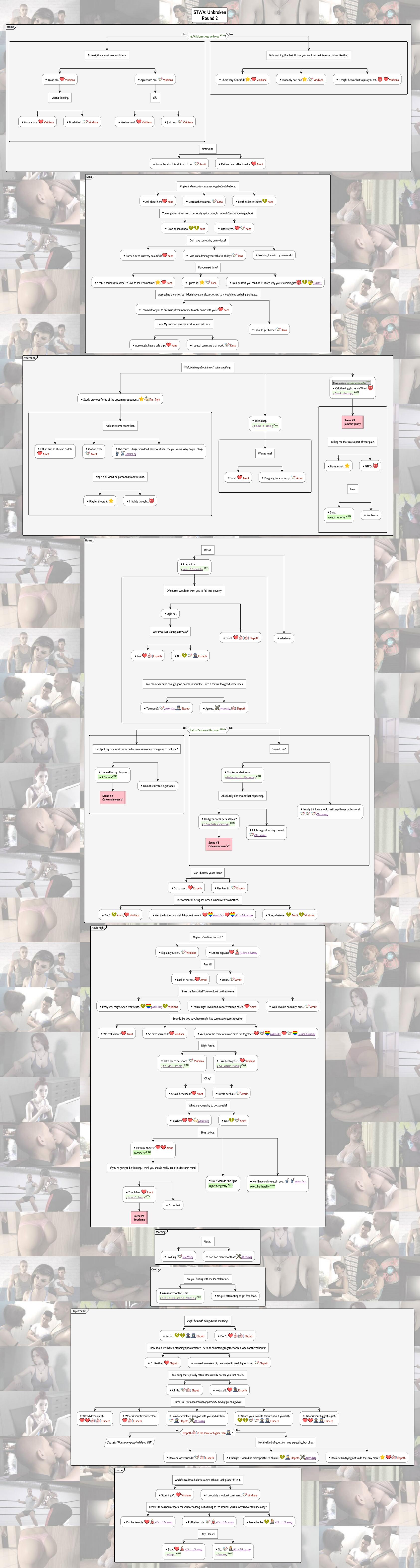
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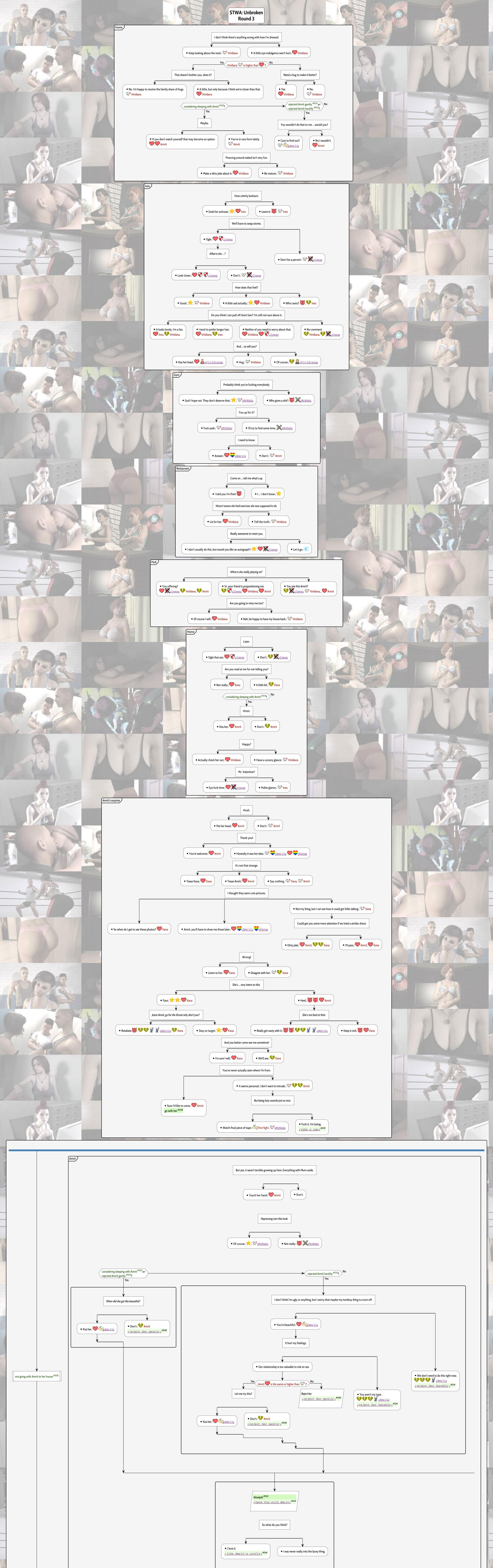


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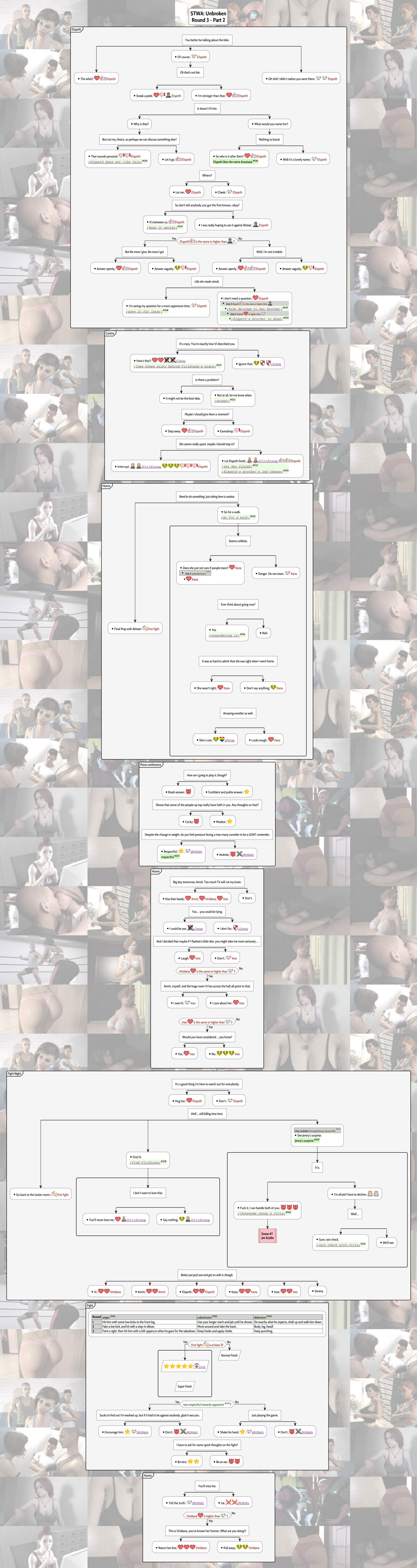


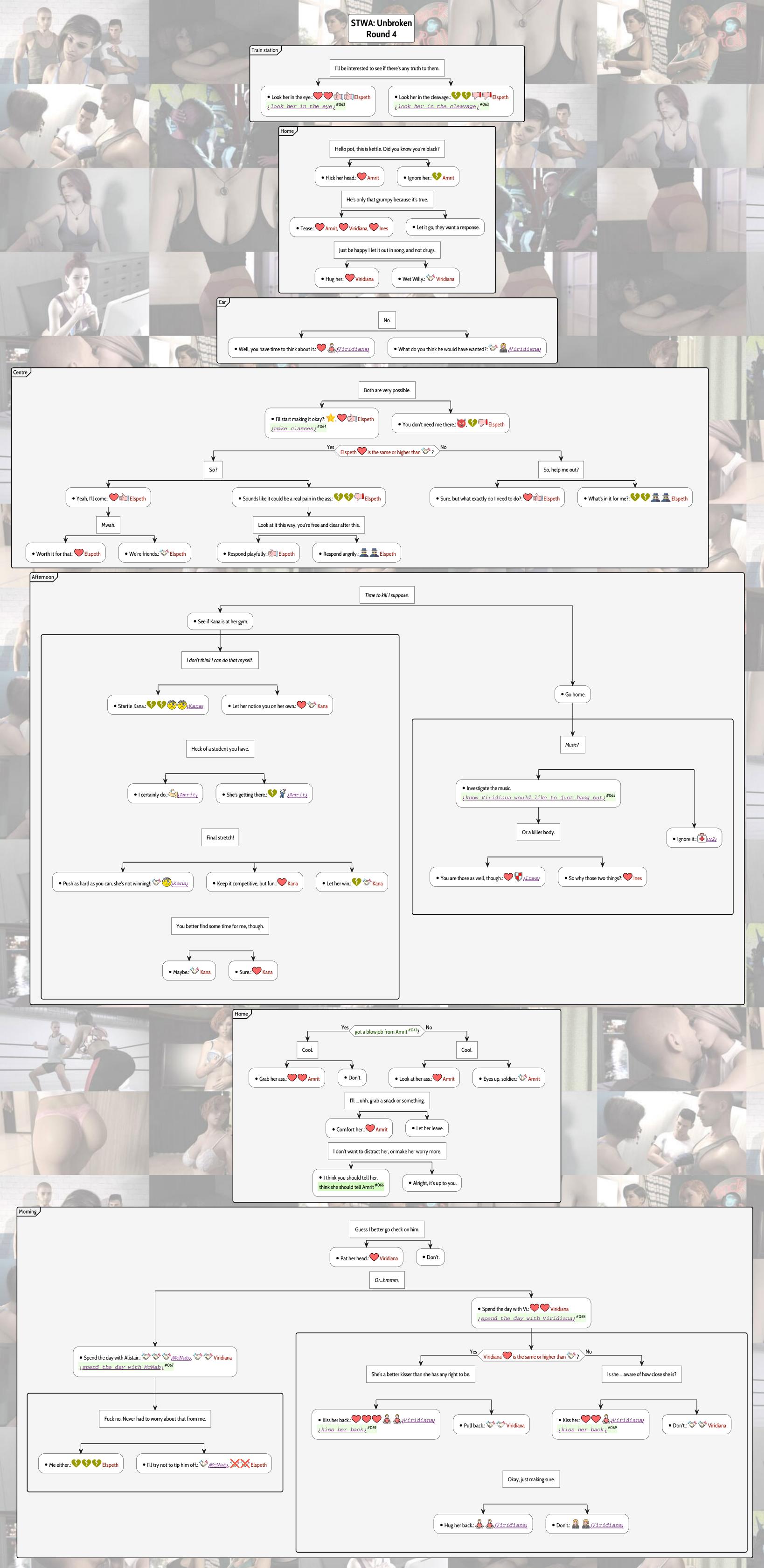


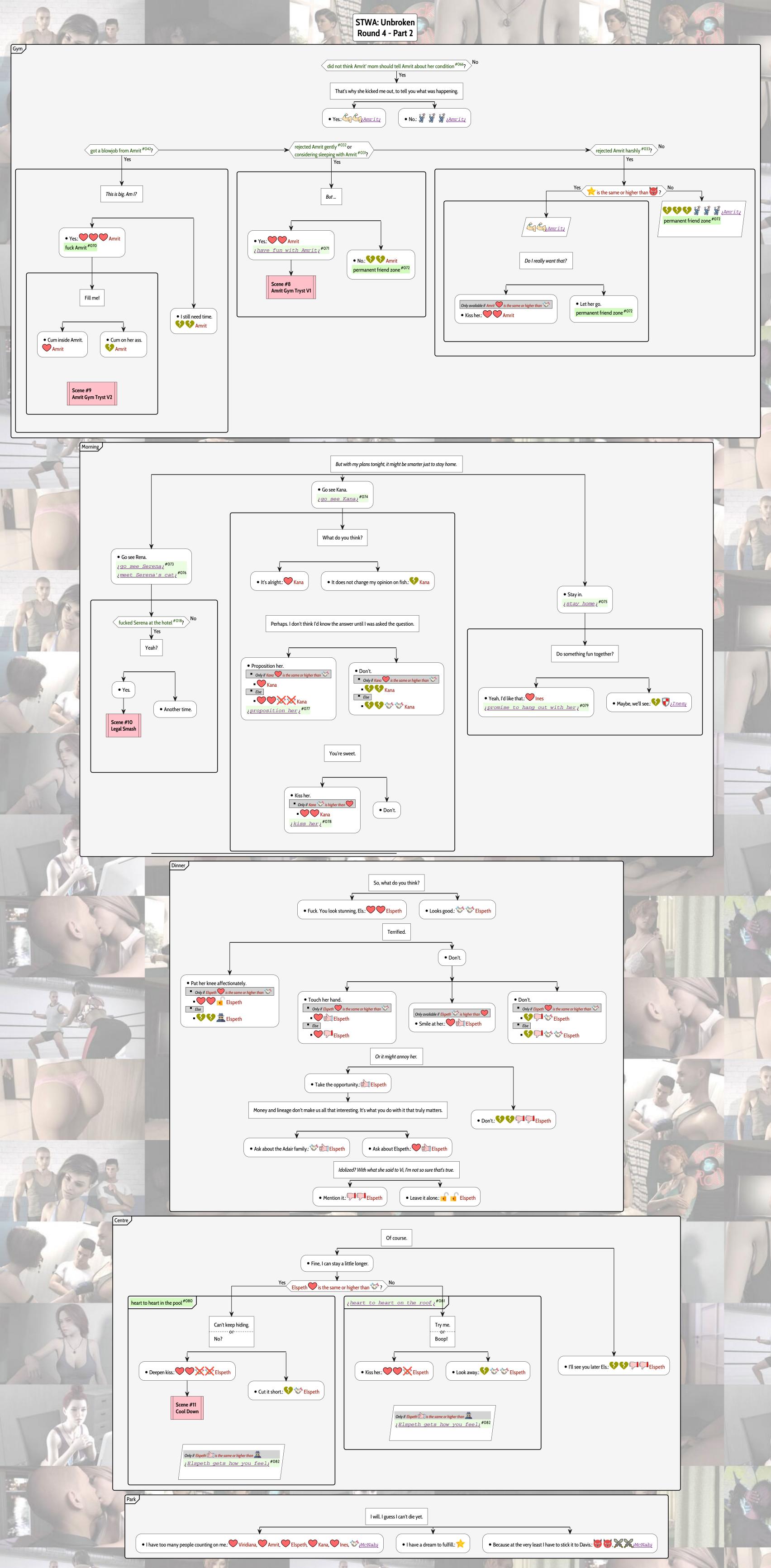


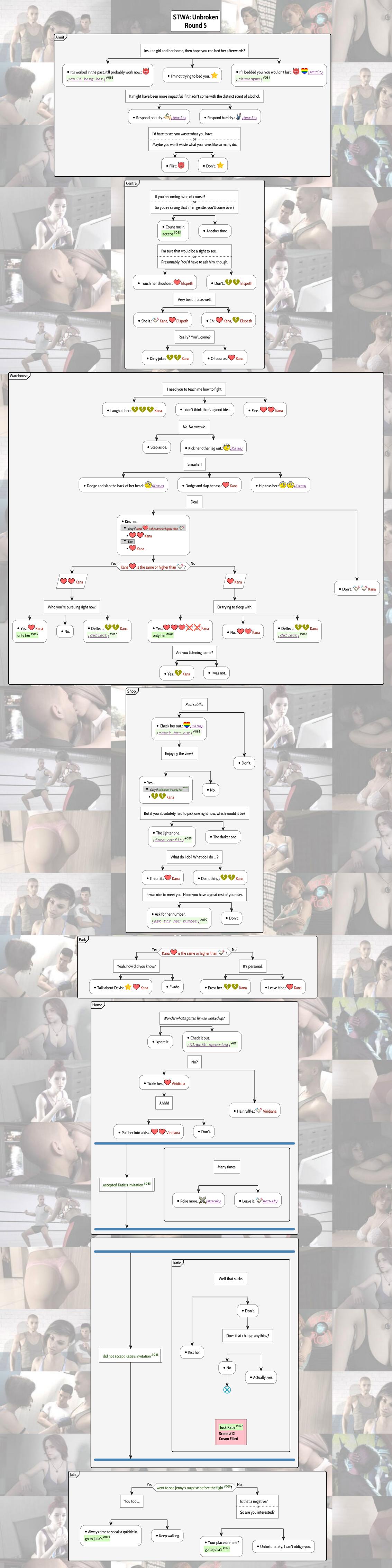


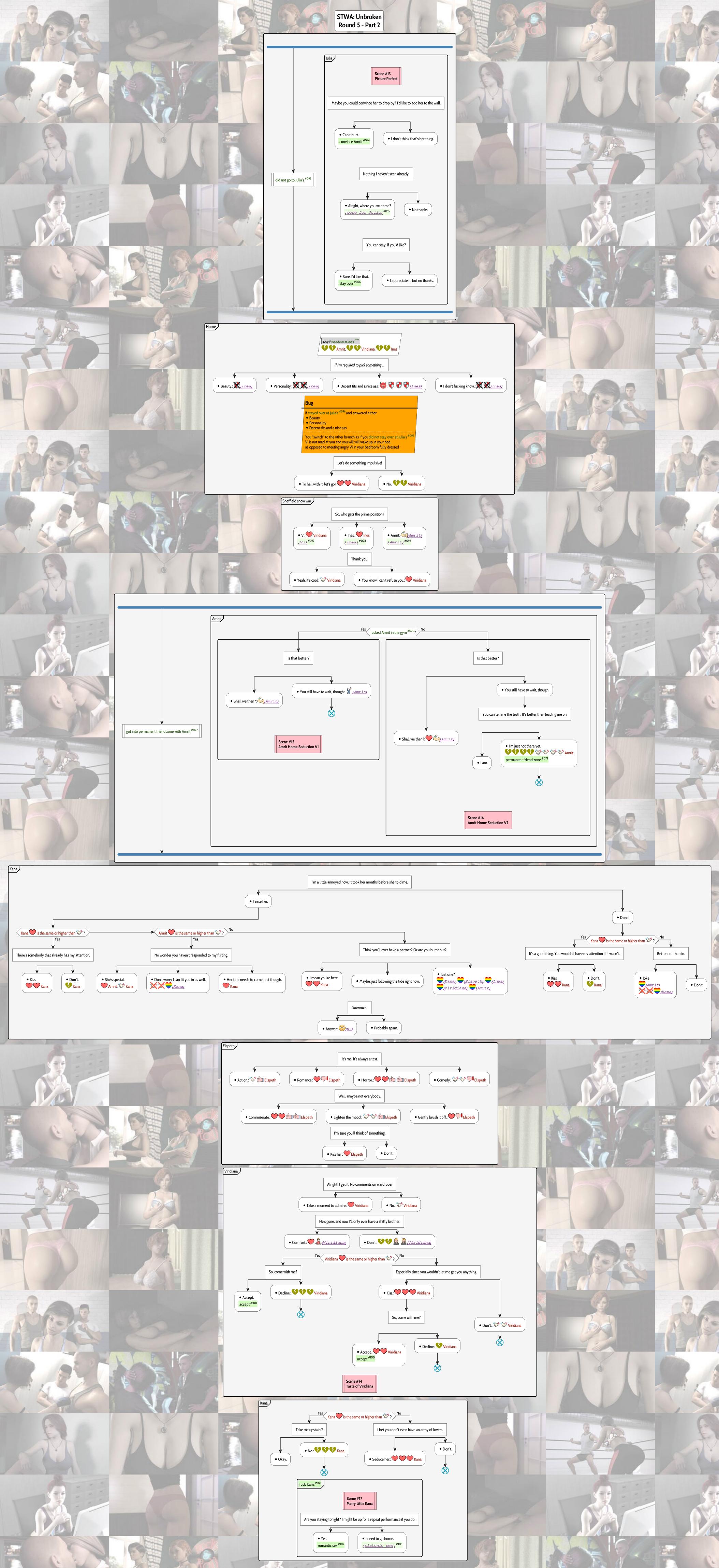
Scene #6 Croydon Six Nine

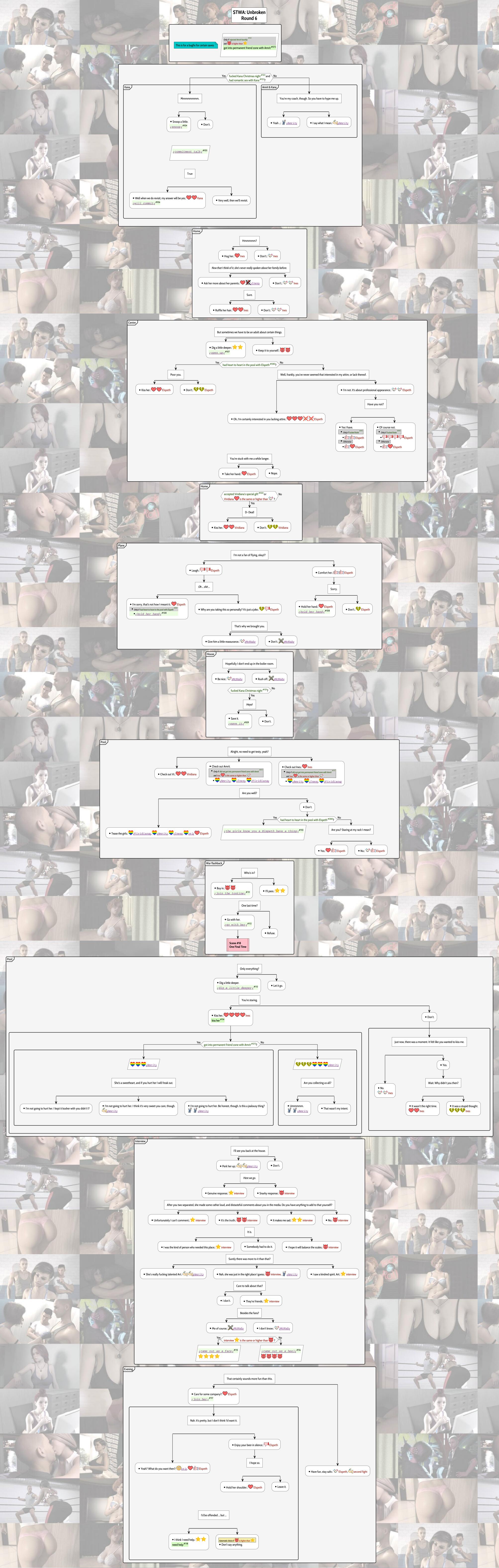


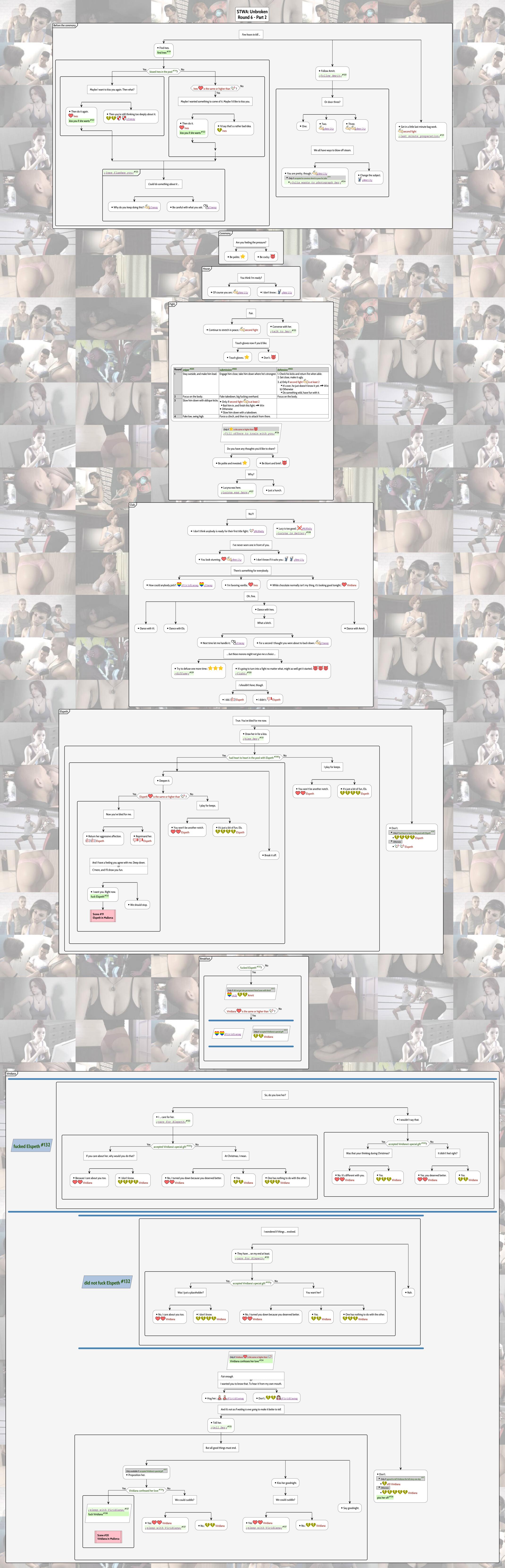


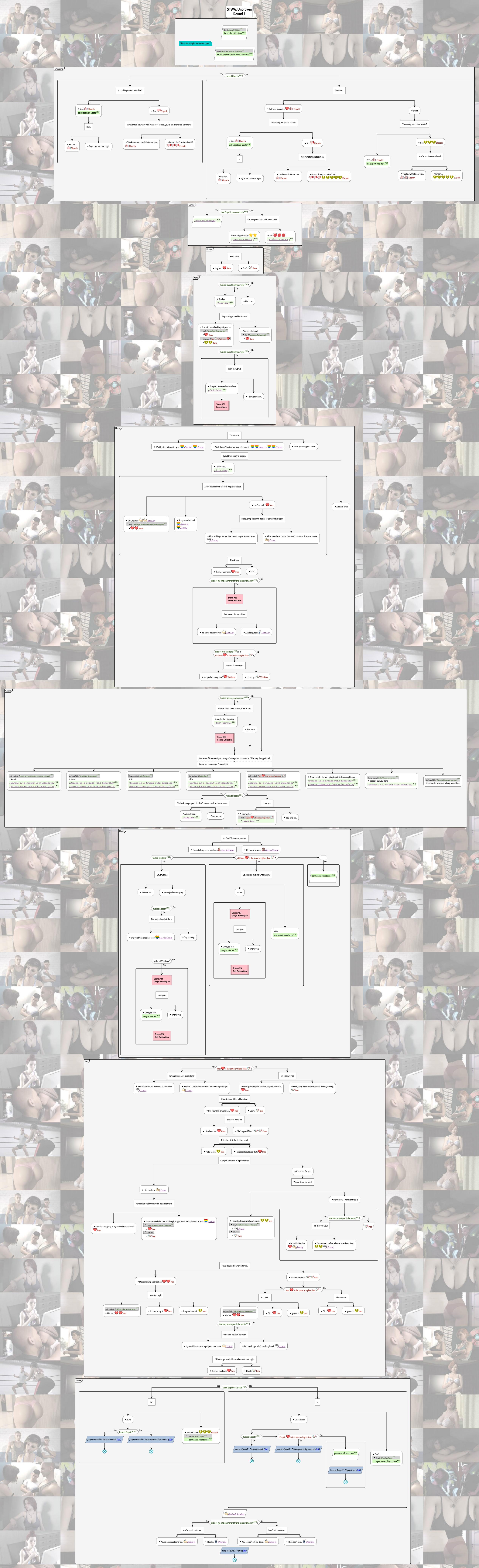




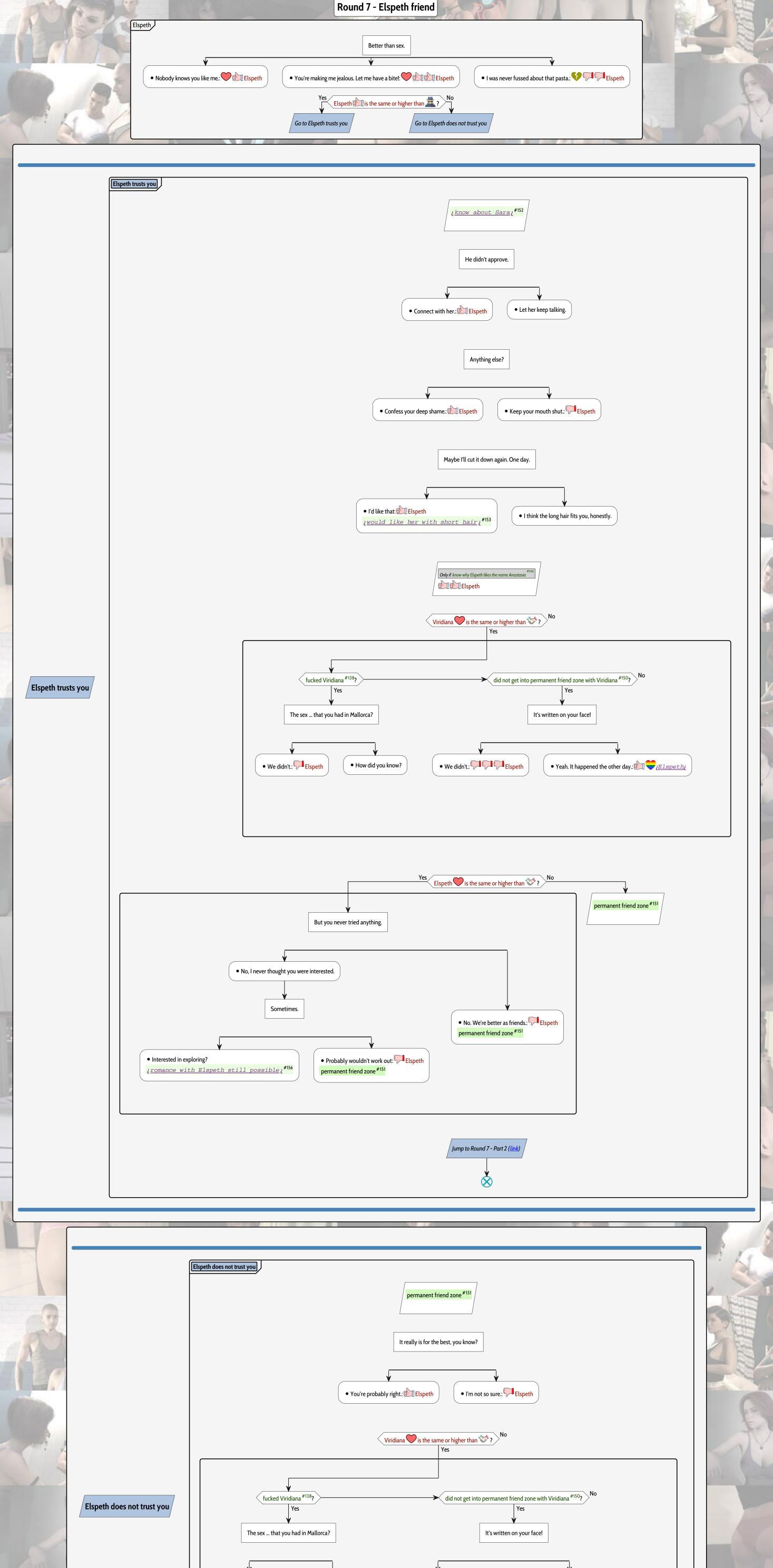








STWA: Unbroken **Round 7 - Elspeth romantic** Elspeth ¿know about Sara; #152 Lisa! • Ohhh. Do tell.: Elspeth • You'd better be talking about me. He's not on the clock, let the man relax. • It's no trouble.: Elspeth • Another time. Hmmmm. • Cheer her up.: Elspeth • Say nothing. He didn't approve. • Connect with her.: Elspeth • Let her keep talking. Anything else? • Confess your deep shame.: Elspeth • Keep your mouth shut.: Elspeth Maybe I'll cut it down again. One day. • I'd like that.: Elspeth • I think the long hair fits you honestly. ¿would like her with short hair; #153 Only if know why Elspeth likes the name Anastasia #046 **Elspeth** Aye. • It's a beautiful picture. • You two are stunning.: <u>Elspethi</u> Viridiana is the same or higher than ?? did not get into permanent friend zone with Viridiana #150? fucked Viridiana #138? The sex ... that you had in Mallorca? It's written on your face! • We didn't.: Elspeth • We didn't.: Elspeth • Yeah. It happened the other day.: **\infty \infty i Elspeth; • How did you know? Come to bed? • My pleasure. ¿fuck her; #154 • Not tonight. Scene #27 Want, Take, Have V1 I love you. • I love you too. • ...: Elspeth tell her you love her #157 Jump to Round 7 - Part 2 (<u>link</u>)



• We didn't.: Elspeth

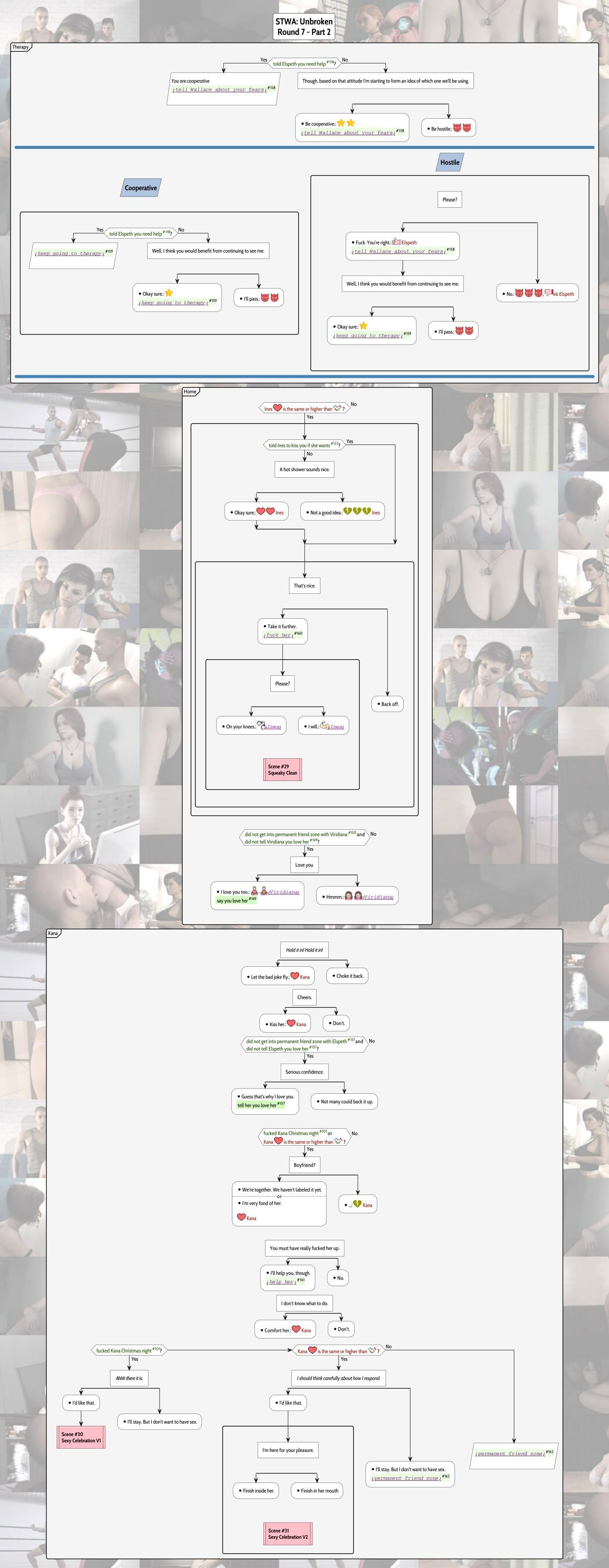
• How did you know?

• We didn't.: Elspeth

Jump to Round 7 - Part 2 (<u>link</u>)

• Yeah. It happened the other day.: Elspeth

STWA: Unbroken



check current value

mcnabrival

mcnabfriend

amritfriend

 ${\tt amritlove}$

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

mcnabrival = value

mcnabfriend = value

amritfriend = value

amritlove = value

variable: The variable

mcnabrival

mcnabfriend

amritlove

amritfriend

definition: what it represents

Character variables

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 variable set variable / new value unset variable

McNab rivalry points

McNab friend points

Amrit love points

Amrit friend points

	-				
amritconfidence	Amrit confidence points	amritconfidence =	value		amritconfidence
amritinterestingirls	Amrit girl interest points	amritinterestingi	rls = value		amritinterestingirls
vilove	Viridiana love points	vilove = value			vilove
vifamily	Viridiana family points	vifamily = value			vifamily
vigrief	Viridiana grief points	vigrief = value			vigrief
viacceptance	Viridiana acceptance points	viacceptance = va	lue		viacceptance
viinterestingirls	Viridiana girl interest points	viinterestingirls	= value		viinterestingirls
serenafriend	Serena friend points	serenafriend = va	lue		serenafriend
kanalove	Kana love points	kanalove = value			kanalove
kanafriend	Kana friend points	kanafriend = valu	e		kanafriend
kanainjury	Kana injury points	kanainjury = valu	е		kanainjury
kanainterestingirls	Kana girl interest points	kanainterestingir	ls = value		kanainterestingirls
elspethlove	Elspeth love points	elspethlove = val	ue		elspethlove
elspethfriend	Elspeth friend points	elspethfriend = v	alue		elspethfriend
elspethtrust	Elspeth trust points	elspethtrust = va	lue		elspethtrust
elspethsecrecy	Elspeth secrecy points	elspethsecrecy =	value		elspethsecrecy
elspethinterestingirls	Elspeth girl interest points	elspethinterestin	girls = value		elspethinterestingirls
injury	Injury points	injury = value			injury
fame	Fame points	fame = value			fame
infamy	Infamy points	infamy = value			infamy
suspicions	Suspicions	suspicions = valu	е		suspicions
firstfightprep	First fight preparation points	firstfightprep =	value		firstfightprep
secondfightprep	Second fight preparation points	secondfightprep =	value		secondfightprep
prepforthirdfight	Third fight preparation points	prepforthirdfight	= value		prepforthirdfight
ineslove	Ines love points	ineslove = value			ineslove
inesfriend	Ines friend points	inesfriend = valu	е		inesfriend
inesdesiretoprotect	Ines desire to protect points	inesdesiretoprote	ct = value		inesdesiretoprotect
inesinterestingirls	Ines girl interest points	inesinterestingir	ls = value		inesinterestingirls
inesselfreliance	Ines self reliance points	inesselfreliance	= value		inesselfreliance
inessubmission	Ines submission points	inessubmission =	value		inessubmission
hollowayface	Interview face points	hollowayface = va	lue		hollowayface
hollowayheel	Interview heel points	hollowayheel = va	lue		hollowayheel
Game Decisions Variables label: The label as found in the walkthrough set variable: what to type in the developer console to turn the variable on					
unset variable: what to type in the developer console to turn the variable off check current value: what to type in the developer console to check the current value					
label #001			set variable		
sniper #001			sniper = "1"		
submission #002		submission #002			

prepforthirdfight ineslove	Third fight preparation points Ines love points	prepforthirdfight : ineslove = value			prepforthirdfight ineslove				
inesfriend inesdesiretoprotect	Ines friend points Ines desire to protect points	inesfriend = value inesdesiretoprotect			inesfriend inesdesiretoprotect				
inesselfreliance inessubmission	Ines girl interest points Ines self reliance points Ines submission points	<pre>inesinterestingirls inesselfreliance = inessubmission = value</pre>	value		inesinterestingirls inesselfreliance inessubmission				
hollowayface hollowayheel	Interview face points Interview heel points	hollowayface = value hollowayheel = value	ıe		hollowayface hollowayheel				
Game Decisions \	Variables								
label: The label as four	nd in the walkthrough ype in the developer console to tu	ırn the variable on							
unset variable: what to check current value: w	o type in the developer console to what to type in the developer cons	turn the variable off	alue						
sniper #001		2	set variable			unset variable sniper = "2"		sniper	
defensive #003	1	(defensive =	"1"		<pre>submission = "2" defensive = "2" jennofferaccepted = "2"</pre>		submission defensive jennofferaccepted	
eyefuck Kana #005	with Amrit;#006]	kanaeyefucke		.amrit = "1"	kanaeyefucked = "2" toldmcnabyouwouldsleepwithamrit = "2"	ı	kanaeyefucked toldmcnabyouwouldsleepwithamrit	
The Author ending: A	TheAuthor ending: Aoife #007 TheAuthor ending: Lyndie #008		<pre>aoifeending = "1" lyndieending = "1"</pre>			aoifeending = "2" lyndieending = "2"		aoifeending lyndieending	
TheAuthor ending: Be TheAuthor ending: Ch			peatrixendin chrisending			<pre>beatrixending = "2" chrisending = "2"</pre>		beatrixending chrisending	
TheAuthor ending: Di			druending =			<pre>druending = "2" kimending = "2"</pre>		druending	
TheAuthor ending: th	lannah ^{#014}		chroupleendi			throupleending = "2" hannahending = "2" hardspar = "2" regspar = "2" toldviyouwouldtellherthefullstory = "2" acceptedsexwithserena = "2" acceptedbet = "2" viinyourbed = "2"		throupleending hannahending	
<u>¿reckless</u> ; #015 <u>¿normal</u> ; #016		1	nardspar = " regspar = "1	п				hardspar	
tell her one day #017 fuck Serena #018 ¿accept the b		ć		ithserena = "1	llstory = "1"			toldviyouwouldtellherthefullstory acceptedsexwithserena acceptedbet	
let her sleep with you ¿with Amrit;	J #020	7	viinyourbed	= "1"				viinyourbed viinamritbed	
¿take a nap;# ¿fuck Jenny;	¢022	1		tday = "True"		<pre>naptakenfirstday = "False" sleptwithjenn = "False"</pre>		naptakenfirstday	
accept her offer #024			jennoffertwo sawelsinbase	= "True"		<pre>jennoffertwo = "False" sawelsinbasement = "False" fuckedserenapart2 = "False" datewithreenie = "False"</pre>		jennoffertwo sawelsinbasement	
fuck Serena #026 ¿date with Se	e <u>rena</u> ; #027		fuckedserena	part2 = "True' ie = "True"				fuckedserenapart2 datewithreenie	
¿blowjob Sere	#028 #029			lowjobdaytwo =		firstreenieblowjobdaytwo = "False" putviinherbednight2 = "False"		firstreenieblowjobdaytwo putviinherbednight2	
consider it #031		1	toldamrityou	ednight2 = "Ti	"True"	<pre>putviinyourbednight2 = "False" toldamrityoudconsiderit = "False"</pre>		putviinyourbednight2 toldamrityoudconsiderit rejectedamritgently	
reject her gently #032 reject her harshly #032	33	1	rejectedamri	tharshly = "True"		rejectedamritgently = "False" rejectedamritharshly = "False"	rejectedamritharshly = "False"		
¿touch her; **0. ¿flirting wit ¿stay; **036		1		= "True" atie = "True" andfamily = "True"	'rue"	<pre>touchedamrit = "False" flirtedwithkatie = "False" stayedwithviandfamily = "False"</pre>		flirtedwithkatie stayedwithviandfamily	
<u>i leave</u> <u>i</u> ^{#037} go with her ^{#038}		-		ily = "True"	rue	leftviandfamily = "False" visitedcroydon = "False"		leftviandfamily visitedcroydon	
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¿ <u>reject her h</u> blowjob #042			rejectedamri croydonblowj	tincroydonhars	h = "True"	rejectedamritincroydonharsh = "False" croydonblowjob = "False"	п	rejectedamritincroydonharsh croydonblowjob	
¿have fun wit				incroydon = "T	'rue"	<pre>screwedamritincroydon = "False" likeamritoutfit = "False"</pre>		screwedamritincroydon likeamritoutfit	
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¿save it for	later į #048	2	savedsecondq	uldkeepbikesed	= "True"	savedsecondquestionforels = "False"		toldelsyouwouldkeepbikesecret savedsecondquestionforels	
¿Elspeth's br	to her brother; #049 other is dead; #050 story behind Viridian]	knowelspethb	rotherdead = 'utscars = "Tru	True"	<pre>knowbikebelongstoelsbrother = "False" knowelspethbrotherdead = "False" inesknowsaboutscars = "False"</pre>		knowbikebelongstoelsbrother knowelspethbrotherdead inesknowsaboutscars	
¿accept; #052 ¿let her fini]	<pre>catiesflat = elscomfortvi</pre>	"True"		<pre>katiesflat = "False" elscomfortvi = "False"</pre>		katiesflat	
	rother's 2nd chance;			pethsbrotherse	condchance = "True"	knowaboutelspethsbrothersecondchance nightbeforemediawithkana = "False"	= "False"	knowaboutelspethsbrothersecondchance nightbeforemediawithkana	
¿considering respectful #057	<u>it</u> ¿ ^{#056}			iversity = "Tr		considereduniversity = "False" respectfultofirstopponent = "False"		considereduniversity	
Jenny's surprise #059		i	<pre>fightnightvi = "True" JandJsurprise = "True" thejandjthreesome = "True"</pre>			<pre>fightnightvi = "False" JandJsurprise = "False"</pre>	ndJsurprise = "False" JandJsurprise		
¿rain check w	<pre>¿threesome Jenny & Julia; #060 ¿rain check with Julia; #061 ¿look her in the eye; #062 ¿look her in the cleavage; #063 ¿make classes; #064</pre>		<pre>thejandjthreesome = "True" juliaraincheck = "True" lookedelspethintheyefirstmeeting = "True"</pre>			<pre>thejandjthreesome = "False" juliaraincheck = "False" lookedelspethintheyefirstmeeting = "F</pre>	7-1	the jand jthreesome juliaraincheck	
¿look her in			lookedelspethinthetitsfirstmeeting = "True" promisedtomakeclasses = "True"		tmeeting = "True"			lookedelspethintheyefirstmeeting lookedelspethinthetitsfirstmeeting promisedtomakeclasses	
¿know Viridiana would like to just hang out; #065 think she should tell Amrit #066		_	knowviwantstohang = "True" amritshouldbeinformedabouthermum = "True"			knowviwantstohang = "False" amritshouldbeinformedabouthermum = "False"		knowviwantstohang amritshouldbeinformedabouthermum	
	¿spend the day with McNab; #067 ¿spend the day with Viridiana; #068		<pre>spentdaywithalistairinpartfour = "True" spentdaywithviinpartfour = "True"</pre>			<pre>spentdaywithalistairinpartfour = "Fal spentdaywithviinpartfour = "False"</pre>	lse"	spentdaywithalistairinpartfour spentdaywithviinpartfour	
¿kiss her bac fuck Amrit #070				atpicnic = "Tı redfirstopport	unity = "True"	kissedvibackatpicnic = "False" amritdefloweredfirstopportunity = "Fa	alse"	kissedvibackatpicnic amritdefloweredfirstopportunity	
¿ have fun wit	ne ^{#072}	ć	<pre>amritedownpayment = "True" amritpermanentfriendzone = "True"</pre>		"True"			amritpermanentfriendzone	
	¿go see Kana; #074		datebeforepaparena = "True" datebeforepapakana = "True" homebeforepapa = "True"			datebeforepapakana = "False" dat		datebeforepaparena datebeforepapakana homebeforepapa	
¿meet Serena' ¿proposition	<u>s cat</u> ; ^{#076}	τ	metkitty1stchance = "True" kanapropositionedatsushi = "True"			metkitty1stchance = "False" kanapropositionedatsushi = "False"		metkitty1stchance kanapropositionedatsushi	
¿kiss her ¿#078	¿kiss her; #078 ¿promise to hang out with her; #079		kissedkanaatlunch = "True" promisedinesahangout = "True"			kissedkanaatlunch = "False" promisedinesahangout = "False"		kissedkanaatlunch promisedinesahangout	
heart to heart in the p	pool #080 art on the roof ; #081		<pre>poolhearttoheart = "True" roofhearttoheart = "True"</pre>			<pre>poolhearttoheart = "False" roofhearttoheart = "False"</pre>	poolhearttoheart roofhearttoheart		
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¿face outfit;	#089]	kanashouldwe	arfaceoutfit =	"True"	kanashouldwearfaceoutfit = "False" askedfortrinitynumber = "False"		kanashouldwearfaceoutfit askedfortrinitynumber	
¿Elspeth spar fuck Katie #092			sawelspethsp			<pre>sawelspethspar = "False" bangedthebaker = "False"</pre>		sawelspethspar bangedthebaker	
go to Julia's ^{#093} convince Amrit ^{#094}			juliaflatsha amritposeque			<pre>juliaflatshag = "False" amritposequery = "False"</pre>		juliaflatshag amritposequery	
stay over #096	<u>lia</u> į#095		posedforJuli overnightatJ	a = "True" ulia = "True"		<pre>posedforJulia = "False" overnightatJulia = "False"</pre>		posedforJulia overnightatJulia	
<u>¿Vi</u> ; ^{#097} ¿ <u>Ines</u> ; ^{#098}		2	snowfighttea	mvi = "True" mines = "True'		<pre>snowfightteamvi = "False" snowfightteamines = "False"</pre>		snowfightteamvi snowfightteamines	
¿ Amrit ; #099 accept #100 fuck Kana #101		ć	acceptedviri	mamrit = "True dianasspecial achristmas = '	ift = "True"	snowfightteamamrit = "False" acceptedviridianasspecialgift = "False" sleptwithkanachristmas = "False"	se"	snowfightteamamrit acceptedviridianasspecialgift sleptwithkanachristmas	
romantic sex #102 ¿platonic sex	. , #103]	kanaromantic	sex = "True"	11 ue	kanaromanticsex = "False" kanaplatonicsex = "False"		kanaromanticsex kanaplatonicsex	
¿snoop;#104 ¿commitment t			didalittleka	nasnooping = '		didalittlekanasnooping = "False" kanacommitmenttalk = "False"		didalittlekanasnooping kanacommitmenttalk	
¿will commit; #106 ¿open up; #107 ¿hold her hand; #108 ¿save it; #109 ¿the girls know you & Elspeth have a thing; #110 ¿join the tontine; #111 ¿go with her; #112 ¿dig a little deeper; #113		<pre>kanacommitmenttalk = "True" toldkanayouwouldconsiderseriouscommitment = "True" openedupaboutyourfearpartsix = "True"</pre>			toldkanayouwouldconsiderseriouscommit openedupaboutyourfearpartsix = "False		toldkanayouwouldconsiderseriouscommitment openedupaboutyourfearpartsix		
		heldelspethshandonplane = "True" savedkananude = "True"			heldelspethshandonplane = "False" heldelspethshandonplane savedkananude = "False" savedkananude				
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		:	<pre>wentwithzainaonelasttime = "True" inesconfidedabitinmallorcaone = "True" kissedinesinmallorcapool = "True"</pre>			wentwithzainaonelasttime = "False" wentwithzainaonelasttime inesconfidedabitinmallorcaone = "False" inesconfidedabitinmallorcaone kissedinesinmallorcapool = "False" kissedinesinmallorcapool			
¿came out as	kiss her #114 ¿came out as a face; #115 ¿came out as a heel; #116 ¿join her; #117 need help #118		hollowayinterviewfaceresult = "True"			kissedinesinmallorcapool = "False" kissedinesinmallorcapool hollowayinterviewfaceresult = "False" hollowayinterviewfaceresult hollowayinterviewhellresult = "False" hollowayinterviewhellresult			
			hollowayinterviewhellresult = "True" joinedelspethformidnightstroll = "True" toldelspethyouneededhelp = "True"			hollowayinterviewhellresult = "False" hollowayinterviewhellresult joinedelspethformidnightstroll = "False" joinedelspethformidnightstroll toldelspethyouneededhelp = "False" toldelspethyouneededhelp			
find Ines #119 ¿follow Amrit	#120	:	ineshangouta	fterweight = '	True"	<pre>ineshangoutafterweight = "False" amrithangoutafterweight = "False"</pre>		ineshangoutafterweight amrithangoutafterweight	
kiss you if she wants				erhangout = "T		<pre>finalprepafterhangout = "False" agreedtohelpinesinmallorca = "False"</pre>		finalprepafterhangout agreedtohelpinesinmallorca	
	to photograph her ¡ #124	4 6	amritwantsto	ouinmallorca =	"True"	<pre>inesflashedyouinmallorca = "False" amritwantstoposeforjulia = "False"</pre>		inesflashedyouinmallorca amritwantstoposeforjulia	
¿talk to her¿ ¿Till offers	to train with you; #120		cillwantstot	rainwallorca =	"True"	<pre>spoketolucynainmallorca = "False" tillwantstotrainwithyou = "False" toldamrithyggrigitedinmallorga = "False"</pre>		spoketolucynainmallorca tillwantstotrainwithyou	

8	Amrit Gym Tryst V1	unlock_scene_item(8)	next((i for
9	Amrit Gym Tryst V2	unlock_scene_item(9)	next((i for
10	Legal Smash	unlock_scene_item(10)	next((i for

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

unlock

unlock_scene_item(1)

unlock_scene_item(2)

unlock_scene_item(3)

unlock_scene_item(4)

lock

¿Lucyna was here; #127

¿<u>diffuse</u>; #129

¿<u>kiss her</u>;#131

¿<u>tell her</u>;#135

piss her off #136

fuck Viridiana #138

ask Elspeth on a date #139

¿<u>kiss her</u>;#142

¿fuck Kana; #143

¿join them; #144

¿<u>kiss her</u>¿#148

say you love her #149

¿fuck her; #154

tell her you love her #157

¿fuck her; #160

¿<u>help her</u>;#161

Unlock scenes

title: The scene title

number title

number: The scene number

permanent friend zone #150

permanent friend zone #151

¿know about Sara¿#152

¿fuck Serena; #145

¿Serena is a friend with benefits; #146

¿Serena knows you fuck other girls; #147

¿would like her with short hair¿#153

¿romance with Elspeth still possible; #156

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

lock: what to type in the developer console to lock

Rena Comfort

Jammin' Jenny

Croydon Six Nine

Touch me

Jen & Julia

Cool Down

Cream Filled

Ginger Bonding V1

Ginger Bonding V2

Want, Take, Have V1

Want, Take, Have V2

Sexy Celebration V1

Sexy Celebration V2

Self Exploration

Squeaky Clean

25

26

27

28

29

30

31

Cute underwear V1

Cute underwear V2

 $i\frac{\mathit{fuck}\ \mathit{her}\ \mathit{for}\ \mathit{the}\ \mathit{first}\ \mathit{time}}{i^{\mathit{#155}}}$

<u>itell Wallace about your fears</u>; #158

¿keep going to therapy; #159

¿permanent friend zone; #162

¿open to therapy ¿ #140

¿against therapy; #141

¿<u>fight</u>;#130

fuck Elspeth #132

¿<u>Lucyna is better</u>; #128

¿care for Elspeth; #133

Viridiana confesses her love #134

¿sleep with Viridiana; #137

	13	Picture Perfect	unlock_scene_item(13)	next((i for i in persistent.scene_list if i.item_id ==
	14	Taste of Viridiana	unlock_scene_item(14)	<pre>next((i for i in persistent.scene_list if i.item_id ==</pre>
	15	Amrit Home Seduction V1	unlock_scene_item(15)	<pre>next((i for i in persistent.scene_list if i.item_id ==</pre>
	16	Amrit Home Seduction V2	unlock_scene_item(16)	<pre>next((i for i in persistent.scene_list if i.item_id ==</pre>

for i in persistent.scene_list if i.item_id == Merry Little Kana unlock_scene_item(17) next((i for i in persistent.scene_list if i.item_id == One Final Time next((i for i in persistent.scene_list if i.item_id == unlock_scene_item(18) Elspeth in Mallorca unlock_scene_item(19) next((i for i in persistent.scene_list if i.item_id == Viridiana in Mallorca next((i for i in persistent.scene_list if i.item_id == unlock_scene_item(20)

unlock_scene_item(24)

unlock_scene_item(25)

== 13)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 13)).is_locked == False
== 14)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 14)).is_locked == False
== 15)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 15)).is_locked == False
== 16)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 16)).is_locked == False
== 17)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 17)).is_locked == False
== 18)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 18)).is_locked == False
== 19)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 19)).is_locked == False
== 20)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 20)).is_locked == False
== 21)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 21)).is_locked == False
== 22)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 22)).is_locked == False
== 23)).is_locked = True	next((i for i in persistent.scene_list if i.item_id == 23)).is_locked == False

mallorcapacifism = "False"

mallorcabrawl = "False"

toldamritlucyvisitedinmallorca = "False"

believelucyisbetterthanamrit = "False"

kissedelsaftermallorcafight = "False"

toldviyouhadfeelingsforels = "False"

viconfessedloveinmallorca = "False"

toldviaboutzaina = "False"

opentotherapy = "False"

hostiletotherapy = "False"

kissedkanainpublic = "False"

sexwithserenapartseven = "False"

kissedelsinpublicpt7 = "False"

serenabenefits = "False"

knowwhosarahis = "False"

toldwallacefears = "False"

keepgoingtotherapy = "False"

showersexwithinespartseven = "False"

toldtrinityyouwouldhelpher = "False"

check current value

kanapermanentfriendzone = "False"

pissedoffviinmallorca = "False"

sleptwithviinmallorca = "False"

elspethdateaftermallorca = "False"

firsttimewithelspethinmallorca = "False"

tookviridianavirginityinmallorca = "False"

sleptwithkanainlockerroomshower = "False"

serenaknowsyouarebangingothers = "False"

toldviridianayouloveherpartseven = "False"

sleptwithelspethinlondonpartseven = "False"

elspethromanceredemptionpossible = "False"

toldelspethyoulovedherpartseven = "False"

firsttimewithelspethinlondon = "False"

viridianapermanentfriendzone = "False"

elspethpermanentfriendzone = "False"

likelspethwithshorthair = "False"

watchedamoviewithamritandinesaftermallorca = "False"

mallorcapacifism

mallorcabrawl

toldamritlucyvisitedinmallorca

believelucyisbetterthanamrit

kissedelsaftermallorcafight

 ${\tt toldviyouhadfeelings forels}$

viconfessedloveinmallorca

toldviaboutzaina

opentotherapy

hostiletotherapy

kissedkanainpublic

sexwithserenapartseven

kissedelsinpublicpt7

serenabenefits

knowwhosarahis

toldwallacefears

next((i for i in persistent.scene_list if i.item_id == 1)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 2)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 3)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 4)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 5)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 6)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 7)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 8)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 10)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 11)).is_locked == False

next((i for i in persistent.scene_list if i.item_id == 12)).is_locked == False

keepgoingtotherapy

 $\verb|showersex| within esparts even$

toldtrinityyouwouldhelpher

kanapermanentfriendzone

pissedoffviinmallorca

sleptwithviinmallorca

 ${\tt elspeth} date after {\tt mallor} ca$

firsttimewithelspethinmallorca

tookviridianavirginityinmallorca

sleptwithkanainlockerroomshower

serenaknowsyou are banging others

 ${\tt toldviridianayoulove} her {\tt partseven}$

 ${\tt sleptwithelspethinlondonpartseven}$

 ${\tt elspethromance} redemption possible$

toldelspethyoulovedherpartseven

 ${\tt first time with elspeth in lond on}$

 ${\tt viridianapermanent friend zone}$

 $\verb|elspeth| permanent friend zone|$

likelspethwithshorthair

 $watched a movie with {\tt amritandines} after {\tt mallor} ca$

mallorcapacifism = "True"

toldviaboutzaina = "True"

opentotherapy = "True"

hostiletotherapy = "True"

kissedkanainpublic = "True"

sexwithserenapartseven = "True"

kissedelsinpublicpt7 = "True"

serenabenefits = "True"

knowwhosarahis = "True"

toldwallacefears = "True"

keepgoingtotherapy = "True"

showersexwithinespartseven = "True"

toldtrinityyouwouldhelpher = "True"

next((i for i in persistent.scene_list if i.item_id == 1)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 2)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 3)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 4)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 5)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 6)).is_locked = True

next((i for i in persistent.scene_list if i.item_id == 7)).is_locked = True

unlock_scene_item(11) | next((i for i in persistent.scene_list if i.item_id == 11)).is_locked = True

unlock_scene_item(12) | next((i for i in persistent.scene_list if i.item_id == 12)).is_locked = True

i in persistent.scene_list if i.item_id == 8)).is_locked = True

i in persistent.scene_list if i.item_id == 9)).is_locked = True

i in persistent.scene_list if i.item_id == 10)).is_locked = True

kanapermanentfriendzone = "True"

pissedoffviinmallorca = "True"

sleptwithviinmallorca = "True"

elspethdateaftermallorca = "True"

mallorcabrawl = "True"

toldamritlucyvisitedinmallorca = "True"

believelucyisbetterthanamrit = "True"

kissedelsaftermallorcafight = "True"

toldviyouhadfeelingsforels = "True"

viconfessedloveinmallorca = "True"

firsttimewithelspethinmallorca = "True"

tookviridianavirginityinmallorca = "True"

sleptwithkanainlockerroomshower = "True"

serenaknowsyouarebangingothers = "True"

toldviridianayouloveherpartseven = "True"

sleptwithelspethinlondonpartseven = "True"

elspethromanceredemptionpossible = "True"

toldelspethyoulovedherpartseven = "True"

firsttimewithelspethinlondon = "True"

viridianapermanentfriendzone = "True"

elspethpermanentfriendzone = "True"

likelspethwithshorthair = "True"

watchedamoviewithamritandinesaftermallorca = "True"

Kana Shower next((i for i in persistent.scene_list if i.item_id == unlock_scene_item(21) 22 Sweet Sink Sex unlock_scene_item(22) next((i for i in persistent.scene_list if i.item_id == 23 Serena Office Sex unlock_scene_item(23) next((i for i in persistent.scene_list if i.item_id ==

ed == False ed == False next((i for i in persistent.scene_list if i.item_id == 24)).is_locked = True next((i for i in persistent.scene_list if i.item_id == 24)).is_locked == False next((i for i in persistent.scene_list if i.item_id == 25)).is_locked = True | next((i for i in persistent.scene_list if i.item_id == 25)).is_locked == False next((i for i in persistent.scene_list if i.item_id == 28)).is_locked = True | next((i for i in persistent.scene_list if i.item_id == 28)).is_locked == False next((i for i in persistent.scene_list if i.item_id == 29)).is_locked = True | next((i for i in persistent.scene_list if i.item_id == 29)).is_locked == False next((i for i in persistent.scene_list if i.item_id == 30)).is_locked = True | next((i for i in persistent.scene_list if i.item_id == 30)).is_locked == False unlock_scene_item(31) | next((i for i in persistent.scene_list if i.item_id == 31)).is_locked = True | next((i for i in persistent.scene_list if i.item_id == 31)).is_locked == False