

Main Story	2
Heaven Path	3
Continuation Heaven Path	4
Eliette Path	5
Maryen Path	12
Bezvallienne Path	18
Continuation Bezvallienne Path	19
Sheina Path	23
Continuation Sheina Path	29
Castle of Timfalme Path	34
Croixelle Path	39
Margarita Path	42
Kive Path	49
Forest/Neutral Path	51
Regina Path	51
Diula Path	60
Diula/Regina Path	60
Continuation Diula/Regina Path	61
Naya Path	65
Madea Path	73
Hell Path	79
Kendra Path	80
Nyxmay Path	86
Vaiklis Path	91
Yakuu Path	95
Continuation Yakuu Path	95
Pyeka Path	100
Makla Path	104
Extra/Special	106
Campus Life	106
Wintermoon Special 1	107
Halloween Special 1	107

Main Story

Me: "I must "

- "Run away from the house."
- "Stay silent inside the house." (**Death**)

Me: "I should "

- "Run Away"
- "Stay still. I cannot run from her anyway."
valentia += 1 *interes_maryen* += 1
- "She is so beautiful. I want to be caught by her."
perversion += 1 *interes_kendra* += 1

Me: "The queen? Who is she? I don't even remember what this place is."

- "Tell a lie."
interes_kendra += 1
- "I don't know about her."
interes_maryen += 1

Me: "However, Kendra called Maryen “Guardian” before. Seems like they protect people over here."

- "They are gentle persons who kindly decided to protect those who need them."
interes_maryen += 1 *bondad* += 1
- "I have no idea of who they are..."
- "They are the ones who must protect us."
interes_kendra += 1

Kendra: "What if I told you that if you became my prisoner, I would spare the lives of the people in this town. Then, tell me, what would you do?"

- "I would go with you if that way I can save their lives."
interes_maryen += 1 *bondad* += 1 *valentia* +=2
- "I don't know those people. However, I would gladly go with you."
interes_kendra += 1 *perversion* += 1
- "J-just let me go, I beg you!"
interes_kendra += 1

if *interes_kendra* > 2 you get different text

Me: "What should I do...?"

- "Try to break free."

Maryen: "Don't stay here, it's so dangerous! Run away now please!"

- "Run away as fast as I can." Go to [Forest/Neutral Path](#)
(if *bondad* > 0 you get extra text)
- "Stay here and watch." (**Death**)
(if *perversion* > 0 you get different text)
- "I cannot abandon Maryen." (if *interes_maryen* > 1) Go to [Heaven Path](#)
bondad += 1 *valentia* += 1
- "This is like a dream come true, I want to stay here!."
- "I cannot let Kendra hurt more people. I will obey her."
valentia += 1 *interes_maryen* += 1

If *interes_kendra* > 2

Go to [Hell Path](#).

Me: " I'm going to die..."

- "Try to comfort Maryen."
valentia += 1 *interes_maryen* += 1
- "Struggle."

perversion += 1 interes_kendra += 1

If valentia > 1 then you gain maldicion_kendra_a_maryen +=1 and continue below. Else you get Death ending.

Heaven Path

Me: "Since I'm being held very close to Maryen's face, I can easily make out her expressions, so it's not hard for me to realise that what she just heard must be really painful to her."

- "YOU MORONS!! SHE JUST SAVED YOU ALL!"
bondad+=1 interes_maryen+=1
- "..."
- "... You should crush them all, Maryen."
interes_sheina +=1 interes_kendra +=1 interes_maryen -=1
- "That's really unfair. She just tried to help you all."
bondad+=1 interes_maryen+=1

Maryen: "You are safe now... don't worry."

- "Thank you so much Maryen."
interes_maryen += 1
- "..."

Maryen: "It's my fault. If only I had arrived earlier..."

- "It was not your fault. You saved many lives."
interes_maryen += 1
- "Those idiots don't deserve your help..."
- "..."

Eliette: "Nice to meet you Mr. %(player_name)s. Welcome to Keisiema."

- "My pleasure."
- "Nice to meet you too honey! *wink*" *perversion += 1*
- "The pleasure is mine lady Eliette."
interes_eliette += 1

Me: "With more giantesses around I should..."

- "Just keep walking calmly."
- "Run closer to her."

Maryen: "I'm sorry..."

- "Don't worry Maryen. Thank you."
- "I have a goddess in front of me and you say that I'm not dreaming?"
interes_maryen += 1
- "It's okay, you were busy after all. Can you say thanks to Eliette from me please"
interes_eliette += 2

Me: "I nod with my head."

- "Good night Maryen."
- "So you are not sleeping with me...?" (If interes_maryen > 3 you get different text)
perversion += 1 interes_eliette -= 1

If interes_maryen > 3 you get choice below, else

Go to [A](#)

Me: "Somehow, I manage to calm myself. She looks genuinely worried."

- "I was being crushed by Kendra... It felt so real"
interes_maryen += 1
- "Yes, but don't worry, it was just a nightmare..."

valentia += 1

If *interes_eliette* < 2 continue below. If more than 2 then Go to [A](#)

Maryen: "Maybe it's not comfortable for you to sleep with someone of my size but..."

- "Thanks Maryen, but that's not necessary. It was just a dream." [A]
- "Are you sure? I don't want to be a burden." [B]
- "Yes please... I would feel way safer with you." [B]

interes_maryen +=1

If Maryen sleeps with you. [B]

Me: "I should..."

- "Have a proper etiquette, look at other way."
interes_maryen += 1
- "There's no harm if I keep looking... right?"
- "Try to cover her."

Go to [Continuation Heaven Path](#)

Go to [Continuation Heaven Path](#)

Go to [Continuation Heaven Path](#)

If Maryen doesn't sleep with you. [A]

Me: "What should I do?"

- "Stay here resting."
- "Go find the noise origin, maybe Eliette needs my help."

Go to [Continuation Heaven Path](#)

Me: "What should I do?"

- "Gently call her again."

Eliette: "Are you okay!?"

- "Yup, I just have my heart on my mouth but I'm alive"
- "Yes, do not worry Eliette, it was my fault."

interes_eliette += 1

- "Get closer and call her again."

Me: "My lower body hurts... but I think I have nothing broken."

- "I'm fine, don't worry!"
interes_eliette += 1
- "Ouch... please, be careful."
- "Actually... that felt good"

Eliette: "Well, and that's why I feel I must use it."

- "I see, that's understandable."
interes_eliette += 1
- "But they cannot see you here"

Eliette: "There, now I hope you have a proper rest Mr. %(player_name)s."

- "Thank you a lot Eliette."
interes_eliette += 1
- "You are not joining me tonight?"
perversion += 1

Continuation Heaven Path

Maryen: "%(player_name)s, this is Sheina, she will try to help you."

- "It's a pleasure to meet you lady Sheina"
interes_sheina += 1
- "Hello there beauty! *wink*"
- "Nice to meet you."

Sheina: "That's why she lets things be resolved by force if both parties wish it."

- "I see, that's fair"
interes_sheina += 1
- "That's a nonsense... if you have the power to stop wars, you MUST do it."
valentia += 1

Sheina: "In any case, I would appreciate if you refrained from talking like that about my queen again."

- "... Sorry. I shouldn't have said that in my position."
interes_sheina += 1
 - "Sorry, but that's my opinion."
-
- "..."

Me: "I will..."

- "Stay in this kingdom." (If *bondad* >= 1 you get *interes_maryen* +=1 *interes_eliette* += 1
interes_sheina += 1)
vas_con_sheina = "false"
- "Go with Sheina"
interes_sheina += 1 *vas_con_sheina* = "true"

If *vas_con_sheina* == "true" you get different text
If *interes_maryen* >= 4 you get extra text

If *vas_con_sheina* == "false" you get different text
If *interes_maryen* >= 4 you get different text and choice below

Maryen: "So I feel better knowing that you will keep being here for a while."

- "Thanks for worrying that much Maryen"
- "I'm not that weak, you know?"

Maryen: "Take your time, I will leave the door ajar so you can leave when you want."

- "Okay Maryen, thanks for everything."
interes_maryen +=1
- "So... you are not joining me?" (if *interes_maryen* < 4 get a shy response)
perversion += 1

If *interes_eliette* >=3 Go to [Eliette Path](#)

if (*vas_con_sheina* == "true") Go to [Sheina Path](#)

if (*vas_con_sheina* == "false") Go to [Maryen Path](#)

Eliette Path

Within the action of Eliette sitting on you, you gain 2 points of *her_pierna_izq* and 1 point of *her_pierna_der*.

Me: "Eliette is on the verge of crying while looking at me."

- "Try to endure the pain and make her believe that I'm okay."
interes_eliette += 1 *bondad* += 1 *heroe_del_banio* += 1 *her_pierna_izq* += 1
her_pierna_izq -= 1 *her_pierna_der* -= 1

Eliette: "You were trying to not worry me, right?"

- "I don't know what you are talking about."
- "I couldn't let tears to drop from those beautiful eyes."
interes_eliette += 1
- "Look aside and don't say anything."

interes_eliette += 1

- "Tell her that you think that you have something broken."
her_pierna_izq -= 1 her_pierna_der -= 1

Eliette: "We were supposed to protect you and still... I hurt you way more than that demoness."

- "Accidents happens every day Eliette, don't worry."
- "You know? It wasn't that bad... kinda enjoyable in a way." (if perversion>1 you say one extra line.)
perversion += 1

if (vas_con_sheina == "true") you get different text and choice below

Me: "What should I do...?"

- "Accept Eliette's proposal."

Me: "I don't think I can go anywhere like this, I would just be a burden to Sheina."

- "Okay, but... Will you be careful with me?"
- "I am at your care then Eliette, thank you."
Interes_eliette += 1

- "Go with Sheina anyway" **Go to [Sheina Path](#)**

if (vas_con_sheina == "false") you get different text and choice below

Me: "She looks really decided to do it."

- "Okay, but... Will you be careful with me?"
- "I am at your care then Eliette, thank you."
interes_eliette += 1

Eliette: "But I will make sure to repay you for this."

- "Don't worry Eliette, it was just an accident."
interes_eliette +=1
- "Can I ask for something lewd in return?" (if perversion > 1)

Eliette: "C-can I finish drying your hair?"

- "Sure, go ahead."
interes_eliette +=1
- "Don't worry, I can do it by myself."

Eliette: "I am sorry Mr. %(player_name)s, I know it's something that any mortal wants to know, but still..."

- "It's okay Eliette, don't worry."
interes_eliette += 1
- "That's unfair..."
interes_eliette -=2

Eliette: "It's not just following a rule, I really cannot speak about it..."

- "I'm sorry Eliette..."
interes_eliette += 1
- "..."

Me: "..."

- "You have a heart of gold Eliette..."
- "..."

Eliette: "So please... try to move away so I can put it back on its place..."

- "Try to move away"
interes_ eliette +=1
- "Let me stay like this. I'm on a paradise right now." (if **perversion** > 0)
perversion +=1

Me: "So... she is strong enough to move the closet, but trapped if she wants to keep me safe."

- "Nod and stay still."

Eliette: "A-are you okay...? It's not painful... right?"

- "It's okay, it's... ehem... it's soft. It doesn't hurt."
- "(My body is reacting by itself)"
perversion += 1
- "Take this chance and grope her." (if **perversion** > 0) (Death)

Eliette: "I will leave you with Maryen, you are safe with her."

- "(I also think that's the best...)"
deelietteamaryen1 = 1
- "That's not true. I want to stay with you."
deelietteamaryen1 = 0

Me: "Eliette sighs sadly and seems about to start speaking."

- "Interrupt her and say that I'm okay."
interes_ eliette += 1
- "Let her speak."

If *deelietteamaryen1* == 1 you get different dialogue and choice below

Me: "Well..."

- "My legs still hurts..."
- "I feel bad for Eliette..."
interes_ maryen +=1 *Interes_ eliette* +=1

If *deelietteamaryen1* == 0 you get different dialogue and choice below

Eliette: "Why...?"

- "Because I know that I can believe in you."
interes_ eliette +=1
- "Because you are so beautiful."

Me: "Eliette is really obliging, she didn't began eating until she was sure that the food was of my liking."

- "If this is the reward, I almost want you to accidentally sit on me more oftenly."
perversion +=1
- "Thank you very much for all this."
interes_ eliette +=1

Eliette: "Never mind, it's not something I will do."

- ""Please tell me, I want to know.""

Eliette: "There's no way I could doom someone's soul. Eternal suffering is way worse than dying..."

- "I see..."
- "Sorry for asking Eliette. We can speak about something else."
interes_ eliette +=1
- "Don't ask about it."
interes_ eliette +=1

If *deelietteamaryen1* > 1 you get extra text

Eliette: "I also have to attend my duties, so stay here and relax in the meanwhile."

- "See you later Eliette"
- "I'm going to miss you..."
interes_eliette +=1 perversion +=1

Me: "When I open my eyes, my first sight is the gigantic hand of Maryen just in front of me, caressing my chest with a finger."

- "Oh... Hello Maryen."
- "AAAAAAAAAAAAHHHH!!!" (if **valentia < 3**)
valentia -=1

Me: "When I finish my dinner..."

- "Stand up and bring the tray with dirty plates and the kitchen."
bondad +=1 interes_maryen +=1
- "Hand them to Maryen."

Me: "The good part is that my legs doesn't hurt in the slightest, at least not while I'm lying down, so I suppose that I'm recovering."

- "I'm worried about Eliette."
bondad +=1
- "She'll be fine."

Eliette: "Now that I think about it... Why are you under me...? I am too heavy for you..."

- "Yes you are... please move away."
- "You are not heavy, I'm fine."
interes_eliette +=1 bondad +=1

Me: "..."

- "Don't think about it."
interes_eliette +=1
- "This is turning me on..." (if **perversion > 0**)

if interes_eliette > 7 you get extra text and choice below

Me: "She is not conscious right now, but..."

- "Stay silent and let her sleep."
- "Don't worry Eliette... I will stay here."
decir_eliette_te_quedas = 1

Eliette: "G-good morning..."

- "Good morning Eliette."
- "Good morning cutie."

Bezvalienne: "I'm glad to see that you are alright."

- "Don't worry, nothing bad happened."
- "You should be more careful..."

Me: "It feels like my body is floating."

- "I'm fine, don't worry."
- "So this is how it feels to be in heaven?"
perversion +=1

if interes_eliette > 15 you get different dialogue

Eliette: "Hmm... I was too busy today, since I had to do Maryen's work."

- "Are okay Eliette? That doesn't look healthy."

- interes_eliette +=1*
- "Her work? Is Maryen alright?"

Maryen: "I'm sure that he is feeling nice there, right little human?"

- "(This feels nice, but I should not mention it...)"
interes_eliette +=1 valentia +=1
- "Now I'm sure that I'm in heaven."
perversion +=1 valentia +=1
- "(I'm scared)"
valentia = 0

if valentia == 0 you get different dialogue

Maryen: "Are you alright %(player_name)s? I didn't hurt you... right?"

- "I'm fine, don't worry."
- "That was amazing, we should repeat sometime!"
perversion +=1

Me: "If I move enough I could make her notice that I'm here."

- "Move, I must get out of here."
- "Don't move, I want to stay here a little more."

Eliette: "Uhm... maybe they'll stretch enough if I walk a little."

- "This is dangerous, I must make her notice that I'm here."
- "Stay quiet and don't move." **(Death)**

Eliette: "Please don't move..."

- "Tickles! Keep moving."
interaccionpieeliette = 1
- "Do as she says and don't move."
interaccionpieeliette = 0
- "Can I stay here a little more?"
interaccionpieeliette = 2

Eliette: "I'm not welcome there "

- "But knowing you, that's not going to stop you from helping."
interes_eliette +=1
- "Then why you help them?"

Eliette: "Could you please try... ? I'm sure they'll trust a human more than a giantess."

- "Isn't that dangerous for me?"
- "Alright, I'll do it."
bondad +=1

Dolores: "Oh I'm sorry. Am I talking too much?"

- "No, no. Please continue."
doloresenkeisiema = 1
- "I'm sorry Dolores, but I'm in a hurry."
doloresenkeisiema = 0

Unknown Male: "What are you doing here?"

- "Do not dare to call her giant monster again."
- "We are here to help."

Cal: "You almost get yourself in serious problems there. ... I told you to be careful."

- "I can beat them ... "
- "I was just trying to help."

Me: "He raises the sword getting closer to Eliette, clearly about to hit her."

- "I cannot hold myself..."
golpeasbandidoeliette = 1

Me: "I'm sure that some of them would be attacking me right now if Eliette were not here."

- "Sorry, but he deserved it."
 - "Can I hit him just once again?" *interes_eliette -= 1*
-
- "Stay calm."
golpeasbandidoeliette = 0

Eliette: "Could you let %(player_name)s sleep in a house?"

- "Stay silent."
- "No way, I'll stay with you."
interes_eliette +=1

Eliette: "And while I was healing the survivors, she left..."

- "The world needs more people like you, Eliette."
interes_eliette +=1
- "Maybe you should have killed her."
interes_eliette -=2
- "Stay silent."

Me: "..."

- "Are you hurt?"
interes_eliette +=1
- "Poke her buttcheek."
perversion +=1

Eliette: "I don't need to eat that often, just once every few days."

- "I'll skip dinner too."
bondad +=1
- "Are you sure Eliette?"

Eliette: "That was very brave from you."

- "I couldn't let anything happen to that innocent dog."
- "I knew you would feel bad if something happened."
- "My legs moved by themselves."

if interes_eliette > 20 you get different dialogue and choice below

Me: "You will never be alone."

- "I will stay with you." (if *decir_eliette_te_quedas == 1* you get extra text)
Interes_eliette +=1
- "Someone like you will always be surrounded by beloved people."

Eliette: "Not in the slightest... he will only feel bliss and calm, I promise..."

- "Shouldn't you bring your grandchildren to say goodbye to his father?"
bondad +=1
- "Stay quiet."

Eliette: "... Are you okay %(player_name)s?"

- "That was really sad..."
interes_eliette +=1
- "I'm fine, what about you?"

Eliette: "Can you... p-please turn around while I take my clothes off?"

- “Of course.”
- “Ahw... but I already saw you naked.”
perversion +=1

Eliette: "...!? %(player_name)s!"

- “Oh, sorry, I thought you were talking about my... absolutely-not-little-thing.”
interes_eliette -=1
- “Sorry! I got distracted.”

Eliette: "I'm really sorry...! I've put you in danger again..."

- “Don't worry, I'm not hurt.”
- “I'm fine, what about you? Are you okay?”
interes_eliette +=1

Me: "It's true that you're a little clumsy, but..."

- “I know that I'm safe with you.”
interes_eliette +=1
- “I can't complain when your clumsiness leads me here. This is like heaven.”
perversion +=1

Me: "Dolores looks down silently at her former home."

- “Are you alright?”
interes_eliette +=1
- "Remain silent."

Me: "I'm also surprised by the angel's appetite."

- “You were hungry huh...?”
- “The food here is quite good!”

if heroe_del_banio == 1 you get different dialogue, her_pierna_izq +=1 and choice below

Me: "I'm almost sure that it's broken. What should I do?"

- "Don't move and wait for help." (Death)
- "Try to crawl away."

if heroe_del_banio == 1 you get extra text

Me: "Since she's more worried about my health, Eliette is not asking me what I'm doing here... yet."

- “It was my fault, don't worry.”
- “It's a price I'm willing to pay for this heavenly and soft reward.”
perversion +=1

Eliette: "..."

- “Start changing my clothes.”
perversion +=1
- “Uhm... can I have some privacy?”

Me: "..."

- “It was just an accident.”
elietteaccidente = 0
- “Was that... a caveat?”
elietteaccidente = 1 interes_eliette -=1

if elietteaccidente == 1 you get different dialogue

Me: "So I gather the courage to keep talking."

- “Maryen, I really think that Eliette is trying to help you.” (if elietteaccidente == 0)
opinionremplazokeisiema = 1 interes_eliette +=1

- “Eliette, I think that sending such request without asking Maryen was wrong...”
opinionremplazokeisiema = 2 interes_maryen +=1
- “Nothing good will come from arguing now, neither for you nor for this kingdom.”
opinionremplazokeisiema = 0

Me: "There's no way I could stop you if you really wanted to keep arguing Eliette."

- “You two stopped because you're friends who care for each other.”
bondad +=1
- “You two stopped because you know it's the best for this kingdom.”

if opinionremplazokeisiema == 1 you get extra dialogue

if opinionremplazokeisiema == 2 you get extra dialogue

if opinionremplazokeisiema == 0 you get extra dialogue

if elietteaccidente == 1 you get different dialogue

Eliette: "I have no appetite..."

- “You shouldn't go to sleep on an empty stomach.”
interes_eliette +=1
- "Don't say anything."

if elietteaccidente == 1 you get different dialogue

Me: "Yes, I slept well..."

- “You're quite well informed.”
- "A little gossipy aren't you...?"

if elietteaccidente == 0 you get different text

if elietteaccidente == 0 you get different dialogue and choice below

Me: "I should say something to calm her down, it was an accident after all..."

- "No problem, it was worth it!" (if perversion > 2)
perversion +=1
- "Don't worry Eliette, I'm fine."

To be Continued

Maryen Path

Maryen: "Maybe you would like to find a job if you are going to stay, but right now, I will give you that so you have something to start."

- "Thank you so much Maryen."
- "... Thank you, but I cannot accept it."
interes_maryen+=1 bondad+=1

Me: "She is moving her gigantic hand, about to grab me."

- "Step back."

Maryen: "... %(player_name)s...?"

- "I'm sorry Maryen... it was instinctive."
interes_maryen +=1
- "Please don't touch me."
interes_maryen -=4 bondad -=1 valentia = 0

- "Stay still." (if valentia > 1)
interes_maryen +=1

Me: "Should I ask her about the red eyed Maryen that I see on my dreams?"

- "Don't mention it, it's just a nightmare."
- "I must ask her about it."

Maryen: "%(player_name)s, this is Bezvallienne, a close friend of mine."

- "Nice to meet you."
- "It's a pleasure to meet such a cute angel."
interes_bezvallienne +=1
- "Hello"

Maryen: "Excuse her, she is... quite an affectionate person."

- "That's fine by me. I find it adorable."
interes_bezvallienne +=2
- "N-never mind..."
interes_bezvallienne +=1
- "Well... yeah, maybe too much physical contact..."

Maryen: "I'm afraid it's something related to a third person... so to not violate their intimacy, could you give us a moment alone %(player_name)s?"

- "Of course, no problem."
interes_maryen +=1 interes_bezvallienne +=1
- "Just nod."

Me: "She smiles at me, it doesn't feel like the girl is making fun of me, but more like she is being friendly."

- "(Smile) "Would you treat me as your king then?."
bondad +=1 roleplaycorona = 1
- "Let is slide, it was not bad intended."
roleplaycorona = 0
- "(Upset) "It's not that I'm small... you are just absurdly big. ""

Me: "It would probably cost all my money... What should I do?"

- "Buy it for her."
tobilleramaryen = 1 bondad +=1
- "I should keep my money." **Go to [Bezvallienne Path](#)**
tobilleramaryen = 0

interes_maryen +=2

Me: "As she speaks, I notice that I was lost in my own thoughts."

- "Yes, sorry... I was just distracted."
- "I was thinking that your feet are beautiful."

Maryen: "I'm not used to receive compliments, but even less about my feet hehe..."

- "Well, you have lots of things to be complimented for."
- "Why? I would love to be stepped by you."

Maryen: "H-how can you say that? There's no way you could survive."

- "Well... maybe if you are careful and don't put much weight on me..."
interes_maryen+=1
- "It's not a bad way to go. I'm already in "heaven" after all."

Maryen: "Let's just say... "much bigger"."

- "Why didn't you grow to stop Kendra yesterday?"
- "Do not mention it."
interes_maryen+=1

if interes_maryen > 9 she is a bit selfish on you living here.

Fierkel: "Quite unusual... I've never seen a purebred human before."

- "Hello Fierkel, it's a pleasure to meet you."
- "If you come a little closer you'll also taste one for the first time..."
interes_maryen +=1

Fierkel: "Bye..."

- "See you later Fierkel."
- "Why don't you stay with us?"
bondad +=1

Me: "I see..."

- "Have I done something stupid?"
- "So you had sex with me while I was drunk?" (if interes_maryen > 10 you get more dialogue.)
perversion +=1

Maryen: "How do you feel?"

- "I'm in heaven right now."
interes_maryen +=1
- "I cannot move my body and my eyelids weights too much"

Maryen: "That was known later as “ The great heaven's war “, which had the highest number of casualties in all the history of Keisiema."

- "I'm so sorry to hear that Maryen."
bondad +=1 interes_maryen+=1
- "How can someone be so rotten inside...?"

Me: "Even if as you say, it's something widely known, I'm glad that you told me personally."

- "I hope you never have to feel such pain again."
bondad +=1 interes_maryen +=1
- "The next time I see Kendra I'll..."
valentia +=1

Me: "I cough recovering my breathe."

- "Don't worry, I'm fine."
interes_maryen +=1 bondad +=1
- "You nearly killed me..."
interes_maryen -=2

tequedas_celdamaryen1 = 1

Maryen: "Hmm...? What is it?"

- "Please stop, I cannot breathe..."
- "This feels too good."
tequedas_celdamaryen1 = 2 her_torso +=1

Me: " Even if I cannot see Maryen right now, I think that she is in tears right now "

- "It's fine Maryen I'm just too weak, but I trust you. "
bondad +=1 interes_maryen +=2
- "Stay quiet. "

if tequedas_celdamaryen1 > 0 ... nothing happens and is always true, gj dev

Me: "Her face is close, but she is not touching me."

- "Aaaah!!"
interes_maryen -=1
- "Try to relax." (if valentia > 0)

Maryen: "We are just having some fun together."

- "Try to make them feel better."
perversion +=1
- "Stay still."

Maryen: "Feel free to do it that's the point after all."

- "I can't resist anymore, this feels too good."
- "You can go harder than this. I want you to enjoy it."
maryen_hierealprota +=1 her_torso +=1 her_pierna_izq +=1 her_pierna_der +=1

if maryen_hierealprota > 0 you get different dialogue

Eliette: "She's not herself without the eyepatch."

- "But I don't want her to feel lonely."
bondad +=1
- "Are you sure that's not her true nature?"
interes_eliette = 0

if maryen_hierealprota = 0 you get choice below

Maryen: "About what happened before ... "

- "Don't worry about it."
- "To be honest, that was incredible."

if maryen_hierealprota = 0 you get different dialogue

Maryen: "I know it's embarrassing if you don't want I'll understand."

- "It's fine, let's go together."
- "Are you kidding me? I would never miss that!"
perversion +=1

if perversion > 1 you get extra dialogue, twice

Me: "I can hear her breathing calmly."

- "Don't disturb her and stay silent."
- "(Whisper)"You're so beautiful Maryen ... "

if interes_maryen >18 you get extra dialogue

Me: "She looks so calmed and her behaviour is kind and serene."

- " Nice to meet you sister Evalin.."
- " A demoness nun .. ?"
interes_maryen -=2

Me: "But I must say that this looks a little too dark..."

- " Are you sure this will help Maryen?"
- " This is not right, take her out from there!"

Maryen: " Please forgive me... I-I don't wanted you to be involved."

- " Don't worry Maryen, I want to help you too."
interes_maryen +=1
- " This could be a good chance to check your diet..."

Me: "..."

- " Please Maryen, try to resist, this is not yourself..."
maryenencaja = 0
- " I'm feeling good too. Go on... do what you want to me." (if **maryen_hierealprota > 0** you get extra text)
maryenencaja = 1

if maryenencaja == 0 you get different dialogue

Maryen: "..."

- “If it helps you, I'm willing to continue.”
interes_maryen +=1
- “To be honest... that felt good...”
perversion +=1

Kendra: "Nice to see you again bug..."

- “I can't say the same... monster.”
interes_maryen -=1
- "Stay silent."

Unknown male: "I'm talking to you shithead!"

- “Get any closer and you'll regret it.”
interes_kendra +=1
- “You should sober up...”

if maryenencaja > 0 you get different dialogue and choice below

Me: "She's really about to break the demon's legs under her sole."

- “Maryen, stop!”
- "Stay silent."
bondad -=1 maryenencaja = 2

if bondad > 2 you get different dialogue

Eliz: "Yes, thanks again, and sorry little one... I wasn't trying to crush you or anything."

- "Step back silently."
- “Don't worry, it was an accident.”

if maryenencaja < 2 you get different dialogue

if maryenencaja < 2 you get different dialogue

s

Maryen: "Live for your son, until you remember that you'll always have a reason to be alive."

- "Try to comfort him too."
donasdindetroth = 1
- "Stay silent."
donasdindetroth = 0

Kendra: "C'mon runt, don't you think that you should say something?"

- “There's nothing that doesn't suit you Maryen.”
interes_maryen +=1
- “Now you look more like sisters.”

Maryen: "She could have a chance. I want to believe that it's possible."

- “Everyone deserves a chance, and that includes your sister.”

- *interes_maryen +=1 oportunidadkendra1 = 1*
... I'm not sure about that.”
oportunidadkendra1 = 0

if maryenencaja = 2 you get different dialogue

if maryenencaja ≠ 2 you get different dialogue
if donasdindetroth == 1 you get extra text

Kendra: "Oh...? And why are you so sure about that?"

- “You gave your word to your sister.”
pos_conkendra = 1 interes_kendra +=1
- “Maryen would get angry at you.”
pos_conkendra = 0

if oportunidadkendra1 == 1 you get different dialogue

Me: "This clearly required practice, she must have cooked pancakes for normal sized people before..."

- “Thank you Kendra, they're really good.”
pos_conkendra += 1 interes_maryen +=1 interes_kendra +=1
- “Remain silent.”

Me: "Her breathing becomes more heavy, even seductive, she seems to be enjoying it..."

- “I'm not hurt, don't worry Maryen, keep going.”
Jaulabajomaryen = 0
- “Honestly? I'm somehow enjoying this too...”
Jaulabajomaryen = 1

if maryenencaja < 2 you get different dialogue
if Jaulabajomaryen == 1 you get different dialogue

if maryenencaja < 2 you get different dialogue

if maryenencaja < 2 you get different dialogue

if maryenencaja < 2 you get different dialogue and choice below

- Me: "..."
- “Remain silent.”
 - “Speak on Maryen's behalf.”
apoyasmaryenfrenteaeliette += 1

if maryenencaja >= 2 you get different dialogue and choice below

- Me: " So I gather the courage to keep talking."
- “Eliette, I think that you should have talked with Maryen before...”
apoyasmaryenfrenteaeliette += 1 interes_maryen +=1
 - “Nothing good will come from arguing now, neither for you nor for this kingdom.”

Maryen: "So... if you don't mind... would you come with me..."

- "Wohooo! Nothing would make me happier!"
perversion += 1
- " Of course."

if maryenencaja < 2 you get different dialogue
if oportunidadkendra1 == 2 you get extra text

if maryenencaja < 2 you get different dialogue

if maryenencaja < 2 you get different dialogue

To be Continued

Bezvallienne Path

Maryen: "She is not listening to me..."

- "Don't worry, I will stay here."
- "I'm still thinking about it."

Bezvallienne: "Well, seems like we are alone %(player_name)s."

- "Is this a date then?"
interes_bezvallienne +=1
- "Where do we start then?"

Me: "Even though her small wings are barely flapping, she takes off easily and starts flying."

- "How can you fly with those small wings?"
- "Could I learn to fly too?"

Me: "I have the feeling that something's off..."

- "Are you okay Bezvy?"
interes_bezvallienne +=1
- "It must be my imagination."

Bezvallienne: "Sorry %(player_name)s..."

- "Thank you Magallanes."
interes_bezvallienne +=1
- "This is not funny..."

Bezvallienne: "Well, I should bring you back to your place at the castle."

- "We should do this again."
dormirconbezvy = 0
- "I would like to stay with you tonight."
dormirconbezvy = 1 perversion +=1

if dormirconbezvy == 0 you get different dialogue and choice below

Me: "... My heart skipped a beat again."

- "Please stay with me."
dormirconbezvy = 1
- "You can stay with me if you want."
dormirconbezvy = 1
- "I'm not sure if we should sleep together..."

Go to [Continuation Bezvallienne Path](#)

Bezvallienne: "Do you want me to 'calm' you %(player_name)s?"

- "Nod"
dormirconbezvy = 2
- "Shake my head"

if dormirconbezvy == 2 you get different dialogue and choices below

Me: "She just started, but I won't be able to resist this much longer."

- "Try to resist the climax."
- "Let it happen."

Me: "I think I'm going to lose my mind..."

- "Bezvy, I love you..."
tedeclarasabez = 1 interes_bezvallienne +=1

- "This feels so good..."
tedeclarasabez = 0

Continuation Bezvallienne Path

Me: "And her face relatively close to me."

- "Good morning Bezvy..."
interes_bezvallienne +=1
- "Just a little longer..."

if dormirconbezvy == 2 you get different text
if dormirconbezvy == 0 you get different text
if dormirconbezvy == 1 you get different text

Bezvallienne: "Eliette told me this morning that Maryen will be busy today, so I'll take care of you."

- "I see..."
- "It's great to share spend more time with you."
interes_bezvallienne +=1

Satiyoh: "So I'll let the little man here say it."

- "You are always beautiful Bezvy."
interes_bezvallienne +=1
- "I like it, it suits you."
- "Hmm... not bad."

Me: "..."

- "Come on! Go for it!"
interes_bezvallienne +=1

Bezvallienne: "Even if I grab the bouquet, who would...?"

- "You are such a wonderful girl, I'm sure that you'll find someone soon!"
bez_cogeramo = "Si"
- "If you take the bouquet, I'll take the responsibility." (if dormirconbezvy >= 1)
bez_cogeramo = "Compromiso" interes_bezvallienne +=1
- "Alright, as you want."
bez_cogeramo = "No"

Bezvallienne: "Tadah~! I bought this yesterday, do you like it?"

- "You're gorgeous."
interes_bezvallienne +=1
- "You're cute."

if dormirconbezvy > 0 and if tedeclarasabez == "Si" you get extra text

Me: "But what she just said... is it really okay to let her feel like that...?"

- "Let it happen."
bez_llora1 = 1 interes_bezvallienne -= 4
- "Stop her." (if bez_cogeramo ≠ "No")
bez_llora1 = 0

if bez_llora1 == 0 you get extra dialogue
if bez_llora1 == 0 you get different dialogue

Me: "My name is %(player_name)s."

- "I'm Bezvy's friend."
interes_bezvallienne +=1

- "I'm Bezvalliene's assistant."

Me: "Hmm..."

- "Buy one for Bezvy."
comprasflorbezvy = 1
- "Don't do it."
comprasflorbezvy = 0

Me: "Of course, everything is perfect."

- "And the food is good too."
interes_bezvallienne += 1
- "Thanks for inviting me."

Bezvalliene: "It's a part of my past that I don't feel prepared to face."

- "You're not guilty for what happened."
interes_bezvallienne += 1
- "Stay silent."

if *comprasflorbezvy* == 1 you get different dialogue

if *bez_llora1* == 1 you get different text

Bezvalliene: "Was it a good night? You look good."

- "Yeah, I slept like a log."
- "It couldn't be better, I dreamed about you."
interes_bezvallienne += 1

Bezvallliene: "Really? What was it about? I wanna know!"

- "You were about to do something lewd to me."
perversion += 1
- "We were cuddling on the bed."

Cal: "That's why I'm afraid of telling her about what happened with Bezvallienne... I'm afraid of what would she think about me."

- "To be an angel, you are such a coward rat..."
disculpadecalix = 0
- "You should apologize to Bezvallienne."
disculpadecalix = 1

Me: "I just climaxed again... I could try to use this few seconds of relative mental clarity to say something... before she starts moving again."

- "This feels so good Bezvy..."
parasabezbebida = 0 perversion += 1
- "Don't underestimate me, I'll not lose that easily next time."
parasabezbebida = 0
- "You're drinking to forget... but this is not going to change anything Bezvy."
interes_bezvallienne -= 4 parasabezbebida = 1

if *parasabezbebida* == 1 you get different dialogue

if *parasabezbebida* == 1 you get choice below

Me: "She looks in a better mood now."

- "Apologize about yesterday."
interes_bezvallienne += 2
- " Don't say anything."

Bezvalliene: " You like it?."

- " It's really good. Very sweet, as I expected from you."
interes_bezvallienne +=1
- " Delicious, but so much sweet could have consequences in my body."

Bezvalliene: " You're also quite good with words, little charismatic boy."

- " Nah... it's just that people here are too nice!."
- " What can I say? I love myself too."

Bezvalliene: "Do I have something on my face?"

- "I just can't believe how beautiful you are."
- "I just got distracted..."

if dormirconbezvy == 2 Bezvalliene looks different in the dream

Bezvalliene: "Sadly, it's not unusual for couples to have problems when they're about to marry."

- "I guess they're afraid of the commitment."
- "It's natural to be a little nervous, their lifes are going to change."

Bezvalliene: "So don't worry about anything, just enjoy it..."

- "Enjoy what she's doing to me."
- "Time for the counter-attack."

if contrataquebezvy1 == 1 you get extra text

Calix: "And as I expected, she's now rethinking about our marriage."

- "You did the right thing."
- "Maybe you should have just let that behind..."

if disculpade calix != 1 you get different dialogue and choice

Calix: "I don't deserve forgiveness, but I can't just keep hidding from my past mistakes."

- "Do what you think that is the right thing."
- "... Don't get close to Bezvy."

if disculpade calix == 1 you get different dialogue

if disculpade calix == 1 you get different dialogue and choice

if disculpade calix == 1 you get different dialogue

Bezvalliene: "It's really enjoyable. You don't mind if I keep you there for longer... right?"

- "Sure, I'm fine with it."
- "I want to stay here forever."

if disculpade calix == 1 you get different dialogue

Me: "I have some money with me."

- “Can I buy something?”
donaskeisiema1 = 1
- "Stay silent."
donaskeisiema1 = 0

Bezvalliene: "So it must be done in private..."

- “Sure, it's reasonable.”
interes_bezvallienne +=1
- “If there's no other choice...”

Me: "Her skills are on a absolute diferent level and her aura makes all of this even more effective."

- “Let me do something for you first.”
bezvyorgas1 = 1
- "Let her continue."
bezvyorgas1 = 0

if bez_llora1 == 0 and comprasflorbezvy == 1 and disculpadecalix == 1 you get extra dialogue and besobezvy = 1 (Else besobezvy = 0 and there will be no dialogue)

if bezvyorgas1 == 1 you get different dialogue

**if bezvyorgas1 == 0 you get different dialogue
if besobezvy == 1 you get different text**

if besobezvy == 1 you get different text

Bezvalliene: "Let's go (player_name)s, it will be fun!"

- “Sure, but what was that glance before...?”
interes_bezvallienne +=1
- “Uhm... I think I'll leave you two this time.”

Bezvalliene: "Yeah, try this on! You'll look wonderful."

- “Alright, let's do this!”
interes_bezvallienne +=1
- “So, today I'm your doll?”

Bezvalliene: "I'm so sorry! I should have noticed before."

- “Sorry, I didn't want to ruin your fun.”
bondad +=1
- “Aaah... I think that I need to be placed somewhere warm... and soft...”

Bezvalliene: "Are you okay with it too %(player_name)s?"

- “But it's our free day...”
- “You're the boss Bezvy, I'll follow you.”

Me: "Bezvy looks sad to hear that, but she doesn't say anything yet."

- “Remain silent and keep listening.”
conflictoevalin = 0
- “That's unfair... I don't think the race matters.”
conflictoevalin = 1

if besobezvy == 1 you get different dialogue

Bezvalliene: "Aaah... I love it... I love it...! "

- “This feels like a dream Bezvy...”

- “I want to hear you moan my name.”
perversion += 1

To be Continued

Sheina Path

if her_pierna_izq > 0 you get extra text

Sheina: "Maryen has gone to pick some things for your travel."

- "As expected from Maryen, she really is a nice person."
interes_sheina +=1
If interes_sheina > 1 you get extra dialogue
If perversion > 2 you get extra dialogue.
- "Let's wait for her then..."

if interes_sheina > 1 you get extra text and choice below

Me: "Is that an heart-shaped tattoo?"

- "What am I doing? I should stop watching!"

Me: "I'm not sure if she noticed."

- "I'm just a little dizzy because of the hot bath."
- "Sorry... That was really impolite."

interes_sheina +=1

- "I could stare it the rest of my life."
perversion += 1

if perversion > 0 you get different dialogue

Sheina: "You should try to have more confidence in me, we are going to travel together after all."

- "I wasn't scared!"
- "I know, sorry, it was just instinctive."
interes_sheina +=1

Sheina: "Phew... Now to the city. I must report this to the queen too."

- "Aren't you tired Sheina?"
interes_sheina +=1
- "Alright, let's go then."

Sheina: "Well, let's go, it's not far from here."

- "I wish I could be the one carrying you the next time."

Me: "...!!!"

- "Relax, she is not going to crush me like this." (if valentia > 1)
- "Stay still and raise your hands to recieve that perfect butt." (if perversion >1)
- "Beg her to stop."

- "But I was so comfortable there..."

if her_pierna_izq > 0 you get different text

Margarita: "Well...? Who is the little gentleman in your hands?"

- ""I'm %(player_name)s. It's a pleasure to meet you Margarita.""

- "Let Sheina answer her."

Sheina: "Don't worry about the prices, I invite today."

- "I want something expensive."
- "I want something cheap"
interes_sheina+=1 bondad +=1

Sheina: "It smells nice~"

- "A toast to our travel."
interes_sheina +=1
- "I toast for having met such a wonderful lady"
interes_sheina += 1
if interes_sheina > 5 you get different dialogue
- "Start drinking."

Me: "We both have a satisfied look in our faces."

- "Thanks a lot for the dinner Sheina."
interes_sheina +=1
- "..."
interes_sheina -=1

Me: "It's true that I can feel my cheeks getting hot."

- "It must be the alcohol"
borracho1 +=1
- "It's because of her"
interes_sheina +=1

Sheina: "What could you possibly do to me with that tiny body of yours... hmm?"

- "P-please Lady Sheina, stop. I-it's just the alcohol moving you."
interes_sheina +=1
- "If you expose such a feast in front of me, I have no choice but to eat."

Me: "She is also skillfully moving her feet."

- "But feet are not my thing..."
If her_pierna_izq > 0 you get different dialogue and choice below.
her_pierna_izq +=1
Sheina: "An accident, you mean when Kendra attacked the city...?"
 - "No, it was back in the castle. Eliette accidentally sat on me."
 - "Yes, I was hurt during the attack."
interes_sheina +=1
- "I'm beginning to feel so good." (if interes_sheina > 8 different dialogue)

if borracho1 > 0 you get different text

Me: "It's the owner of this place and also the waitress that we met yesterday."

- "Yes, it's a very comfortable place."
interes_margarita +=1
- "It could be better if you joined me on this bed."
- "My head hurts..." (if borracho1 > 0)

Margarita: "Take your time and enjoy your breakfast, I still have to prepare something before we leave."

- "Are you not eating?"
- "Okay, thanks!"

Me: "I could finish everything but... probably I will feel too heavy to walk later?"

- "Eat everything that she served to me."
interes_margarita +=1

- "Eat just what I feel that I need."

Me: "Even though she is walking slowly, her massive breasts are bouncing."

- "Keep looking."
perversion +=1
- "Take your eyes away."
interes_margarita +=1

Margarita: "Digestion makes one feel kinda drowsy right? This way you can relax."

- "Thank you Margarita."
- "Aren't you spoiling me too much?"

Margarita: "And then I come to my inn and work as a waitress."

- "Wow... you sure are a hard worker. I admire you."
interes_margarita +=1
- "That's too much work. You should relax a little."

Margarita: "Who knows? Maybe someday I'll follow the same fate and find my love here."

- "I'm sure about it."
interes_margarita +=1
- "That could happen... Who knows what awaits in the future?"
- "Hmm... I don't believe in destiny."
interes_margarita = 0

Margarita: "Do you want to come with me? It will not take much time."

- "Of course, I also want to be with you a bit longer."

Margarita: "Oh... Sorry %(player_name)s. That was not intentional."

- *"*Blush* D-Don't worry..."*
interes_margarita +=1
- "I would not mind if you want to do it again."
perversion +=1
- "Never mind! I'm not hurt or anything"
interes_margarita +=1

Margarita: "Hmm... Maybe a strong human like you could hold them instead of clothing?"

- "Anytime! I would gladly become your bra!"
interes_margarita +=1
- "I don't think my arms could resist..."

Margarita: "As I said, Sheina told that you can meet her in the main castle."

- "But I want to stay with you." *interes_margarita +=1*

Margarita: "Why you want to stay at my side?"

- *"I feel good when I'm with you."*
- "I feel that meeting you was my destiny." (If *interes_margarita > 3*) **Go to [Margarita Path](#)**
interes_margarita +=2

- "Okay, thanks for everything Margarita."

- "Sorry, but I should meet with Sheina as soon as possible."

Margarita: "As I said, the guards are informed about your arrival, so you just need to introduce yourself to them."

- "Thanks again for everything you did today Margarita."
bondad +=1 interes_margarita +=1
- "Okay, I'll be going then."

Me: "Even though she was also distracted, those are her first words after almost killing me."

- "Argue with her."
interes_chicacapucha +=1
- "Apologize."

?: "I cannot move right now, so shut up and stay there."

- "Try to get out my myself."
- "Stay still."

Me: "What should I do...?"

- "Ask for help."
- "Stay silent."
- "Mess with her a little and ask for something in exchange for your silence."

?: "... What do you want?"

- "Ask her to refer to me as her king."
- "Ask her to do something lewd."
perversion +=1 interes_chicacapucha +=1

if perversion > 1 you get different text

Me: "I nod and follow the soldier."

- "Why did the winged soldier left before?"
- "Don't ask."

Sheina: "Well? How was your travel with Margarita?"

- "Fine, she's a good person.":
- "It was good, but I missed you..."
interes_sheina +=1

Sheina: "And what do you think about this country? Do you like it?"

- "It's maybe too big for me."
- "It's amazing, but I almost got crushed coming here."

Me: "Their steps are also synchronized, they tap the floor at the same time so they sound like a single person walking."

- "Awesome... How are you two so synchronized?"
interes_aurcae +=1
- "Are you twins or something?"

Me: "I see..."

- "That must be great."
interes_aurcae +=1
- "That sounds like a hassle..."

Me: "Their voices just sound like one right now..."

- "Go with Aureis."
- "Go with Caeris."

Me: "They are looking at me with the same eyes that if I were some kind of cute pet..."

- "W-what are you going to do?"
interes_aurcae +=1
- "You two are being too obvious... you know?"

Caeris: "I know right? But we are going to scare him if we keep saying things like that right?"

- "I'm not worried... I think I can trust you."

- interes_aurcae +=1*
- "I'm scared..."

Me: "They are leaning against the basin, so their chests are more exposed and close to me."

- "Just try to relax and enjoy."
- "This is turning me on."
perversion +=1

Me: "They keep teasing me with their words while massaging my crotch skillfully."

- "I want to make you feel good too."
interes_aurcae +=1
- "You are amazing... It feels great."

Sheina: "I almost want to kidnap you and tell the Queen that you left."

- "It's not kidnapping if I want it to happen, right?"
interes_sheina += 1
- "Wouldn't you be in troubles then?"

Me: Her order makes my lips start moving."

- "I beg your pardon, highness."
interes_orphelith +=1
- "Sorry, sorry!"

Orphelith: "Your other option is to stay here in the castle until we can confirm your origin."

- "I want to go with Sheina."
ec_timfalme1 = "sheina"
- "I want to stay here."
ec_timfalme1 = "castillo"

Orphelith: "Is there something that you want to ask me?"

- "What's going to happen to Kendra?"

Orphelith: "So neither Homaspernia or myself will punish Kendra."

- "That's cruel and unfair."
desafiasalareina = 1 valentia +=1 interes_orphelith = 0 interes_sheina -= 5
- ""I see..."
- "Can I become your servant?" (if *ec_timfalme1 == "castillo"*)
interes_orphelith +=1

Orphelith: Why would you want to become my servant, human?"

- "Because I want to reward your kindness, my queen."
interes_orphelith +=1
- "Because I think that I fell in love with you."
perversion +=1
- "Nothing in particular, my queen."
interes_orphelith +=1

if *ec_timfalme1* == "castillo" you get different text

Sheina: "Are you alright?"

- "My legs are still shaking."
interes_sheina +=1
- "Yes, don't worry."

if *ec_timfalme1* == "sheina" continue below, else

Go to [Castle of Timfalme Path.](#)

Sheina: "Yes, you don't mind that we share it during your visit to the castle, right?"

- "Are we going to share the same bed again?"
- "(Blush) I-is this alright...?"

Me: "She is not above me, but I can see her gigantic rear coming down."

- "Stay where she left me." (if interes_sheina >= 9 you get extra text)
- "Move closer to her." (if interes_sheina >= 9 you get extra text)

if desafiasalareina > 0, you get choice below

Sheina: "Please, refrain to do it ever again."

- "Nod."
- "Stay silent."

Sheina: "I hope you like it."

- "Thank you very much Sheina!"
- "How can I compensate you for this?"
interes_sheina +=1

Sheina: "It really suits you and seems that I was right with your sizes."

- "(Blush) “Sh-Sheina... I can see through your clothes.”
interes_sheina +=1
- "Praise her." (if interes_sheina >10 you get extra dialogue)
interes_sheina +=1
- "This pajama is really comfortable, thank you."

Sheina: "I'm speaking a lot, I hope that's not too boring..."

- "Nothing like that, in fact I'm very interested."
interes_sheina +=1
- "Hmm... Maybe a too much information."

if interes_sheina > 10 follow below ,else Go to [Continuation Sheina Path](#)

Sheina: "How many 'guardians' has each kingdom?"

- "One."
- "Two."
p_examen_sheina1 +=1
- "Three."

Sheina: "Which kingdoms are probably going to have a conflict?"

- "Viridice and Lycalis."
p_examen_sheina1 +=1
- "Homaspernia and Keisiema."
- "Timfalme and Viridice."

Sheina: "How long has been her majesty Orphelith the queen of Timfalme?"

- "Around 350 years."
- "Around 200 years."
- "Around 3.500 years."
p_examen_sheina1 +=1

Sheina: "Why am I not wearing a bra?"

- "To tease me?"
p_examen_sheina1 +=1
- "Because it's more comfortable for sleeping?"
p_examen_sheina1 +=1

if p_examen_sheina1 == 4 you get choice below

Sheina: "It feels good, right?"

- "Leave myself on her hands."
interes_sheina +=1
- "Massage her too."
interes_sheina +=1

if 4 > p_examen_sheina1 > 1 you get different text
if p_examen_sheina1 < 1 you get different text

Continuation Sheina Path

if interes_sheina >14 you get extra text

Me: "Her bare foot steps so close to mee that I can feel the floor shaking."

- "Step back."
- "Stay still"
valentia +=1 interes_sheina +=1

Me: "Sure..."

- "Do it as strong as I can."
interes_sheina +=1
- "Do it carefully."

Sheina: "Isn't it the same for you?"

- "Of course, I also enjoy being with you."
interes_sheina +=1
- "(Stay quiet. I'm only doing this to find answers.)"
interes_sheina -=5

if interes_sheina > 15 you get different dialogue and choice below

Sheina: "Tell me %(player_name)s, would you be happy if I were to do such thing?"

- "Nod"
interes_sheina +=1
- "That looks dangerous..."
- "I prefer to travel inside your boot."
quierepiesconsheina = 1

Unknown Female: "Sometimes I really want to believe it."

- "It's soon to abandon hope, he could still return."
bondad +=1
- "I think it's better to be realistic..."

Me: "And the choice is on my hands huh...?"

- "I would destroy this boat."
pesqueroroto = 1
- "I would not do it."
pesqueroroto = 0

if pesqueroroto == 1 you get extra text

Synanla: "I see..."

- "It's an honour to meet you, lady Synanla."
interes_synanla +=1
- "A goddess! I'm in front of a goddess!"
- "(I'm too scared to speak.)"

Me: "What...?"

- "What could I do for you?"
interes_sheina +=1

- "Stay silent."

Me: "And suddenly, there's a terrible pressure on me."

- "I accept."
propuestasynanla = 2
- "I'm sorry, but I would like to stay in land."
propuestasynanla = 1
- "I want to stay with Sheina."
propuestasynanla = 0 interes_sheina +=2

Synanla: "The pleasure is mine."

- "Thank you for honouring us with your pressence, matriarch."
interes_synanla +=1
- "Remain silent and wave your hand."

if *propuestasynanla == 0* you get extra text

if *propuestasynanla == 2* you get extra text and To be Continued

Unknown Male: "But I'm glad to skip all that ape shit..."

- "Funny for you to mention "ape shit."
valentia +=1
- "Stay quiet."

Me: "I should..."

- "Use the spell to make Sheina know that I'm in danger."
(Keyword is *adamal*)
escapas_bandidos_sheina1 = 1
(if the entered word is incorrect then *escapas_bandidos_sheina1 = 2*)
- "Try to get out by myself."
escapas_bandidos_sheina1 = 0

if *escapas_bandidos_sheina1 == 1* you get choice below and different dialogue

Sheina: "So I'll bring you to Timfalme like this."

- "Ask her to destroy the building."
- "Stay silent."

if *escapas_bandidos_sheina1 == 2* or 0

Me: "I grab the knife stronger and as soon as I feel the touch of his fingers on my lips to open my mouth, I-"

- "Aim to the throat."
- "Try to disarm him." (Death)

if *escapas_bandidos_sheina1 == 1* you get different dialogue

if *escapas_bandidos_sheina1 == 1* you get extra text

Unknown Male: "Please %(player_name)s, accept our apologies."

- "Nod silently."
- "You risk your lives for the citizens' safety. No need to apologize."
bondad += 1

Sheina: "I just have to deactivate the spell and..."

- "Wait for her to finish."
destr_lust_barcosheina = 0
- "I really like what I'm seeing."
destr_lust_barcosheina = 1 perversion +=1 interes_sheina +=1

Sheina: "It looks like you have something to say %(player_name)s..."

- “I just admire your work.”
- “What if there's more slaves at the den?”
bondad +=1

if bondad > 1 you get extra text

Sheina: "With that I became a royal counselor and after some time and eventualities, the queen promoted me to be her right hand."

- “You must have worked hard for that.”
- “You are amazing Sheina.”
interes_sheina +=1

Sheina: "Can I ask about your thoughts at that moment?"

- “Impressive... and scary.”
- “Astounding and beautiful.”
interes_sheina +=1

if quierepiesconsheina == 1 you get different dialogue and choice below

Sheina: "My feet are all yours right now."

- "Lick it."
- "Massage it."

Sheina: "Aaah... y-you... can let it happen... go ahead... uuhm~"

- “Try to endure it.”
interes_sheina +=1
- “Surrender and climax.”

Sheina: "Are you alright %(player_name)s?"

- “Yeah, I'm fine.”
- “I'm a little nervous...”
interes_sheina +=1

if escapas_bandidos_sheina1 == 1 you get different text

Sheina: "Are you enjoying our time together?"

- “Very much.”
sinteres_sheina +=1
- “A little too extreme maybe...”
if escapas_bandidos_sheina1 == 1 you get different text

Sheina: "What do you say little one? Is that a good reward for you?"

- “More than I could ask for.”
interes_sheina +=1
- "Try to climb."
- "Look at how she's taking off her socks." (if quierepiesconsheina > 0)
quierepiesconsheina +=1

if quierepiesconsheina == 2 you get different dialogue

if quierepiesconsheina ≠ 2 you get different dialogue and choice below

Sheina: "Or perhaps you want me to do it for you?"

- "Try to pleasure her by myself."
interes_sheina +=1

- "Let her do it."

Sheina: "Hehe... I'm glad to hear that. This could become a tradition for us, don't you think"

- "Avert my eyes and nod."
- "Yep, but I won't go easy on you next time."
perversion +=1

Sheina: "You praise me too much."

- "But he's right."
interes_sheina +=1
- "Remain silent."

Sheina: "Most of people doesn't want to have them close..."

- "That makes them more vulnerable to embrace a life of crime."
interes_sheina +=1
- "Why is that?"

Layland: "You know how tempting a purebred human will be for them."

- "Thanks for your concern."
tetirasalpechodesheina = 0
- "And speaking of tempting..." (if **perversion > 1**)
tetirasalpechodesheina = 1

Sheina: "Do you like it that much when I grow? Am I not big enough at my natural size? Fufu..."

- "I just think it would be faster that way."
tegustaguesheinacrezca = 0
- "You look even more astounding when you're bigger."
tegustaguesheinacrezca = 1

Sheina: " Aha..."

- "Well, you're quite diferent from them."
opinassheinatravi = 0
- "Uhm... in fact, you're not so diferent."
opinassheinatravi = 1

Me: "I can no longer hear their conversation, their voices are muffled by these two giant mountains of flesh."

- "Try to fight back."
perversion += 1
- "Don't move."

if propuestasynanla == 0 you get different dialogue

if escapas_bandidos_sheina1 == 1 you get different dialogue

Me: "So that's why they're so weakened."

- "First you attack me and now you want my blood? No way."
cs_dejasvampirosbeber = 0
- "Of course, I'll let you drink from me."
cs_dejasvampirosbeber = 1 bondad +=1

Me: "I look at both vampires before answering."

- "They only asked if I can give them some blood."
cs_apoyasvampiros = 1
- "They assaulted me and tried to drink my blood." (if **cs_dejasvampirosbeber == 0**)
cs_apoyasvampiros = 0

if cs_apoyasvampiros == 1 you get different dialogue

if cs_apoyasvampiros == 1 you get different dialogue

if cs_dejasvampirosbeber == 1 you get different dialogue

Sheina: "What about we take a bath and relax together?"

- “Sure, that sounds good.”
- "With together, you mean...?"

Sheina: "Oh...? And what kind of expression would you say that I have?"

- “That beautiful face you make when you're teasing me.”
interes_sheina +=1
- "The face of a pervert."

if cs_apoyasvampiros == 1 you get different dialogue

if cs_apoyasvampiros == 1 you get different dialogue

if cs_apoyasvampiros == 1 you get different dialogue

if cs_apoyasvampiros == 1 you get different dialogue and choice below

estdvampir = 1

Me: "..."

- “Ask the wardens to take off their handcuffs.”
estdvampir +=1
- "I'm sorry, but you'll have to deal with that."

if estdvampir > 1 and cs_dejasvampirosbeber == 1 you get different dialogue

estdvampir = 3

if estdvampir > 0 you get different dialogue

if estdvampir == 3 you get different dialogue

if estdvampir > 0 you get different dialogue

To be Continued

Castle of Timfalme Path

Sheina: "But I hope to see you here when I come back."

- "Me too, I hope to see you soon."
interes_sheina +=1
- "Have a safe trip."

Me: "Small houses inside of a gigantic room..."

- "That's an interesting idea."
interes_aurcae +=1
- "Isn't this a little strange?"

Me: "I think I'm hearing something in the hall."

- "Go to check."
pillasaladrona = 1

??: "Seriously... What the hell are you doing here?"

- "Answer her firmly." (if *valentia* > 1)
valentia +=1 interes_ladrona +=1
- "I'm scared."

??: "But you have to promise me that you are not going to say anything about this."

- "I cannot promise such thing. You are a thief." (if *valentia* > 2)

??: "Don't be stupid... I can kill you easily."

- "You don't look like a murderer to me."
interes_ladrona +=1
- "How? Are you going to suffocate me with your massive tits?"
perversion +=1

??: "Just tell me what you want in exchange for your silence."

- "What about giving me a massage with your breasts?"
perversion +=1 guarroconladrona +=1
- "First tell me why are you doing this."

- "You must have your reasons to do this. I won't say anything." (if *valentia* > 2)
interes_ladrona +=1 bondad +=1
- "I-I won't say anything! I promise! But please spare my life." (if *interes_ladrona* == 0)

Me: "Look... I'm not going to say anything.""

- "It's so gentle from you to do this."
interes_ladrona +=1
- "But you cannot let people depend on you."
- "Now, can you let me down?"

??: "I'll take my leave now. Pretend that you didn't see me."

- "What would happen to you if they catch you?"
- "Okay, see you."

if *guarroconladrona* > 0 you get different dialogue

- "Stay and sleep."
pillasaladrona = 0

Me: "The door is stuck, probably due to the massive weight that the structure is holding."

- "Aureis, Caeris!! I'm inside the house!!"
- "AAHHHHH!!!!!!"
valentia -= 1

Aureis: "Wait, we will take you out of there."

- ""Yes please! The door is stuck!""

Both: "Please, don't tell anyone..."

- "I will not say anything. Just don't do it while I'm here."
geminigems_juegocasas = "nunca"
- "Don't worry. Now that I'm safe you can continue."
geminigems_juegocasas = "fuera" interes_aurcae +=1

Me: "Both girl looks eachother with a playful smile."

- "That's not what I said..."
- "Yup, that would make me very happy."
perversion +=1

- "You know what? You can continue. I will stay here."
geminigems_juegocasas = "dentro" perversion +=1 interes_aurcae +=2

If geminigems_juegocasas == fuera or dentroc you get different dialogue and choice below

Caeris: "A-are you enjo-...ying the show?"

- "Nice, please continue like this."
- "You can go harder if you want." (if geminigems_juegocasas == "dentro" you get choice below)

Caeris: "The house c-could... collapse..."

- "As I said, I trust you."
interes_aurcae +=1
- "If it's my fate to die under two beautiful maids, I'll gladly accept it!"
interes_aurcae +=2

if geminigems_juegocasas == "dentro" you get extra dialogue

if geminigems_juegocasas == "nunca" you get different dialogue

Me: "Anyways, I need to make her notice my pressence."

- "Stay calm and try to push her foot." (if valentia > 0)
interes_helga +=1
- "(Panic) I DONT WANT TO DIE LIKE THIS!!"

Helga: "Are you okay? Did I hurt you?"

- "I'm okay, don't worry."
tegustan_piesdehelga = 0
- "In fact, I actually liked it..."
tegustan_piesdehelga = 1 interes_helga +=1

if interes_helga > 0 you get extra text

if tegustan_piesdehelga > 0 you get choice below

Helga: "Unless you want to repeat, of course."

- "Can we repeat then?"
tegustan_piesdehelga = 2
- "Get out."

Helga: "Can you guess what am I?"

- "A demoness."
- "A gargoyle."
interes_helga +=1
- "A grey goat."

Caeris: "Do you feel comfortable in that house?"

- "Yeah, I have what I need. Thank you!"
- "It would be better if I wasn't here against my will..."

Me: "They are rubbing my body with their tongues, quickly cleaning the food that I had sticking on me."

- "Wait... What are you doing!?"
- "Woah... this feels good."

perversion +=1

Both: "What do you say?"

- "No please! Don't eat me!"
- "Knowing you both deeper right? Sure!"

if interes_aurcae > 4 you get extra dialogue

interes_croixelle = interes_chicacapucha + interes_ladrona

if pillasaladrona > 0 you get extra dialogue

if pillasaladrona > 0 you get extra dialogue

Croixelle: "In fact, just go hide somewhere and don't say a single word."

- "Alright... And what do I get in exchange?"
- "I won't say anything, don't worry."

Me: "What should I do?"

- "Don't move."
- "This could be fun, try to push her."

(if her_pierna_izq > 0 you get different dialogue and empeora_pierna_izq = 1 her_pierna_izq += 1 then/after her_pierna_izq = 1)

guarroconladrona +=1 perversion +=1

Croixelle: "I could have killed you there!"

- "But it was you the one who sat on me."
- "I'm sorry..."

interes_croixelle +=1

if empeora_pierna_izq == 1 you get extra text

if pillasaladrona != 0 you get different dialogue and choice below

Croixelle: "He was the kind of person that I hope to be one day."

- "That's laudable, both from your father and you."
- "And what does the queen think about this?"

bondad +=1 interes_croixelle +=2

if empeora_pierna_izq == 1 you get extra text

if empeora_pierna_izq == 1 you get extra text

if pillasaladrona > 0 you get choices below , else granujaconcroixelle = 0

Croixelle: "Look at both sides before walking", even kids know that in Timfalme."

- "I'm sorry, I was half-asleep."
- "And what about you? It was your fault!"

Coixelle: "A dream about me...? What kind of dream?"

- "I can't remember... but I think it was something bad."
- "A dirty dream."
perversion +=1

Croixelle: "I can risk myself, but I don't want to involve another person into this..."

- "Can I go with you?"
interes_croixelle +=1

Croixelle: "Why do you want to risk yourself like that?"

- "I think that what you're doing is something really kind, so I want to help you."
granujaconcroixelle = 0 bondad +=1 interes_croixelle +=1
- "Because I'm bored and want to stretch my legs a little."
granujaconcroixelle += 1

if granujaconcroixelle > 0 you get different dialogue
(Go to [Croixelle Path](#))

- "I see... be careful then."

Helga: "I'm not tired enough to sleep yet, so we can spend some time together."

- "Why not? I don't anything else to do."
- "Yeah, that sounds great."
interes_helga +=1

Me: "So I bump my fist with hers, accepting her proposal."

- "Alright! Let's do it."
interes_helga +=1
- "Okay, I guess that some training doesn't harms."

Helga: "Change into this."

- "Sure, thanks."
- "Okay, but can you turn around?"

Helga: "Hehe... don't you feel like you're lifting me?"

- "Yup! I-It makes me... feel very s-strong."
- "V-Very... funny..."

if tegustan_piesdehelga > 0 you get extra text

Helga: "Enjoying your stay in cheese-ville man?"

- "Ha-ha-ha... Timfalme's top humorist. Take me out!"
- "I wouldn't mind to stay here." (if tegustan_piesdehelga > 0)
tegustan_piesdehelga = 3

Helga: "I mean, I've been wearing those boots during the entire night shift."

- "It's not that bad."
- "Yeah, it stinks, but I can endure it."

Me: "They're not listening, they seem to be quite convinced about playing."

- "Alright! Sounds good to me."
interes_aurcae +=1
- "If I don't have another choice..."

Me: "Before I can think about it, I follow her order."

- "I'm deeply sorry, her majesty!"
interes_orphelith +=1
- "Stay silent."

Orphelith: "What were you doing here?"

- “I was playing hide and seek with the maids.”
- “The maids sent me here to check the tea temperature!”
interes_orphelith -=2

Me: "When the queen's gaze return to me, I notice that I talked without thinking."

- “My apologies... that was inconsiderate.”
- "Shut my mouth."
interes_orphelith -=1

Orphelith: "I will stop it when it stops being a fair conflict and becomes just a slaughter."

- “You could prevent all that...”
interes_orphelith -= 1
- “Your labor is laudable, my queen, and I know that you have a good heart.”
interes_orphelith +=1

"But before, I turn around."

- (Bow) It's been an honour majesty.”
interes_orphelith +=1
- "(Leave silently)"

Me: "Well... she's really intimidating, that's for sure."

- “But also more approachable than I thought.”
- “And cold as ice too...”
interes_orphelith -=1

Both: "So we decided that today, you'll spend all the day with us."

- “Sounds good!”
interes_aurcae +=1
- “... Come again?”

Aureis: "So you'll be joining us."

- “Gladly!”
perversion +=1
- “Err... wait...”

Aureis: "Just say the word..."

- “S-stop, I can't endure this much longer.”
- “Please contiuue.”

Caeris: "Yeah, you're drained, but you look reeeally satisfied."

- “I can't stand on my feet.”
- “That was incredible...”
interes_aurcae +=1

Me: "Uhm..."

- “T.T.T.”
- ' Geminigems.”
interes_aurcae +=1

if tegustan_piesdehelga == 3 you get different dialogue

Me: "....."

- “Don't dare to underestimate me Stinky Cheese!”
interes_helga +=1
- “You're kidding... right?”

if tegustan_piesdehelga == 3 you get different dialogue

Caeris: "Too tired? Were you doing something?"

- "I was training with Helga."
dicesaginigems =0
- "I was trying to steal Croixelle's underwear."
dicesaginigems =1

Me: "Queen Orphelith, is there, sitting on an enormous expensive looking chair."

- "Good morning, your majesty."
interes_orphelith +=1
- "Hello."

Orphelith: "So, human... you will stay close to me from now on."

- "(Bow) It will be an honor, my queen."
granujaconorphelith =0
- "(Wink) I will be as close to you as you want, my queen."
granujaconorphelith =1

To be Continued

Croixelle Path

Unkown Female: "Just a little... I promise that it's not going to hurt... in fact... it will feel good for you too."

- "Stop her."
dejasvampirabeber = 0
- "Let her drink."
dejasvampirabeber = 1 bondad +=1 interes_croixelle +=1

if dejasvampirabeber > 0 you get different dialogue

Me: "Croixelle is a princess after all, I'm sure she's not used to do this."

- "I'm fine, don't worry." (if dejasvampirabeber > 0 you get different dialogue)
- "Aah... I feel so cold and weak... if you could put me on a warmer place..." (if guarroconladrona > 1 you get extra dialogue and if dejasvampirabeber > 0 you get different dialogue)
guarroconladrona += 1

Croixelle: " And you are our only tiny guest here right now."

- " Thank you very much..."
- " I thought we were going to sleep together."
perversion +=1

Me: " There's a wheeled tray with a generous breakfast in front of me."

- "Thanks"
- "I wish I could prepare something for you sometime"
interes_aurcae +=1

Me: " In fact, my chest feels so compressed that I have to breathe at the same time than her "

- "P-Please, hurry... I can't breathe ... "
- "T-take your time princess, I'm in no hurry to get out."
perversion +=1

Cygnia: "What about you human? How are you feeling?"

- "Afraid It's like I'm going to die anytime."
dcpruebacroix = 0
- "I know that I can trust her majesty."
dcpruebacroix = 1 interes_croixelle +=1
- "Great! I feel like I'm in heaven right now.." (if **perversion > 1**)
dcpruebacroix = 2 guarroconladrona +=1

if **dcpruebacroix** **!= 2** you get different dialogue
if **interes_croixelle > 5** get extra dialogue.

Cygnia: "But believe it or not, I'm getting useful information."

- " I'm fine with it."
- " I don't think this is okay ... "

Me: "Croixelle looks at me, she probably noticed that I'm worried"

- "Do you think she knows about what we did yesterday?"
- "Maybe she knows that I've been in your boobs?"
perversion +=1

if **empeora_pierna_izq > 0** you get different dialogue

Croixelle: "Are you alright?"

- "Yeah, I'm fine."
- "That was scary ... "
interes_croixelle +=1

Croixelle: "I don't feel anyone's presence there, the tower is empty. "

- "Calm down, there's not going to be any victims."
interes_croixelle +=1
- "Drop the tower, it's going to collapse anyway."

Croixelle: "At this rate, I'm going to destroy both of them!"

- "Listen, this is not your fault, calm down."
bondad +=1 interes_croixelle +=1
- "Well, being crushed against the chest or rear of a clumsy princess doesn't sound that bad."
perversion += 1 granujaconcroixelle +=1

Cygnia: "Can you hold this against your chest little one?"

- “Sure, I'm glad to help.”
bondad +=1
- “You're going to have fun with this again... right?”

if **guarroconladrona > 1** you get different dialogue and choice below

"She moves her toe up and down, squishing me and making me exhale the air out of my lungs."

- “W-wait...! You're not... g-going to crush me aren't you!?”
- “I'm under the clumsy princess... It's surprising that I'm not dead yet.” (if **valentia > 1**)
valentia +=1

if **guarroconladrona <= 1** you get different dialogue and choice below

Croixelle: "... You're quite afraid..."

- “Well, I think that the reason is obvious...”
interes_croixelle -=2
- “I-I trust you...”
interes_croixelle +=1

Yakuu: "And I have the feeling that you're closer to your father's mindset."

- "You're just trying to manipulate her."
acusasayakuu = 1
- "Stay quiet."
acusasayakuu = 0

if acusasayakuu == 1 you get extra text

Croixelle: "Yeah, I can see it."

- "We must help!"
interes_croixelle +=1
- "We should get closer and observe."

Me: "He makes a gesture with his hand and the other men get closer to the cart with lances, axes and swords."

- "Let them go."
ayudaneutralcroix = 0
- "Punch him in the face."
ayudaneutralcroix = 1

if interes_croixelle > 8 you get different dialogue

Me: "Doina looks at my neck and licks her own lips subtly."

- "Sorry, but I should get going."
- "Sure."
bondad += 1

Me: "I can see that with just looking at her..."

- "It's not your fault Croixelle." (if *interes_croixelle* > 8)
- "I'm cold, can't you carry me in your breasts?" (if *guarroconladrona* > 1)
perversion += 1
- "Remain silent."

Croixelle: "But this time I was distracted and let my guard down."

- "I guess I'm too attractive."
perversion += 1
- "I'm sorry..."

if empeora_pierna_izq == 1 you get different dialogue

Me: "..."

- "Praise her from my heart."
enelarmario = 0
- "Mess with her." (if *empeora_pierna_izq* == 1 you get extra dialogue)
enelarmario = 1

Croixelle: "Okay, follow me closely, your room is not far away."

- "Wouldn't be easier if you carry me?"
- "Sure."
interes_croixelle += 1

if perversion > 2 you get different text

if interes_croixelle > 10 you get different dialogue

Me: "We can't seem to fool Cygnia anyway..."

- "Good day Cygnia, princess."
- "Well? What kind of experiment will I be subjected to today?"
interes_cygnia += 1

Cygnia: "Would you come with me?"

- "Well, I have nothing better to do."
- "But of course!"
interes_cygnia += 1

if enelarmario == 0 you get different dialogue

Croixelle: "Wait... are you... jealous? "

- "Maybe."
- "Don't get the wrong idea."
interes_croixelle -= 1

if granujaconcroixelle > 0 and enelarmario == 0 you get different dialogue

To be Continued

Margarita Path

Me: "Not to mention what would happen if she falls..."

- "I trust her."
interes_margarita +=1
- "I am afraid."
valentia -=1

Me: "It's like a really intense full body massage."

- "This feels too good."
perversion +=1
- "I have to find a way to escape."

Me: "It's hard for me to breathe..."

- "Struggle."
- "Don't move."
interes_margarita +=1

Margarita: "You wanted to stay with me. I hope... that you are not afraid of me now."

- "In fact, that made me happy."
interes_margarita +=1 perversion +=1
- "What's done is done."

Margarita: "What do you think about our work here at the farm?"

- "I would gladly work here too."
interes_margarita +=1
- "It looks like hard work."

Me: "When I open my eyes, I can only see the shadow of a huge boot over me."

- "W-wait!! I'm not a thief!"
- "Good morning?" (if **valentia > 0**)
valentia +=1

Kive: "You look like a human and I don't see any animal or monster feature in you. No wings, no pointy ears..."

- "I'm just a purebred human."
bondad +=1
- "In fact, I'm nothing less than a purebred human."

Margarita: "Don't worry Margarita..."

- "I'm okay."
interes_margarita -=2
- "I only have eyes for you."
interes_margarita +=1

Me: "Ahw..."

- "Will you tell me if I take a flower and ask you for a date?"
interes_margarita +=1
- "Come on, it was about me after all, I want to know!"

Me: "She hands me a glass of water while gently smiling at me."

- "Do you want some?"

Me: "Her lips are gently pressing my arm, it's not painful in the slightest, but still..."

- "Keep calm and smile."
interes_margarita +=1 valentia +=1
- "...!! P-please don't eat me!"
interes_margarita -=2
- "Are you not going to eat?"

Margarita: "And of course, I'll pay you."

- "You don't need to pay me, I just want to stay with you."
interes_margarita +=1
- "Thank you, that sounds fair."

Me: "I could try to take one for Margarita."

- "Go and take it."
floramargarita = 1
- "It's better to not risk myself."
floramargarita = 0

if floramargarita == 1 you get different dialogue and choice below

interes_margarita +=1

Margarita: "You are such a handsome gentleman."

- "Thank you Margarita."
- "I am the fortunate one." *interes_margarita +=1*
- "Your breasts do not belong to this world." (if **perversion > 1**)
perversion +=1

if interes_margarita > 14 you get different dialogue and choice below

Margarita: "W-what do you think dear...? Do you like it?"

- "It feels amazing..."
interes_margarita +=1
- "Please stop... It's too soon for this."

Me: "She is already dressed up."

- "Good morning Margarita."
- "Good morning dear."
interes_margarita +=1

Me: "What should I do?"

- "Eat just what I can."

- "Eat everything."
interes_margarita +=1

Margarita: "Then you can try my mother's food, she cooks better than me."

- "I can't believe there's someone who cooks better than you."
interes_margarita +=1
- "I'm eager for that day to come!"

Margarita: "I work with ingredients of my size and just cut them the smaller that I can when it's a tiny dish."

- "Of course I will help."
interes_margarita +=1
- "I suppose that I have no choice."
interes_margarita -=3

Margarita: "..."

- "(Blush)"
- "Drop the tools."
interes_margarita +=1
- "Stay quiet."

Margarita: "You worked very hard today honey."

- "You too Margarita. Good work."
- "Raise my head and kiss her on the lips."
interes_margarita +=1

Me: "Her voice is trembling as she is milking herself."

- "It feels great like this."
tecaesenlaleche = 1
- "Go harder please..."
tecaesenlaleche = 1
- "A little more soft please..."
tecaesenlaleche = 0

if tecaesenlaleche == 1 you get different dialogue

Me: "Her soft and warm lips are still very close to me."

- "(Kiss her) "Good morning dear."
interes_margarita +=1
- "Good morning Margarita."

Me: "Margarita looks down at me, without noticing I was completely quiet looking at her bottom."

- "S-sorry, I wasn't pretending to stare like that."
- "It can't be helped, you have the best rear that I have ever seen."
perversion +=1

Kive: "Uhm~? Perhaps you like my legs or it's just my imagination...?"

- "(Continue working) Well, I think they're beautiful."
interes_kive +=1
- "I would kill to be between them"
- "Shouldn't you be working...?"

Me: "I..."

- "Let her continue."
infiel_a_margarita +=1
- "Stop, I'm not that kind of man."
interes_kive +=1

if infiel_a_margarita < 1 you get extra dialogue

Me: "I feel my cheeks burning and my heart beating fast."

- "You are so beautiful that I have no words..."
- "Phew... you're hot!"
perversion +=1
- "I-I... y-you... err..."

if infiel_a_margarita =< 0 you get different dialogue and choice below

Me: "What should I do? She seems happy to do this but I could try to make her feel good too..."

- "Try to use your legs."
interes_margarita +=1
- "Do not move."

Me: "She's sitting on the giant bed close to me, making it sink slightly under her rear."

- "Good morning dear."
interes_margarita +=1
- "Good morning Margarita."
interes_margarita -=2

Margarita: "She always says that “the way to a man's heart is through his stomach”."

- "You could conquer any man with such delicious food."
interes_margarita -=1
- "That was not necessary, you have my heart already."

Me: "It's like Sheina's letter made her doubt if I was being held here against my will."

- "Of course, I want to be with you."
interes_margarita +=1
- "Sure! I enjoy working here."
interes_margarita -=3

Kivi: "I hope you're not afraid of speed."

- "I would love some speed."
- "Hmm... isn't that dangerous?"

Me: "Then she continues running as fast as before."

- "Yeeeeehaaaaa!"
disfrutasvelocidad = 1 interes_kive +=1
- "I'm gonna diiiiiiie!"
disfrutasvelocidad = 0

if disfrutasvelocidad > 0 you get different dialogue

Kive: "Do it and I'm going to give you “another kind of ride” later at the farm..."

- "Get closer." (If infiel_a_margarita == 1 it will be set to 3 which will lead to a death ending. If not then it will be set to infiel_a_margarita == 2.)
if infiel_a_margarita == 3 you get different text
- "Make some distance."

Me: "Kive looks at me with a surprised expression."

- "I'm in love with Margarita."
interes_margarita +=3 interes_kive +=1 con_margarita = 2
if infiel_a_margarita == 1 you get different text
- "You're beautiful Kive, but doing that would hurt Margarita." *interes_kive +=1*

Kiv: "But what are your feelings towards her? Do you love her?"

- "Yes, of course I love her."
con_margarita = 2
- "I don't know..." *con_margarita = 1 interes_kive +=1*

if infiel_a_margarita > 1 you get different text

if infiel_a_margarita > 1 you get different text

Me: "Margarita kisses the tip of her finger and pokes me gently on my chest."

- "See you later dear."
- "See you later."
interes_margarita -=1

if infiel_a_margarita > 1 you get different text

if con_margarita == 1 you get choice below

Me: "Is it alright for me to accept this when I'm not sure if the feeling is mutual...?"

- "Let her continue."
paizuriconmar = 1
- "Ask her to stop."
paizuriconmar = 0

if paizuriconmar == 1 you get different dialogue

if infiel_a_margarita > 1 you get different dialogue

if floramargarita == 1 you get extra text

if infiel_a_margarita == 3 (Death)

if infiel_a_margarita =< 1 you get choice below

Margarita: "Aaah... You liked it dear...?"

- "I loved it... that was amazing."
- "Do I really need to say it dear...?"

if paizuriconmar == 0 you get different text and

Go to [Kive Path](#)

if infiel_a_margarita > 1 you get different dialogue

Margarita: " I understand that not everyone enjoys working so much as I do."

- "Being with you, I'm fine with both jobs."
interes_margarita +=1
- "I hope I can follow your pace..."

if infiel_a_margarita > 1 you get different dialogue and choice below

Kive: "I'll make you pay."

- "I won't. I love Margarita."
- "Is that a threat?"

if infiel_a_margarita = 1 or 0 you get different dialogue

if infiel_a_margarita == 1 you get different text

Me: "When I open it, there're new clothes, shoes, socks, trunks and an apron."

- “Thank you very much my love, you're the best.”
interes_margarita +=1
- “Thanks Margarita, I needed this.”

Me: "At times like this, I must resort to..."

- “Diplomacy.”
atizasalcliente = 0
- “Violence.”
atizasalcliente = 1

Kora: "But there's something special, how could I call it...?"

- “It's the love that she puts on her plates.”
interes_margarita +=1
- “She's a natural at this.”

if infiel_a_margarita > 1 you get different dialogue

Me: "You mean that you milk Margarita and she does the same to you?"

- “I see...”
propmilkora1 = 0
- “I could be the one milking you this time.” (if infiel_a_margarita > 1)
propmilkora1 = 1

if infiel_a_margarita > 1 you get different text

if propmilkora1 == 1 you get different dialogue

if propmilkora1 == 1 you get extra text

if propmilkora1 == 1 you get different text

if propmilkora1 == 1 you get different dialogue and choice below

Margarita: "Why you asked to milk her...?"

- “I never asked her that, it's a lie!” (Death)
- “I did it because I don't want anyone to touch you.”

if propmilkora1 ≠ 1 you get different dialogue and choice below

Margarita: "I can't thank enough that the destiny brought you to me."

- “I'm thankful too dear.”
- “Woah... you're quite wet down here honey.”
perversion +=1

if tecaesenlaleche == 1 you get different dialogue

Me: "As always, she woke up way earlier than me to prepare everything."

- “Good morning dear.”
interes_margarita +=1
- “Woah, the legendary mountains of happiness!”
perversion +=1

Anabel: "Nice to meet you."

- “The pleasure is mine lady Anabel.”
impadresmarg += 1
- “Hey there!”

Rocco: "A purebred human huh...?"

- “Nice to meet you Mr. Rocco.”
impadresmarg += 1
- “Woah... you don't have to look at me like that.”

Margarita: "Very good! The harvest went even better than I expected and the crops are growing nicely."

- “That's because you're such a hard worker.”
impadresmarg +=1
- “Yup, it's like some kind of magic.”

if infiel_a_margarita < 1 you get different dialogue
if impadresmarg > 1 you get different dialogue

if impadresmarg > 1 and infiel_a_margarita < 2 you get different dialogue

if infiel_a_margarita > 1 you get different dialogue

if infiel_a_margarita <= 1 you get different dialogue
if infiel_a_margarita <= 1 you get different dialogue

Anabel: " I made two of them, one is waiting for Kive at the kitchen, but the other one is here for us."

- “Alright, I HAVE to taste that.”
- “I'm sorry, but I can't...”

if atizasalcliente == 0 you get different dialogue

Me: "I can feel her hot breath on my back."

- “I want it!”
interes_margarita += 1
- “Don't you have a pot...”

if propmilkora1 == 1 you get different dialogue

if impadresmarg > 1 and infiel_a_margarita < 2 you get different dialogue

if infiel_a_margarita < 2 you get different dialogue
if impadresmarg > 2 you get different dialogue and compromisomarg = 2, if not then
compromisomarg = 1

if infiel_a_margarita >= 2 you get different dialogue, compromisomarg = 0 and choice below

- Me: "Well... I..."**
- “I wasn't planning to marry you.” **(it leads to a death ending)**
compromisomarg -= 1
 - “I didn't thought about it, sorry...”

if compromisomarg <= 0 you get different dialogue
if compromisomarg == -1 (Death)

Margarita: "Are you okay my love?"

- “Yes honey, that was the best way to start a day.”
interes_margarita += 1
- “Uhm... a little tired.”

Margarita: "I'm glad to hear that dear, but if you're still tired, you can take today's work with calm."

- “Okay, thank you.”
- “Nah, I'm fine thanks to you. I'll do my best.”
interes_margarita += 1

if propmilkora1 == 0 you get extra text
if propmilkora1 == 0 you get different dialogue

if infiel_a_margarita > 1 you get different dialogue
if infiel_a_margarita > 1 you get different dialogue

if infiel_a_margarita =< 1 you get different dialogue and choice below

- Margarita: "You can count on me for whatever you need... okay?"**
- “Yeah, and me too.”
interes_kive += 1
 - “Leave this to Margarita.”

- Margarita: "What do you think honey...? Do you like it?"**
- “You look gorgeous my love.”
interes_margarita += 1
 - “Beautiful, but you look even better when you're not wearing anything.”
perversion += 1

if infiel_a_margarita > 1 you get different dialogue
if infiel_a_margarita > 1 you get different dialogue

if infiel_a_margarita > 1 you get different dialogue and choice below

- Me: "They're warm and comfortable."**
- “And I like the fact that we match.”
interes_margarita += 1
 - “But I would have picked a different color.”

if infiel_a_margarita =< 1 you get different dialogue and choice below

- Margarita: "It's almost unfair... How do you do it?"**
- “It's obvious that I will do everything in my hand when I have the best woman with me.”
interes_margarita += 1
 - “Uhhh... Take it as I'm retaliating.”
interes_margarita += 1

To be Continued

Kive Path

- Kive: "If you're not too busy, do you want to join me?"**
- “Uhm... I'm not that much into exercising...”
 - “Sure! Let me finish and I'll join you.”
interes_kive +=1

- Kive: "You thought that I was going to crush you or something?"**
- “Maybe you were trying to be the first horse riding a human.”
interes_kive +=1
 - “... That was scary.”

if infiel_a_margarita == 0 you get extra dialogue

if infiel_a_margarita == 1 you get different dialogue

- Kive: "Unless you really want to do it, then I'll not stop you."**
- “I guess I could do that for you...”
 - “In fact, I would love to do it.”
perversion +=1

Kive: "Unless you really want to do it, then I'll not stop you."

- “I guess I could do that for you...”
- “In fact, I would love to do it.”
perversion +=1

Margarita: "That's not true, you have such a nice figure."

- “Both of you are quite attractive.”
- “Girls... mine's clearly superior.”
interes_kive +=1

if disfrutasvelocidad > 0 you get different text

Kive: "Red and skirt or black and tights?"

- “Red and skirt.”
trajekive = 0
- “Black and tights.”
trajekive = 1

if trajekive == 0 you get different dialogue

if interes_kive > 5 and infiel_a_margarita == 0 you get different dialogue and choice below

Kive: "But still, I want to hear it."

- “You're astoundingly gorgeous...”
interes_kive +=1
- “It really suits you.”

Me: "Ivory uses her free hand to grab Kive by her wrist. She's still in shock and not reacting to what's happening."

- “Don't touch her!”
protegesakive1 = 1 valentia +=1 interes_kive +=1
- "Don't move."
protegesakive1 = 0

Kive: "I still wonder why..."

- “She probably did it for you.”
interes_kive +=1
- “Maybe she was too deeply in love.”

if interes_kive > 6 and infiel_a_margarita == 0 you get different dialogue
if interes_kive > 6 and infiel_a_margarita == 0 you get different dialogue

Helga: "Don't let her do anything stupid... okay?"

- “Leave it to me. “
interes_kive +=1
- “I'll do what I can.”

Kive: "I bet it must be quite depressing to be with me right now."

- “Well, this doesn't look like you, but I can understand why...”
- “Not at all, I'm glad to be with you.”
interes_kive +=1

if interes_kive > 7 and infiel_a_margarita == 0 you get different dialogue

if interes_kive > 7 and infiel_a_margarita == 0 you get different dialogue

Margarita: "Am I being selfish...?"

- “No, you're just a good friend.”
interes_kive +=1
- “Maybe, but I can understand.”

Kive: "Wait, don't tell me that because I'm the sporty type, you thought I wouldn't mind these things..."

- “Yeah, to be honest, I wasn't expecting that.”
interes_kive +=1
- “No, not at all. I think you're very feminine.”

if interes_kive > 7 and infiel_a_margarita == 0 you get different dialogue and choice below

Kive: "By the way, are you enjoying the ride?"

- “Yeah! You're amazingly fast! I love it!!” **(if disfrutasvelocidad > 0)**
- “It's a bit too extreme, but I can endure it, don't worry!”

To be Continued

Forest/Neutral Path

Me: "I should..."

- "Get closer."

Me: "Well, not that I can be any kind of threat to her, but still..."

- "Thanks a lot, you saved my life..."
interes_regina += 1
- "You are not going to eat me, right...?"

- "Run away!"

Me: "She is playing with me..."

- "I'm %(player_name)s."
- "...I'm too scared to even speak."

Me: "She is smiling brightly, it would seem innocent if I wasn't aware of the situation..."

- "Please, have mercy."
- "What are you going to do with me?"

Me: "Her warm tongue is rubbing against my legs, hips, crotch... is she savouring me or just Playing...?"

- "Thinking about her teeth biting me is horrifying. I won't move." **(Death)**
- "Struggle with everything I have!" **(Death)**
- "It feels amazing..." **Go to [Naya Path](#)**
perversion += 1

Me: "On the other hand, it can be dangerous to be alone but... I think I would like to search for more civilization, maybe someone there would remember me."

- "I want to stay with her"
- "I would like to find answers by myself."

Regina: "Even during day, the forest is dangerous."

- "Don't sweat it, I was born lucky!"
- "I'm thankful Regina, and I hope to see you again."
- "I will keep that on mind... thanks."

Go To [Diula Path](#)

Regina Path

Me: "Absorbed in my thoughts, I hear the sound of Regina's clothes falling to the ground."

- "Is she undressing near to me?"
perversion += 1
- "She needs some privacy, keep looking at the lake."
interes_regina += 1

Me: "She doesn't look embarrassed on the slightest... as if this was the most natural request."

- "Yes ma'am!"
- "...You want us to take a bath together?"

Regina: "Are you okay there? I'm not pressing you too hard right? I don't want you to fall."

- "I feel like nothing bad could happen to me now..."
interes_regina +=1
- "Yup! With those huge tiddies enveloping me, everything is better."
perversion +=1
- "I...I... err... *gulps*"

Me: "I can also feel the giant girl breathing and how her chest inflates and deflates."

- "It's so relaxing I could fall asleep again."
interes_regina += 1
- "This is... turning me on..."
perversion += 1

Regina: "I heard that human's libido was higher at night but... you are quite active in the morning."

- "It's your fault!"
- "...I'm sorry."
interes_regina += 1

Regina: "Most of people are usually too afraid from our size to have those feelings."

- "How could I be scared of such a beauty?"
perversion += 1
- "You are really gigantic compared to me but... I feel that I can believe in you."
bondad += 1 interes_regina += 1
- "(I'm still kinda afraid...)"

Regina: "Just keep some distance if I need to fight, okay?"

- "And leaving you fighting alone? No way, I will help."
interes_regina += 1
- "Okay, I understand."

Regina: "In the name of all kind giant girls around here, is there something that I can do for you?"

- "Don't worry Regina, you are already doing much."
interes_regina += 1
- "Can you please squeeze me stronger?"

Me: "She is being delicate enough as to not harm me in the slightest. In fact, this is unbelievably comfortable."

- "Harder, please!"
- "Thanks, this feels like heaven"
interes_regina +=1
- "Can we stay like this for longer please?"
interes_regina += 1

Regina: "I think I will let you discover it with time."

- "Aaahw! Come on! That's unfair! I want to know"
- "Sounds good to me."

Me: "I'm firmly trapped between her impressively soft breasts, just my arms and my head are buried."

- "Don't worry, it's really comfortable..."

- interes_regina +=1*
- "I'm in heaven..."
- "T-thank you but... I would like to walk now that I'm awake."

Me: "When she is this close, I can see how round and soft her rear looks..."

- "Go closer and keep looking."
perversion +=1

Me: "I have no time to run, I should..."

- "Try to make her know that I'm here."
- "Raise my hands."

interes_regina +=1

Regina: "But if any accident happen... I could crush you, you are very small and fragile."

- "I'm Sorry Regina. I'll be more careful."
interes_regina +=1
- "I'm sorry, but the views were just hypnotizing."
perversion +=1

- "Keep this distance and stop looking."

Me: "It tastes really good and it's really easy to chew."

- "I like it! Thanks a lot Regina."
interes_regina +=1
- "Keep eating without saying anything."

Diula: "Are you perhaps willing to mate, human?"

- "It's just a physical reaction."
- "I'm in heaven right now."
perversion +=1 interes_regina+=1 interes_diula+=1
- "I'm sorry..."
Interes_regina+=1

Me: "Their subtle movements are making me feel good..."

- "I must resist."
climaxconregdiu = 0
- "This feels too good to resist."
climaxconregdiu = 1 perversion +=1

if climaxconregdiu == 1 you get different text

Regina: "We can leave her sleeping here."

- "It's not dangerous for her to sleep here alone?"
interes_regina +=1 bondad +=1
- "Nod in agreement."

Me: "She takes a step back."

- "Summoning your own clothes looks convenient."
- "You look gorgeous, it really suits you."
interes_regina +=1

Regina: "And right now, I'm both of them."

- "It looks like a huge responsibility."
interes_regina +=1
- "Wouldn't you want to have more... freedom?"

Regina: "But she is also fragile... and it's my duty to protect her."

- "Sorry, but that's not true. It's not just your duty." (if bondad > 0)

- "Mother nature is lucky to have such a great protectress."
interes_regina +=1
- "I would not care much..."
interes_regina -=2

- "Don't move."
- "This is not good, I should make some distance from her intimacy."
- "I must take this chance to tease her a little..." (if **perversion** > 0) if **climaxconregdiu** > 0 you

Me: "She is looking at me with her mouth partially open, breathing deeply."

- "That was enough, I was just teasing her."
- "Continue."

- "You said "most of them" right?"
- "Don't ask."

interes_regina += 1

- "D-D-Diula!? H-H-Hello..."
valentia -=1

- "Good evening Diula."

Madea: "But now, could you move out from there...?"

- "I'm so sorry!"
interes_regina +=1
- "Please let me stay on this paradise."
perversion +=1

Madea: "..."

- "But her butt is so soft..."
- "I don't mind to be eaten by her."

Regina: "What do you say, do you want to try while I keep massaging her?"

- "Sure! Leave it to me."
interes_regina +=1
- "Sorry... I'm not sure about this."

Me: "Inside, there's a deep red pulp that smells incredibly good when she brings it closer to me."

- "Take it with my hands and eat."
- "Eat directly from her fingers."
interes_regina +=1

Me: "This doesn't seems to be an easy topic for her."

- "Tell me about it, please."
- "You don't need to tell me if you don't feel comfortable."
interes_regina +=1 bondad +=1

Me: "I see... you were avoiding the topic because..."

- "... It's a painful memory for you."
- "... You regret killing that people."

Regina: "%(player_name)s... am I too scary?"

- "Don't worry, you are not scary."
valentia += 1 interes_regina +=1

Regina: "But you are trembling honey..."

- "It's just that your size is impressive."
- "It's just that you are even more beautiful now."

- "I'm sorry but... that size is a little scary." *interes_regina -=2 valentia = 0*

Regina: "Do you trust me?"

- "Nod in response." (if *valentia > 0*) (if *interes_regina > 15* you get different dialogue)
interes_regina +=1
- "That's too dangerous..."
interes_regina -=2

Me: "I think that I know what's about to happen."

- "Keep my eyes open."
nogoreregina = 0

Me: "Then, he runs towards Regina, who is not looking at him..."

- "Regina! Behind you!"
interes_regina +=1
- "Stay quiet."

- "I cannot look at this..."
nogoreregina = 1

Me: "What should I do?"

- "Go there."
interes_regina +=1 salvas_chica_regina = 1

Regina: "Fortunately, since we were touching just minutes ago, I was able to followt my own essence to find you."
 - "Thank you Regina."
Interes_regina +=1
 - "..."
- "Stay here." (if nogoreregina == 0 you get different dialogue)
salvas_chica_regina = 0

if salvas_chica_regina == 1 you get extra dialogue

if salvas_chica_regina == 1 you get different dialogue

Regina: "I'm sorry for what you had to see %(player_name)s..."

- "Don't worry. I can understand your reaction..."
interes_regina +=1
- "To be honest... you scared me."

Regina: "Do you think that I'm a good guardian?"

- "You are the best guardian that Viridice could have Regina."
interes_regina +=1
- "Everyone makes mistakes. You're not different."

Regina: "I don't enjoy taking lifes..."

- "They leave you no choice Regina..."
apoyas_guerra_regina = 1
- "Maybe there's another way..."
apoyas_guerra_regina = 0

Regina: "What makes you think that? You already saw me taking many lives..."

- "Because it's your duty as a guardian."
- "Because every life is precious to you."
interes_regina +=2

Regina: " I'm sorry, did I wake you up?"

- " Hmm... a few more minutes please..."
- "It's alright, I slept enough."

Regina: "Stay close to me, but at least a step away so no accidents happen if I have to fight, alright?"

- "Can I be of help too?"
interes_regina +=1
- " Sure."

Regina: "Do you want me to carry you?"

- " Yes please."
- " Thanks, but I will be more helpful walking by myself."
valentia +=1 interes_regina +=1

Me: "After all, if she were to rest her weight, I would be crushed along with that mushroom."

- "I know that I can trust her."
miedoderegina = 0
- " I'm scared, I want this to stop."
miedoderegina = 1

if `miedoderegina == 1` you get different dialogue *interes_regina -=2*
if `miedoderegina = 0` you get different dialogue and choice below

- Me: "Her tender and even warmer labia envelops my legs when she moves backwards."**
- "Leave myself in her hands."
 - "Try to move my legs to massage her."

- Regina: "Tell me... my lovely human... Is this enjoyable enough for you...?"**
- "It's perfect like this, please keep going."
lepidesintensoreg = 0
 - "Can you do it more intensely?"
lepidesintensoreg = 1

if `miedoderegina == 1` you get different text

- Me: "Regina seems to snap, she makes a gesture with her finger and the spike moves."**
- "Try to stop Regina." (if `valentia > 1` and `miedoderegina == 0` and `apoyas_guerra_regina == 0`)
valentia +=2 defiendesanaya1 = 2
 - "Stay at a safe distance."
defiendesanaya1 = 0

if `defiendesanaya1 == 2` you get extra text

if `defiendesanaya1 == 2` you get extra text

- Regina: "Shall we go %(player_name)s? You must be hungry..."**
- "To be honest, I'm starving."
interes_regina +=1
 - "I'm not really hungry in this situation..."

if `compromisonatural > 0` and `interes_regina > 20` you get different text

if `apoyas_guerra_regina != 1` you get different dialogue and choice below

- Regina: "I really want to avoid a conflict... I'd love to find a peaceful solution..."**
- "Caress her cheek." (if `miedoderegina < 1`)
acariciasaregina = 1 interes_regina +=1
 - "Everything will be alright Regina."

if `defiendesanaya1 == 2` you get extra dialogue

- Regina: "Are you ready to stand up and start the day?"**
- "Ready!"
interes_regina +=1
 - "Uhm... could you give me a back massage, please?"

if `apoyas_guerra_regina == 1` you get different text

- Alryen: Nice to meet you, %(player_name)s."**
- "Nice to meet you too Alryen."
interes_regina +=1 primersaludoalryen = 1
 - "(Step back) ... The pleasure is mine."
primersaludoalryen = 0

Regina: "%(player_name)s, I introduce you to her majesty Irisventia Viridice, the princess of our kingdom."

- “(Bow) Pleased to make your acquaintance, her majesty.”
primersaludoiris = 1
- “Nice to meet you.”
primersaludoiris = 0

if primersaludoiris == 0 you get different text

Regina: "You look kinda reflexive little one... can I ask about your thoughts?"

- “I was thinking that you're heavenly beautiful...”
- “I was thinking that this reminds me our first bath together.”
interes_regina +=1

if apoyas_guerra_regina == 1 you get different dialogue

Me: "Just those little movements from her feel so overwhelmingly pleasurable to me."

- “This feels amazing Regina.”
- “But I want to do something for you this time.”
interes_regina +=1

if apoyas_guerra_regina ≠ 1 you get different dialogue and choice below

Regina: "How are you feeling in there?"

- “Really good.”
- “I feel like nothing bad could happen to me.”
interes_regina +=1

Alryen: "Delicious as you may look..."

- "Keep calm." (if valentia > 1)
interes_alryen += 1
- "Step back.”

if interes_alryen > 0 you get different text

if apoyas_guerra_regina == 1 you get different expression on Regina's face

Irisventia: "Last time we were with our guard down, but during a war, no one will reach the core of Viridice."

- "And... what if they do?"
- "Remain quiet.”
interes_regina += 1

Irisventia: "Of course, we don't expect you to fight."

- "But I want to help protecting Viridice. I can fight." (if valentia > 1)
protvirid = 1
- "... Alright, I understand.”
protvirid = 0

Me: "Then you should know that..."

- "I have no way to reject something so tempting."
- "Nothing would make me happier.”

if acariciasaregina == 1 you get extra text

if defiendesanaya1 == 1 you get extra text

if defiendesanaya1 == 2 you get different dialogue

Regina: "Did you have a good dream?"

- "I was just thinking about what we did last night."
- "Lately, the good dream begins when I open my eyes."
interes_regina += 1

if defiendesanaya1 == 2 you get different dialogue

if defiendesanaya1 == 2 you get different dialogue

Me: "I did it without noticing, but now that I think about it, maybe it was unpolite...?"

- "Sure, but it's not like it smells bad or anything."
interes_regina += 1
- "I don't need it, I want to smell like this forever!"
perversion += 1

if defiendesanaya1 == 2 you get different dialogue
if compromisonatural == 1 you get extra dialogue

Regina: "..."

- "Not the most beautiful sight huh...?"
- "Are you okay Regina?"
interes_regina += 1

To be Continued

Diula Path

Me: "I feel myself calmer than I should be on this situation, maybe it's an effect of the same toxin?"

- "Stay still without moving and reflect on the situation."
- "Slowly try to move to the exit."
- "Struggle with all my strength" (**Death**)

Me: "She doesn't look like an evil man-eater... but now that she is talking I can see her unnaturally sharp teeth."

- "I a-a-am... %(player_name)s."
- "I'm %(player_name)s."
valentia += 1

if *valentia* > 1 you get different text

Me: "...!!"

- "H-Hey!! I thought that you were not going to eat me!"
valentia += 1
- "... (If I'm going to die, this is not a bad way)."
perversion += 1 interes_diula +=1
- "AAAAAAAAAAAAAAAAAAAAHHHH!!!"

Me: "However..."

- "...I am afraid"
- "...this is too stimulating."
perversion +=1

Me: "I look at the exotic looking fruit in front of me, it looks edible and smells nice."

- "I don't want to hurt you."
interes_diula +=1
- "Thanks, I'm starving."

Me: "If you are hungry..."

- "Maybe you should be patient and wait here for more preys." (**Solo with Diula**)
- "You should move to other position to hunt." **Go to [Diula/Regina Path](#)**

Me: "...!!"

- "H-hey! You said that you wouldn't eat me!"
valentia +=1
- "Finally! I will gladly satisfy your hunger"
perversion +=1 interes_diula +=1
- "AAAAAAAAAAAAAAAAAAAAHHH!!!"

Me: "Her stomach walls feel elastic and slippery."

- "Let me out of here!! I don't want to die like this!!"
- "Woah! Amazing! So this is how you are in your insides?"
- "AAAAAAAAAAAAAAAAAAAAHHHH!!!"

To be Continued

Diula/Regina Path

Diula: "Oh... Hi Regina."

- "Nice to see you again Regina!"
interes_regina +=1
- "Hello again."

Me: "The breathing from both girls and how their breasts are moving is being too intense for me."

- "(I'm scared, this is dangerous...)"
- "(This feels too good)."

Regina: "My my..."

- "(Don't say anything)."
- "I'm sorry."

interes_regina +=1

if interes_regina > 2 you get extra text

Diula: "Can you make more?"

- "Please... G-give me a break."
- "Sure! Go ahead."

if interes_regina > 2 you get extra text

Me: "She asks in a soft tone and a sweet smile on her face."

- "It doesn't hurt. I feel really good."

if interes_regina > 2 you get different text

- "I'm fine! You can do it harder." Go to [Continuation Diula/Regina Path](#)
her_brazo_izq +=2 then her_brazo_izq -=1

Me: "Wind begins blowing, materializing white and golden threads around Regina's naked body."

- "Stop looking and apologize."
- "Keep looking." (if perversion < 3 you get different text)

Continuation Diula/Regina Path

Me: "Speaking to me in a quiet voice to wake me up."

- "Good morning."
- "Just a little more..."

if her_brazo_izq > 0 you get extra text and choice below

Diula: "I'm sorry."

- "It was my fault, I told you to do it harder."
interes_regina +=1 interes_diula +=1 bondad+=1
- "Don't worry. Just be more careful in the future."
interes_regina -=1

Diula: "It's difficult to control my strength with this size, but I don't want you to fall."

- "I see, okay I'll endure it then."
- "Don't worry, I will not fall, you can move that vine away." (Death)

Me: "Then she crouches to pick the corpse and brings it to her mouth full of sharp teeth."

- "Keep looking."
- "(I don't want to see this...)"

Diula: "Three days with no food or water for me."

- "That's so cruel..."
interes_diula +=1 bondad +=1
- "Well, you had it well deserved."
bondad = 0

Me: "..."

- "I'm glad that you found a place to call home Diula."
interes_diula +=1
- "Stay quiet."
- "(I cannot hold my tears)."
interes_diula +=1 bondad +=1

Me: "So this is what happens to poachers here..."

- "I'm terrified..."
valentia -=1
- "So... it's forbidden to hunt here in Viridice?"
interes_diula +=1 valentia +=1

Diula: "But they are now food for me and for this forest."

- "I think you was too extreme..."
- "They had it deserved..."
interes_diula +=1

Diula: "Regina says that good things happen to good people."

- "Thank you Diula."
interes_diula +=1
- "..."

Madea: "It's a pleasure, %(player_name)s."

- "The pleasure is mine."
- "Hey cutie."
perversion +=1

Diula: "Even if she insist that is fine."

- "I think that you are doing a good job."
interes_diula +=1
- "So you are a living weapon."
interes_diula -=2

Diula: "It feels good but... at the same time I feel... lonely."

- "Instead of doing it alone, you can use me if you want."
interes_diula +=1 perversion +=1
- "I see..."

Me: "What should I do?"

- "Try to move."
interes_diula +1
- "Stay still."

Hirduil: "There's much to learn... but don't worry and give yourself some time."

- "Thank you very much Hirduil."
- "Is there no way that Diula can teach me?"

Diula: "And I don't know why... but that makes me happy."

- "Here? But someone could find us."
- "I'll do my best!"
perversion +=1

Me: "Specially because we are at the capital of Viridice..."

- "Maybe we should stop..."
- "Keep doing it."
perversion +=1 interes_diula+=1

Brais: "Nice to meet you %(player_name)s!"

- "Nice to meet you, I'm sure we'll get along fine."
amistad_brais +=1
- "Woah... so much energy to spare."

Brais: "Heya~!"

- "Good morning Hirduil, Brais."
- "Good morning master, mate!"

Brais: "I-I don't want to... be mean but... is that safe for you...?"

- "No problem, she is careful with me."
- "I guess I'll die..."

Me: "Brais looks genuinely happy for me."

- "Thank you."
- "Thanks mate, I'm sure you'll do it soon."
bondad +=1

Diula: "...I want to feel you deeper."

- "That sounds great!"
interes_diula +=1
- "Wait... this is going too fast!"

Me: "This thing covering my body... are her stomach fluids?"

- "Trust her and try to stay calmed."
- "Struggle violently and try to escape."

Me: "Even with her usual calmed voice, Diula sounds really aroused, her breathing becomes heavyand fast."

- "Try to stay calm and stop moving."
- "Keep trying to get out." **(Death)**

Brais: "He really inspires me to keep doing my best!"

- "Thank you Brais, you're also helping me in some way."
amistad_brais +=1
- "You should go at your own pace."

Diula: "Don't be scared, I'll not let you fall."

- "You're massive..."
- " Yeah, it's just that I'm not used, but I trust you."
interes_diula +=1

Diula: " Am I hurting you or something?"

- " Instead of just me, we should have fun together."
profundocondiula = 0
- "I don't need a reward for staying with you."
profundocondiula = 1 interes_diula +=2

if profundocondiula == 1 you get different text

Mel: "Could he... stay with me... and keep me company? Just the two of us..."

- "Stay silent."
interes_mel = 0
- "Gladly!"
interes_mel = 1 interes_diula -=1

if interes_mel > 0 you get extra text

Me: "I think that maybe this time, there's something more pushing her to behave like this."

- "W-wait Diula, I t-think the corruption is having effect on you."
- "Let her continue."

Me: "But I don't even care, all that I want now is to stay here, to lose myself into her."

- "Simply surrender to pleasure."
- "Try to move to make her feel even better."
interes_diula +=1

Diula: "What do you say little human...? Do you want to keep going until you pass out...?"

- "That could be dangerous right now..."
diulacorrupta = 0
- "Yes please."
diulacorrupta = 1

if diulacorrupta == 1 you get different dialogue

Brais: "E-eh...?"

- "Point at the horizon."
- "Point at Diula's bossom."
perversion +=1

Diula: "I'm afraid... of being feared by them."

- "They'd never be afraid of you."
diula_nomiedo = 1
- "Even if that happens, you still have your home here."
diula_nomiedo = 0

Diula: "Would I be a failure to Viridice? Would they abandon me...?"

- "You're free to do what you want."
- "Whatever you do, I'll never abandon you." (if profundocondiula == 1)
profundocondiula = 2

Mel: "I'm just living my life peacefully here."

- "Well, you're free to live where you want."
interes_mel += 1
- "Are you sure about that..."

Diula: "Yes... I wan't to hear it too."

- "It's so good that I'm gonna lose my mind...!"
interes_diula +=1
- "W-well... it's not bad..."

if profundocondiula == 2 you get different dialogue

if profundocondiula == 2 you get different dialogue and choice below

Me: "..."

- "I think you already have someone like that. "
amistad_brais += 1
- "... You'll find the right person someday."

if profundocondiula != 2 you get different dialogue and choice below

Me: "..."

- "Pat his head."

- “It was kinda cool, wanna try next?”

Diula: "I will get rid of them."

- “Shouldn't we keep trying to interrogate them?”
- “Remain silent and keep looking.”

Me: "His brain doesn't look as rotten as the others, perhaps we could get some information from him."

- “Diula! There's another one there!”
`interes_diula +=1`

Naya Path

- "Please! I want to get inside again."

- "It's not just your mouth, I want to be swallowed!"
- "Indeed! Please let me in again."

- "Why would I ever want to risk my life again!?"
- "No please, I don't want to die."

- "I-it hurts! Stop!"
- "It's amazing Naya...! I love it!"
 $perversion += 1$ $valentia += 1$ $interes_naya += 1$
- "(Stay quiet)."

- "I want to make her feel good. Try to be more active."
interes_naya +=1
- "I will just let her use me."
her torso +=1

- "(Keep trying to make her stop.)" (**Death**)
- "(Try to make her feel even better.)"

- "Struggle and try to escape. I'm going to die at this rate!"

- "(I'm also feeling great down here)"
interes_naya +=1 *perversion* +=1
- "(It's better if she ends soon...)"

if interes_naya > 2 you get different dialogue and choice below

Naya: "Woah! Sorry, I almost squish you there. Are you okay?"

- "Sure! I'm fine. By the way, it has been awesome!"
interes_naya +=1
- "It has been dangerous..."

Naya: "Is that just your morning wood or maybe you are happy to be there?"

- "..."
- "Who wouldn't wake up “happy” after sleeping on boobs?"
perversion +=1 interes_naya +=1

Madea: "Where is she hiding?"

- "She just climbed that tree behind me..."
interes_naya -=2 interes_madea +=1
- "I don't know..."
interes_naya +=1

Naya: "Of course! Right %(player_name)s?"

- "(Keep silent)."
interes_madea +=1
- "Yeah, she saved me back in the forest."
interes_naya +=1

Me: "..."

- "I will be careful, thanks Madea."
interes_madea +=1
- "But... I do like how the crotch tattoo sounds."
interes_naya +=1 perversion +=1

Naya: "What do you think that Madea is?"

- "Half-fox"
- "Half-wolf"
interes_madea +=1
- "Half-cat"

Naya: "It's me~! Did I forget to mention it?"

- "Okay, that was funny but... jokes aside, Who is the matriarch?"
interes_madea +=1
- "Oh? So you are the leader here?"
interes_naya +=1

Me: "Then, Naya moves her lips. Reading them, she is clearly repeating “Crotch tattoo”."

- "Thank you very much Madea."
interes_madea +=1
- "Nah, you are such a worrywart Madea. I'll be okay."
interes_naya +=1

Me: "Indeed, they seem to be prepairing a big festival."

- "Is there something that I can do to help?"
interes_madea +=1 bondad +=1
- "Follow them quietly."

Naya: "Aahw~ You don't want to let him see your naked body?"

- "That's a shame, but I'll obey."
perversion +=1
- "Okay Madea, thanks."
interes_madea +=1

Madea: "... They are the same as always."

- "Take a look." (if perversion > 0)

Me: "So she was not speaking to me..."

- "This is a sign, I should not be trying to look."
- "Screw it! I must feast my eyes." (**Death**)

- "Don't look."

Madea: "It's the tradition... and it's not like you have to wear it all the time."

- "You both are gorgeous... it suits you very well."
interes_madea +=1 interes_naya +=1
- "Are we going back then?"

If interes_madea > 3 Go to [Madea Path](#)

Naya: "This little pervert is happy to be there~ right?"

- "Nod."
perversion +=1 interes_naya +=1
- "Shake my head."

Naya: "Well? What do you think? Don't you feel like a chief here? Haha~"

- "I would not mind becoming chief if that means that you'll be my wife."
interes_naya +=1
- "I'm not really interested..."

Naya: "Hmm?"

- "Why are those boys dancing with the giantesses? Isn't that dangerous?"
- "Why am I not dancing among those giantesses?"
interes_naya +=1

Naya: "You'll keep being my little sex slave~! You are too rare to let you go."

- "But I want to be your only man."
- "Sounds good to me."
interes_naya +=1
- "When will I be free?"

estamina_piernasnaya = 2

Naya: "We have just started~"

- "P-please stop!"
- "This feels incredible Naya..."
estamina_piernasnaya -= 1
- "This is nothing, I can resist without problem."
estamina_piernasnaya -=1

Naya: "Now try to push my legs with your hips, the same as you would if you were having sex."

- "Give it all." (If her_torso = 0 you get different dialogue and *estamina_piernasnaya -=1*)
- "Do it as strongly as you can resist for a while."
interes_naya +=1
- "Don't do it." (If her_torso = 0 *estamina_piernasnaya -=1* , if her_torso > 0 **Death**)

if *estamina_piernasnaya* == 0 you get different dialogue

Male: "And judging your question... are you perhaps interested in her?"

- "Not really."
- "Nod"

Me: "So what about enjoying some quality time together~?"

- "Are you sure this is okay? You have a partner now."
interes_naya +=1
- "Sure! Go for it."
interes_naya +=1
- "Do I have an alternative...?"

Me: "But sometimes, her sharp teeth touches me, reminding me that she only has to bite to cut me in half."

- "I'm afraid..."
valentia -=1
- "This feels wonderful."
interes_naya+=1 perversion +=1

Naya: "Of course, feel free to cum too."

- "Move intensely."
comotemuevesnaya = 2
- "Move with delicacy."
comotemuevesnaya = 1
- "Don't move."

Me: "Naya licks her own lips after saying this."

- "Move with all my strength."
comotemuevesnaya = 2
- "Move with delicacy."
comotemuevesnaya = 1
- "I'm not your toy."
comotemuevesnaya = 0

if comotemuevesnaya == 2 you get different dialogue and interes_naya +=1

if comotemuevesnaya == 1 you get different dialogue

if comotemuevesnaya == 0 you get different dialogue and Death

if comotemuevesnaya == 2 you get different dialogue

Me: "However, no one asked her for help even if they look very busy."

- "Are you not going to help?"
bondad +=1
- "Where are we going?"

Madea: "..."

- "You killed your previous partner!?"
- "Well, looks like a good way to go."
interes_naya +=1

Me: "I must..."

- "Try to find a good place to hide."

Me: "I find a gigantic hollow tree. It's really big and dark inside."

- "Hide here."
escondite_naya1 = 2
- "Keep looking."

Me: "What can I do...?"

- "Calm down and keep looking."
escondite_naya1 = 3
- "Run away!!"
escondite_naya1 = 1

- "Wait here. I want her to catch me."
escondite_naya1 = 0 interes_naya +=1 perversion +=1

if *escondite_naya1* == 0 you get different dialogue

if *escondite_naya1* == 1 or *escondite_naya1* == 2 you get different dialogue

if *escondite_naya1* == 0 you get different dialogue

if *escondite_naya1* == 1 or *escondite_naya1* == 2 you get different dialogue and Death

if *escondite_naya1* == 0 you get different dialogue and choice below

Naya: "Remember... if you cum without my permission, you'll become my food."

- "Do my best to resist."
- "This feels too good to resist." (Death)

Naya: "Their flavour cannot be compared to yours... hehe."

- "Say nothing."
- "I'm happy to hear that. When is my turn then?"

Me: "Maybe I should say something... It's true that Naya crushed the relic, but about the other things... she's innocent."

- "Try to say something to defend Naya."
defiendesanaya1 = 1 interes_naya +=2
- "Stay silent."
defiendesanaya1 = 0

Naya: "Should I... prepare Lycalis for war...?"

- "With you by their side, Lycalis could easily win a war."
apoyasguerralycaviri = 1 bondad = 0
- "There are no winners in a war Naya."
apoyasguerralycaviri = 0

Naya: "Alright... I suppose that I should ask Madea to talk with Regina."

- "That would be a wise choice."
- "No, I think it should be you."
interes_naya +=1 bondad +=1

if *defiendesanaya1* == 1 you get extra text

if *interes_naya* >=14 you get different dialogue

if *interes_naya* >=10 you get different dialogue

Me: "The meat is perfectly spiced and feels really tender when I bite it."

- "So tasty! Thank you!"
interes_naya +=1
- "Uhm... Can I have fork and knife?"

Naya: "Or even into my mouth, so the first thing that you see when you wake up are my teeth."

- "That sounds bad for my heart..."
- "That sounds incredible."
perversion +=1

Me: "During our travel throught the forest of Lycalis, Naya remains silent."

- "Lift my arm to caress under her neck."
bondad +=1 interes_naya +=1
- "Do nothing."

Me: "Nothing like that."

- "I find it really interesting."
- "But it doesn't look like something that you like to remember."
interes_naya +=1

Me: "After savouring his prey, she swallows him without chewing."

- "..."
lepidesvoreanaya = 0
- "Can I be the next one?"
lepidesvoreanaya = 1

Naya: "Flattened tinies covered on dirt are not that tasty..."

- "Look."
- "I don't want to look."

Me: "So she wants to play with me with that size?"

- "Do I have another choice?"
- "I can't wait!"
perversion +=1

Me: "I'll have to move my entire body to let her feel something, but how should I do it?"

- "Slowly and gently."
- "With all my strenght."
interes_naya +=1

if lepidesvoreanaya == 1 you get different dialogue and choice below

Me: "However, she's letting me choose my fate with a smile..."

- "Keep holding onto her tongue."
- "Don't try to resist." **(Death)**

Naya: "Why? Perhaps it makes you feel even more afraid?"

- "No, in fact, I prefer you that way."
- "Yes, you are already dangerous at your natural size..."

Me: "However, even if Naya seems to be really angry, she didn't kill any of them."

- "I thought that you were to kill them."
- "I'm glad to see that you're not taking lifes."
bondad+=1

Me: "Regina seems to lose her patience, she makes a gesture with her finger and the projectile moves."

- "Protect Naya." **(if defiendesanaya1 == 1 and apoyasguerralcaviri == 0)**
valentia +=2 defiendesanaya1 = 2
- "There's nothing that I can do."

if defiendesanaya1 == 2 you get extra text

if defiendesanaya1 == 2 you get different dialogue and choices below

Naya: "I only know how to fight... what if I bring a disaster to my kingdom?"

- "That's not going to happen."
bondad +=1
- "Then you need to become stronger."
apoyasguerralcaviri +=1

Naya: Why did you do that?"

- "Because your people need you."
rutanaya = 0
- "Because I like you." **(if lepidesvoreanaya == 1 you get extra text)**

rutanaya = 1

if defiendesanaya1 ≠ 2

- Naya: "I only know how to fight... what if I bring a disaster to my kingdom?"
- “That's not going to happen.”
bondad +=1
 - “Then you need to become stronger.”
apoyasguerralycaviri +=1

rutanaya = 0

- Naya: "Good morning tiny~!"
- “...!”
 - “AAAAAAAAAAHHHH!!”
interes_naya +=1

if defiendesanaya1 = 2 you get different dialogue

if rutanaya == 1 you get different dialogue

if defiendesanaya1 = 2 you get different dialogue and choices

- Me: "I'll stay! I want to show you that-"
- “I also have guts!”
valentia +=1
 - “I trust you.”
interes_naya +=1
- Naya: "I wonder what could I do to reward your bravery little human...?"
- “To see you smiling again is a reward already.” (if rutanaya == 1)
interes_naya +=1
 - “What about another dance?”

if defiendesanaya1 ≠ 2 you get different dialogue and choices

- Me: "She or any of the other giantesses would quickly flatten my if they were to step on me."
- "Stay and keep dancing."
valentia +=1
 - "Run away." (Death)

if defiendesanaya1 == 2 you get different dialogue

- Naya: "It wasn't that bad, right?" or
Naya: "Did you like it? The dance I mean" (If defiendesanaya1 == 2)
- “To be honest, that was terrifying...”
 - “It was more enjoyable than I thought.”
interes_naya +=1 if rutanaya == 0 you get different text

if rutanaya == 0 you get different dialogue

- Madea: "You...? Waking up early, for real?"
- "Nod"
interes_naya +=1
 - "Shrug"

Naya: "If you win, I'll meow for you. They say that humans like the sounds that cats make."

- “Sure! What's the trial about?”
interes_naya +=1
- “I'm not interested...”

Naya: "Now you can claim your prize."

- “Yup! Go ahead, I want to hear you.”
interes_naya +=1 nayameow1 = 0
- “What if you talk WHILE meowing?”

Naya: "What do you think meow~?"

- “Adorable.”
nayameow1 = 2
- “You're right, that was weird.”
nayameow1 = 1

if rutanaya == 1 and interes_naya > 17 you get extra dialogue

Aisling: "I'm afraid that I don't know."

- “You don't know or you don't want to say it...?”
valentia +=1
- “Remain silent.”

if defiendesananya1 == 2 you get extra dialogue

if defiendesananya1 == 2 you get extra dialogue

Me: "..."

- “Since when you're so happy about taking a bath?”
- “We're not just going to bath... right?” (if rutanaya == 0 you get different text)

if rutanaya == 0 you get different text

Naya: "But hey, do your best~"

- “Try to endure it.”
interes_naya +=1
- “Surrender.”

if rutanaya == 0 you get different text

if lepidesvoreanaya == 1 you get different text

Me: "She teasefully winks at me again."

- “If I have any more action now, I'll not live to see another morning.”
- “I'd love that.”
interes_naya +=1

if rutanaya == 0 you get different text

if rutanaya == 0 you get different text

if defiendesananya1 == 2 you get different dialogue

if defiendesananya1 == 2 you get different dialogue

if defiendesananya1 == 2 you get different dialogue and choices

Me: "Even in the way that she's talking, the usual full of energy Naya looks tired."

- "Are you okay?"
valentia +=1
- "Don't think about that now, let's just enjoy our time together."
interes_naya +=1

if defiendesanaya1 == 2 you get different text

if defiendesanaya1 == 2 you get extra text

if rutanaya == 1 you get different dialogue

if rutanaya == 1 you get different dialogue

if rutanaya == 1 you get different dialogue

Naya: "..."

- "Good morning Naya."
- "Uhm... you don't look so good. Did something happen?"
interes_naya +=1

Naya: "Ow ow...! %(player_name)s, help!"

- "Make sure to clean her properly Madea."
bromatraicionnaya = 1
- "Don't be too hard on her..."
bromatraicionnaya = 0

if rutanaya == 1 you get different dialogue

Me: "I imagine that she also wants to keep herself distracted..."

- "... I don't think that's a good idea."
- "Alright! Let's go!"
interes_naya +=1

if rutanaya == 1 you get different dialogue

To be Continued

Madea Path

Madea: "I'm sorry, I know it's not very polite to grab you but it would be dangerous for you otherwise..."

- "It can't be helped..."
- "Don't worry, in fact, sorry for the inconvenience."
interes_madea +=1

Me: "There are a lot of giantesses and persons of my size dancing together around a big fire."

- "Isn't that dangerous for them?"
- "Can I join them?"

Madea: "Are you feeling good? We can stop if you want."

- "To be honest, I'm afraid, but I feel that I can trust you."
detenerbaile = 0 *bondad* +=1 *interes_madea* +=1
- "This is fun! I like it!"
detenerbaile = 0 *interes_madea* +=1
- "Could we stop please?"
detenerbaile = 1

if detenerbaile == 0 you get different dialogue and choice below

Madea: "What do you think? Do you like it?"

- "It's interesting and funny. I want to learn more." *interes_madea +=1*

Madea: "I think this is not safe for you... we better stop."

- "Can we dance again the next time?"
interes_madea +=1
- ""No problem, it was fun.""

- "Your breasts? Of course! They are beautiful."
perversion +=1 interes_madea -=2

Me: "What should I do...?"

- "Struggle and try to escape."
temuevesbajomadea = 1
- "Try to make her feel better."
temuevesbajomadea = 1 perversion +=1
- "Don't move."
temuevesbajomadea = 0

if temuevesbajomadea == 1 you get different dialogue

Me: "My back hurts a little due to what she did yesterday, but I'm fine."

- "I'm fine, don't worry."
- "Nah, you were very gentle."

Madea: "And it could cause a conflict."

- "That sounds horrible..."
interes_madea +=1
- "Are you afraid?"

Me: "Even if it looked small on her hands, just the piece that she gave to me is larger than both my hands together."

- "Thank you so much."
interes_madea +=1
- "Where does this meat comes from?"

Me: "Yeah... Naya found me after that."

- "She almost ate me... but brought me with her at the end."
techivasdenaya1 = 1
- "She saved me."
techivasdenaya1 = 0

Madea: "But now, could you move out from there...?"

- "I'm so sorry!"
interes_madea +=1
- "After what you did yesterday and you are now shy about this?"
perversion +=1

Madea: "..."

- "But her butt is so soft..."
- "I don't mind to be eaten by her."

Regina: "What do you say, do you want to try while I keep massaging her?"

- "Sure! Leave it to me."
interes_regina +=1 interes_madea +=1
- "Sorry... I'm not sure about this."
interes_madea -=1

Madea: "I'm sorry for what you just had to see."

- "Don't worry. Are you feeling better now?"
interes_madea +=1
- "It's fine, that was impressive to see."

Madea: "But Naya is going there too... what is that air-head thinking?"

- "I don't know why Naya is a guardian."
- "I don't know her enough to judge her."
interes_madea +=1

Me: "Judging her reaction, it's clear that her mind is not here right now."

- "I'm fine, but the question is, are you alright?"
interes_madea +=1
- "No worries, I wouldn't mind ending under your rear."

Madea: "That idiot... What are we going to do now...?"

- "I don't think that she did this intentionally."
- "It's almost like she's looking for a war."
interes_madea -=2

Madea: "If those two fronts explode at the same time... Lycalis will..."

- "Have no chance..."
- "Defeat their enemies."
interes_madea -=2
- "..."
interes_madea +=1

Madea: "I would do a better job just as a warrior."

- "No way! That's not true!" (if **interes_madea >= 14** you get different dialogue)
madeadejapuesto = 0 interes_madea +=2 bondad +=1
- "If you feel that the weight is too much... I don't see why not."
madeadejapuesto = 1

Madea: "If those two fronts explode at the same time... Lycalis will..."

- "Don't push yourself too much."
- "Tell me next time and I'll stay awake with you."
interes_madea +=1

Madea: "Alright %(player_name)s, follow me, and remember to stay close..."

- "Can't you keep carrying me?"
- "Sure."

Me: "She moves even closer, I feel her chest squishing against mine and our faces are really close."

- "Nice to meet you Lera."
- "Too close..."

Madea: "Okay... d-d....d-dear...?"

- "I'm sorry honey."
- "Nod (My heart is racing, I feel my face burning...)"
interes_madea +=1

Madea: "So even if they just had the intention of breeding... you would probably end with a few broken bones, or even dead..."

- "Thanks for saving me Madea."
- "You're such a killjoy... that would be incredible."
interes_madea -=3

Madea: "So she came suddenly... please... let me stop her."

- “Madea is just trying to help, let her pass before it's too late.”
interes_madea +=1
- "Stay silent."

Madea: "However... she is too..."

- “Impulsive.”
- “Stupid?”
interes_madea -=1

Madea: "What should we do...?"

- "Do something to calm her." (if *interes_madea* > 16)
acariciasamadea = 1
- “You did what you could Madea.”
acariciasamadea = 0

Kynam: "Madea, your mind is not here... you must focus."

- “Give her a break.”
interes_madea +=1
- "Stay silent"

Kynam: "Would you have any recomendation about our defense?"

- “I don't think that I should do it...”
estratlyca1 = 0
- “What if you use the graves?”
estratlyca1 = 1

if acariciasamadea == 1 you get different dialogue and choice below

Me: "You'll do fine, everything will go alright."

- “And now that you're blushing, you're even more similar to the flower.”
escenaflor1 = 1 perversion +=1
- “And this beautiful orange glow reminds me your hair under the sun.”
escenaflor1 = 2

Naya: "I'm fine, I just needed some sleep."

- “You don't look so good.”
interes_madea +=1
- "Stay silent."

Madea: "Are you cold?"

- “I can deal with it.”
- “To be honest... yes.”
interes_madea +=1

if escenaflor1 > 0 you get different dialogue and choice below

Madea: "I should have know..."

- “But I'm not against the idea.”
- “I'd love to continue...”

Madea: "I'll stay awake for a while, I need some time to think."

- “Okay, tell me if you need anything.”
interes_madea +=1
- “Do you want company?”

Ruvna: "I didn't hurt you, right?"

- “That was scary... I thought was gonna die.”

- “My back feels great now, thanks!”
interes_ruvna +=1

if escenaflor1 > 0 you get different dialogue and choice below

- Madea: "I'm sorry."**
- “You don't have to worry about that.”
 - “I'll feel bad if you apologize for that.”
interes_madea +=1

if escenaflor1 == 1 you get different text

if escenaflor1 > 0 you get different text

- Madea: "Kynam and Lera are over there, could you stay with them meanwhile?"**
- “I can stay by myself, you don't have to worry.”
 - “Sure, I'll go.”

- Madea: "You can leave it to m-"**
- “Do I have to repeat myself?”
muerdesmadea = 0
 - "Bite her."
muerdesmadea = 1

if escenaflor1 > 0 you get different dialogue

- Me: "Don't worry... I'm just tired..."**
- “But that was easily the best day of my life.”
interes_madea += 1
 - "You're such a beast..."

if escenaflor1 > 0 you get different text

if escenaflor1 > 0 you get different text

- Me: "Oh wait, I know her... but I'm not sure about her name."**
- “Good morning Shakani.”
 - "Good morning Shikali."
interes_shikali += 1

- Ruvna: "Humans are smart, I'm sure that he'll find a way to help."**
- “Yeah, I'll make myself useful.”
interes_ruvna += 1
 - "Uhm... as long as it's safe..."

if escenaflor1 < 1 you get different text

if escenaflor1 == 0 you get different text

if escenaflor1 > 0 you get different text

- Me: "Eliha started to salivate enough as to use her wrist to clean her mouth."**
- “This is not a game...” (if escenaflor1 > 0)
interes_madea += 1
 - " Remain silent."

- Me: "..."**
- “Kick Madea's ankle.”

- interes_madea* += 1
- "Let her think."

if escenaflor1 > 0 you get different dialogue and choice below

Me: "It's soft and comfortable, but above all, it feels warm in more than a way..."

- "I guess it's just my devilish charm."
- "I'm just telling the truth Madea."

if escenaflor1 < 1 you get different dialogue and choice below

Madea: "Do you like it...? "

- "It feels great... "
 - "Yes, but careful please... "
- interes_madea* -= 1

To be Continued

Hell Path

Kendra: "Well? How do you feel?"

- "My head is still spinning..."
- "I'm very happy at becoming your slave!" (if perversion > 0)
perversion += 1 interes_kendra += 1

Kendra: "So if I were you, I would not try to escape or you could end up being devoured."

- "D-d-devoured!!? Are there giantesses eating humans!?"
- "Being eaten? That would be awesome!"
- "I want to stay with you anyway. I don't plan to escape." (if perversion > 1)
interes_kendra +=1

Me: "I must..."

- "Keep calm and try to wake her up" (if valentia > 1)
valentia += 1

Kendra: "What makes you think I will not crush you...?"

- "You would not kill me after taking me with you."

Kendra: "Are you sure...?"

- "Maybe I cannot be sure about what a giant demoness would do to someone she just met."
interes_kendra += 1
- "Nod with a confident smile." (Death)

- "Maybe you would, but panicking would not help me."
valentia += 1 interes_kendra += 1

- "Stay and enjoy her breasts." (if perversion > 0)

Me: "I will..."

- "Try to massage her breast."

Kendra: "Put your hands under my breast again. Now..."

- "Obey her and ask for her forgiveness."
- "Keep massaging her." (Death)

- "Endure it, it's better if she doesn't wake up."

- "Try to break free with all my strength!! She is going to crush me!!!"

Me: "We walk in silence for a while."

- "Where are we going...?"
- "..."

if (interes_kendra > 5) you get different dialogue

Me: "I'm %(player_name)s"

- "Nice to meet you"
interes_nyxmay += 1
- "I'm frozen... I don't think I can speak."

Me: "Is she really able to feel my heartbeats just by looking at me?"

- "I am afraid..."
interes_nyxmay += 1
- "You are imagining things."
interes_nyxmay -=1
- "It's because you are incredibly beautiful."
perversion += 1

Me: "She seems to know something... I think she could help me but..."

- "Can you help me please?"
interes_nyxmay += 1
- "What must I do to have your help?"
interes_nyxmay += 1
- "She would never help me..."

if (interes_kendra > 5) continue below, else Go to [Nyxmay Path](#).

Nyxmay: "Maybe it was love at first sight?"

- "But I want to go with you."
- "..."
- "That's nice to hear."
interes_kendra +=1

Kendra: "Uhm? You are not going to eat?"

- "I'm not hungry right now, but thanks."
- "Who could eat after hearing that?"
valentia+=1

Kendra Path

Me: "He doesn't look like he's in pain, in fact, the small person is smiling."

- "What is wrong with this place?"
- "Interesting..."
interes_kendra+=1 perversion+=1

if (interes_kendra > 6) then continue below, else Go to [Yakuu Path](#).

Me: "She begins pressing her foot against the orc who is screaming under her while his bones are being slowly crushed."

- "Kendra, stop!!"

Kendra: "Why should I stop?"

- "That's too cruel!"
bondad +=1
- "It's unfair that he gets under your sole before me."
perversion +=2 interes_kendra+=1

- "Close my eyes and cover my ears."
- "Keep looking and enjoy the show."
perversion +=1 interes_kendra+=1

Me: "Kendra continues walking, leaving behind the orc corpse."

- "That blow from before, it didn't hurt you right?"
- "Don't say anything."

Kendra: "Yup..."

- "Now that you mention it... you two look similar."
interes_kendra -=2
- "I would never guessed..."

Kendra: "And since most of the people from Homaspernia hate that kingdom... let's say that I'm very welcome on this land."

- "Why did you do that to your home and your sister?"
bondad+=1
- "I suppose that you had your reasons."

Me: "She is no longer looking at me..."

- "Keep all the distance from Kendra as I can." **(Death)**
- "Keep the same distance with her."

Kendra: "Or maybe knowing that your life is in my hands is turning you on even more?"

- "You would not do such a thing if there's something from your sister in you." (**Death**)
- "Yeah, I enjoy being at your mercy." (**if perversion > 2**)
interes_kendra+=1 perversion +=1
- "It's just that there's nothing I can do."

Me: "She keeps grinding her butt against me, but right now she is not breaking me anything."

- "Please stop...!"
- "Try to resist and don't say anything."
- "This feels amazing, please continue."
interes_kendra +=1 perversion +=1

Kendra: "I could think about it if you beg me."

- "There's no way I would beg!"
- "P-please..."
interes_kendra +=1 perversion +=1

Me: "Every second that I'm walking by myself on this place I'm on risk of being crushed..."

- "Thanks for carryng me Kendra."
interes_kendra +=1
- "(Stay quiet)."

Me: "I can only imagine how was this person's last moments."

- "Take the food from the bag."
interes_kendra +=1
- "There's no way I can eat this."

Kendra: "Pwah~ that really hits the spot."

- "Can I have some?"
- "Drink from my water canteen."

Kendra: "No problem! You are light as a feather, I'm sure that he'll be fine."

- "Try to escape."
- "Stay here."

Me: "I feel how Trish lifts her rear just a little so I can breathe again."

- "Move your fat ass away you crazy bitch!" (**Death**)
- "Just take some air and endure it."

Kendra: "Yeah, I'm sure that he is smart enough to obey..."

- "Please stop! I'll not endure this."
interes_kendra +=1
- "I could do this all the day."
- "Stay silent and just focus."

Me: "They are really tempting my body, but if I don't resist... I'm sure that the punishment will be something really bad."

- "Keep trying to resist"
ganasjuegokendratrish = 1
if interes_kendra >= 11 you get different dialogue and regalokendratrish = 1 if if interes_kendra < 11 regalokendratrish = 0
- "Just enjoy and let it happen."
ganasjuegokendratrish = 0
if interes_kendra > 11 you get different dialogue if interes_kendra <= 11 Death

if regalokendratrish == 1 you get extra text

camino = “kendra”

Unknown Female: "H - e l p . . . ???"

- "Scream."

- "Try to stay calm." (if **valentia** > 1)
interes_vaiklis +=1

Unknown Female: " . . . "

- "I'm not afraid of you..."
- "Are you trying to help me?"
interes_vaiklis +=1

if *interes_vaiklis* > 0 you get extra text

Vaiklis: "And emptiness... feels sad..."

- "Maybe forgetting is not that bad."
- "Yeah, it really feels empty."
interes_vaiklis +=1

Valklis: "But I am only comfortable in this house... and I cannot get out from this kingdom."

- "Excuse me but... What happened to you?"
interes_vaiklis +=1
- "And how did you turned into... that?"

Nyxmay: "Well? And how about *%(player_name)s*? Are you two getting along?"

- "She's a good girl."
vasconvaiklis = 0
- "I think that you should let her die..." (Death)
- "In fact... I would like to stay with her." (if *interes_vaiklis* >= 1)
vasconvaiklis = 1

Me: "Surprisingly, both Nyxmay and Kendra kept silent when Vai'Klis asked."

- "Because I also know the sorrow of losing my past." Go to [Vaiklis Path](#)
vasconvaiklis = 2 *interes_vaiklis* +=1
- "Because you are so hot."
interes_nyxmay -=2 *interes_kendra* -=2 *interes_vaiklis* = 0

Kendra: "It's usually Nyxmay the one doing this, but..."

- "You have a pride to protect."
interes_kendra +=1
- "You want to face your fears."
- "Stay silent."

Me: "However..."

- "I should not miss this chance to scare her." (Death)
- "I should try to calm her."
interes_kendra +=1

Me: "I should try to calm her..."

- "They are afraid of you."
- "They don't want to leave because you are too sexy." *perversion* +=1
if *interes_kendra* > 14 you get extra text

Vai'klis: "Are you okay... *%(player_name)s*?"

- "S-sure...! It feels... great..."
perversion +=1
- "I cannot breathe..."

Nyxmay: "Are you ready...?"

- "Please, I don't want to die."
valentia -=1
- "Sounds great, I cannot wait!"
perversion +=1
- "I'm not a toy..."
valentia +=1

Me: "She's also moving a little, doing her part."

- "Yes, it feels so good."

- interes_vaiklis +=1 interes_nyxmay +=1*
- "N-Not really..."

Nyxmay: "And what about you, little human? How do you feel?"

- "Amazing, I'm in heaven."
- "Stay silent."
- "She's... too cold."
insultasavai1 = 1 interes_kendra -=5 interes_nyxmay -=3

Kendra: "What the fuck did you say...?"

- "Sorry... I mean that she feels really good."
- "It's true, she's too cold... it doesn't feel any good." **(Death)**

Me: "She is using her hand to use me as a sex toy, driving me deeper into her."

- "Move my legs as strong as I can."
interes_kendra +=1
- "Move my legs slowly."

Kendra: "I don't mind... doing all the job myself but... come on... are you really that pathetic?"

- "I'm too exhausted, let her do it."
- "Use my legs and arms until my last drop of energy."
interes_kendra +=1

Me: "She doesn't even have to use her hands to keep me here, just the weight of one of her breasts against the other is enough."

- "It's not half bad to sleep like this."
interes_kendra +=1 perversion +=1
- "But I'll suffocate here!"

Kendra: "Aha...? Got any problem with that?"

- "I don't have appetite."
- "Not at all, thank you."

Me: "It tastes really good and the texture is very enjoyable."

- "This is a masterpiece Kendra, thank you."
interes_kendra +=1
- "Eat silently."

Me: "He's completely terrified, tears are quickly gathering on his eyes."

- "Help him."

Kendra: "If you don't answer... I'll also squish that one."

- "Eat him."
esclavocoliseo = 1
- "Crush him."
esclavocoliseo = 1
- "I can't do this..."
esclavocoliseo = 0

- "Ignore him."
esclavocoliseo = 0

if esclavocoliseo == 0 you get different text

if esclavocoliseo == 1 you get different text

Me: "Not to mention that this is feeling good all over my body..."

- "Could you carry me anywhere else...?"
- "I missed your breasts."
perversion +=1

Kendra: "I hope that you choose something that satisfies me..."

- "Left."
bondad = 0 elegistecasallena = 1
- "Right."
bondad +=1 elegistecasallena = 0

if elegistecasallena = 0 you get different dialogue

her_torso +=2

if elegistecasallena = 0 you get different dialogue

Eliz: "Yes, thanks again, and sorry little one... I wasn't trying to crush you or anything."

- "Step back silently."
- "Don't worry, it was an accident."

Maryen: "Live for your son, until you remember that you'll always have a reason to be alive."

- "Try to comfort him too." (*if elegistecasallena == 0*)
kendradonadetroth = 1
- "Stay silent."
kendradonadetroth = 0

Kendra: "C'mon runt, don't you think that you should say something?"

- "I'm in front of two beautiful goddesses..."
interes_kendra +=1
- "Now you look more like sisters."

if elegistecasallena == 0 you get different dialogue

Maryen: "Uhm... Are you alright %(player_name)s?"

- "Sure! I couldn't ask for a better carriage."
perversion = +1
- "I almost suffocate in there..."

if kendradonadetroth == 1 you get different dialogue

Me: "Once again, she made some of my size too."

- "Thank you Kendra, they're really good."
interes_maryen +=1 interes_kendra +=1
- "Remain silent."

Me: "It's unusual to see her this low on spirits..."

- "You miss her, right?"
bondad +=1
- "Wanna have some fun together?"
perversion +=1

Kendra: "Meanwhile, I'll be kneading my boobs... not strong enough to crush you, but to make it harder. "

- "Is this... really going to... make you feel better Kendra...?"
- "Don't worry about that... I'm "hard" already..."

if elegistecasallena == 0 you get different dialogue

if interes_kendra < 10 you get different dialogue death ending

if elegistecasallena == 0 you get different dialogue

if kendradonadetroth == 1 you get different dialogue and choice below

Kendra: "Meh... there's no need for that, it was just some spare money..."

- "I think that Kendra is trying to say that she's glad to help"
bondad +=1
- "I just said a few words, but I'm glad it helped."

Kendra: "Hehe... nice landing bug."

- "Thank you?"
- "You almost crush me there."
- "Thanks, I guess that practice makes the master."
interes_kendra +=1

Me: "I think that she misses you too."

- "You should be more honest with your feelings."
interes_kendra +=1
- "Perhaps you should be the one who visits her next time."
if elegistecasallena == 0 you get different dialogue

Kendra: "C'mon, do something!"

- "But I don't have a towel..."
- "Drink the water from her."
interes_kendra +=1

if elegistecasallena == 0 you get different dialogue and choice below

Me: "Well... you're not really trying to hurt me..."

- "And your rear is soft and smooth, it feels very good..."
interes_kendra +=1
- "So I guess that I can be calmed."

if elegistecasallena != 0 you get different dialogue and choice below

Me: "There's nothing I can do, I'm at her mercy..."

- "Endure it silently. "
- "That won't make you feel any better, you crazy bitch." **(Death)**

Kendra: "Just sitting on you for a few minutes were enough to drain you this much? You weakling..."

- "With that size, it's obvious that I can't handle it..."
interes_kendra +=1
- "I'll become stronger."

if kendrandonadetroth == 1 you get different dialogue

if kendrandonadetroth == 1 you get different dialogue and choice below

Kendra: "Meh... there's not much there, you can keep it if you want."

- "Throw the bag of coins into the cart."
monedasdefamilia = 0
- "Keep it."
monedasdefamilia = 1 interes_kendra -=2

if kendrandonadetroth != 1 you get different dialogue and choice below

Kendra: "Well...?"

- "Some coins and food, but nothing much aside from that."
monedasdefamilia = 2
- "(Keep the coins) "Nah... nothing of value."
monedasdefamilia = 3

To be Continued

Nyxmay Path

Nyxmay: "You will feel less “compressed” in that place and that means your victory."

- "I refuse, I am not interested in going with you."
- "I have no choice but to obey her."
interes_nyxmay +=1
- "Awesome! I cannot wait!."
perversion += 1

Me: "It is soft for now but..."

- "She is going to kill me! I must start moving!!"
- "She is just playing... I will not follow her game." (**Death**)
- "Try to stay calm and firmly start moving."
valentia += 1 interes_nyxmay += 1

if perversion > 1 you get extra text and interes_nyxmay -=1

Me: "At this point it starts to become difficult to breathe since my chest gets squeezed between her soft thighs really hard."

- "Please stop, this is impossible." (**Death**)
- "Keep pushing and advancing with all my strength."

Nyxmay: "You are very close~"

- "Make a last push and reach the “goal”
if perversion > 1 you get extra text and interes_nyxmay -=1
- "Don't touch there. That's a lady most private place after all..." (**if interes_nyxmay > 3 you get extra text**)
interes_nyxmay += 2

Kendra: "Uhm? You are not going to eat?"

- "I'm not hungry right now, but thanks."
- "Who could eat after hearing that?"
valentia+=1

if interes_nyxmay > 4 you get different dialogue and spellringakendra = 1

**if interes_nyxmay > 1 and interes_nyxmay <= 4 you get different dialogue
if interes_kendra >= interes_nyxmay Go to [Kendra Path](#)**

if interes_nyxmay <= 1 Go to [Kendra Path](#)

Me: "..."

- "I'm afraid..."
interes_nyxmay +=1
- "Do not show fear."
valentia += 1

Me: "I should..."

- "Stay quiet."
- "Shout to the monster and try to distract him." *bondad +=1 interes_nyxmay +=1*

Me: "Then she begins walking again, but the elder man is just in front of us. Is she going to crush him?"

- "DO NOT DARE TO DO IT, YOU MONSTER!!"
valentia +=1 interes_nyxmay-=1
- "Please, don't kill him!" (**if interes_nyxmay >=7 you get extra text**)
bondad +=1 interes_nyxmay +=1
- "..."

if spellringakendra == 1 you get extra dialogue

Nyxmay: "Give me a second, I will be back."

- "Please don't leave me alone."

- interes_nyxmay+=1*
- "Don't you think I could escape?"
- "..."

Nyxmay: "But thanks to that, now I have a very enjoyable new toy..."

- "Stop calling me toy..."
- "I'm also happy of being yours."
- perversion +=1*
- "..."

Nyxmay: "Well? What do you think of my place?"

- "It's so silent that it makes me nervous"
- "It's silent and peaceful. I like it."
- interes_nyxmay+=1*

Me: "I feel how it's gradually getting more difficult to breathe."

- "P-please, I don't want to die!"
interes_nyxmay +=1
- "Stop playing, just end me already."
valentia +=1
- "I know this is dangerous, but I'm getting turned on."
interes_nyxmay +=1 perversion +=1

Me: "Gh...!"

- "S-stop, it hurts!! Stop this!!"
- "Try to endure it silently."
interes_nyxmay+=1

if *interes_nyxmay* <= 10 Death

Nyxmay: "Well... it was really enjoyable, but if I want to keep your sanity, I should let you have some rest."

- "Thank you..."
- "Can we... do it again please?"
interes_nyxmay+=2

Nyxmay: "This last is my personal favorite... but since you are such a good boy, I will let you decide."

- "Squish me fast."
- "Do it slowly."
interes_nyxmay +=1

if *interes_nyxmay* > 11 you get extra text

Nyxmay: "Well... let's just say that you would find that there are fates way worse than death."

- "Thanks for keeping me alive then."
interes_nyxmay +=1
- "What will happen when you run out of magic?"

Nyxmay: "I hope you don't mind... but I like to sleep like this."

- "It's not like I have another choice anyway..."
- "(Blush) I-It's okay..."
interes_nyxmay +=1

if *bondad* > 1 you get extra text and *interes_nyxmay +=1*

Nyxmay: "I'll just watch how you die, coughing your delicious blood over my breasts."

- "Breathe. She is just trying to scare me." (Death)
- "She is serious..."

Nyxmay: "Good boy... Do you want to keep playing?"

- "No please... have mercy."
- "If that makes you happy, go ahead."

interes_nyxmay +=1

Me: "..."

- "Good morning Nyxmay."
- "Stay quiet."
interes_nyxmay -=1

Me: "As always, her lustful and sadistic smile combined with her sweet voice sends a chill down my spine."

- "Please, make it painless."
- "I'll gladly do whatever makes you happy."
interes_nyxmay +=1
- "Let me go already, I'm not your toy."
interes_nyxmay -=2

Me: "Just looking at her eyes already frightens me."

- "Please don't eat me!!"
- "Stay quiet."
valentia +=1 interes_nyxmay +=1
- "What the fuck are you doing!? Let me out!!"
interes_nyxmay -=10

Nyxmay: "For being such a good boy, I will make it stop hurting."

- "Let her do it."
consentir_dolor = 0
- "No, I want you to fully enjoy this."
consentir_dolor = 1 interes_nyxmay +=2

if consentir_dolor == 0 you get extra text

if interes_nyxmay <= 14 Death

Me: "Nyxmay is combing her hair when she notices that I'm awake."

- "Nod."
- "I had a beautiful dream."
bondad +=1

camino = "nyxmay"

Unknown Female: "H - e l p . . . ???"

- "Scream."
- "Try to stay calm." (if **valentia > 1**)
interes_vaiklis +=1

Unknown Female: " . . . "

- "I'm not afraid of you... "
- "Are you trying to help me?"
interes_vaiklis +=1

if interes_vaiklis > 0 you get extra text

Vaiklis: "And emptiness... feels sad..."

- "Maybe forgetting is not that bad."
- "Yeah, it really feels empty."
interes_vaiklis +=1

Valklis: "But I am only comfortable in this house... and I cannot get out from this kingdom."

- "Excuse me but... What happened to you?"
interes_vaiklis +=1
- "And how did you turned into... that?"

Nyxmay: "Well? And how about %(player_name)s? Are you two getting along?"

- "She's a good girl."
vasconvaiklis = 0
- "I think that you should let her die..." (Death)
- "In fact... I would like to stay with her." (if *interes_vaiklis* >= 1)
vasconvaiklis = 1

Me: "Surprisingly, both Nyxmay and Kendra kept silent when Vai'Klis asked."

- "Because I also know the sorrow of losing my past."
vasconvaiklis = 2 interes_vaiklis +=1
- "Because you are so hot."
interes_nyxmay -=2 interes_kendra -=2 interes_vaiklis = 0

Nyxmay: "Since I find so cute the way you are struggling that much with the slightest movement."

- "Try to stay still."
- "Try to make her feel good."

Me: "I had no time to recover... I still have this increasing mixture of feelings between pleasure and... fear?"

- "Don't move."
- "Struggle." (if *vasconvaiklis* == 1 Death)
interes_nyxmay +=1

Vai'klis: "Are you okay... %(player_name)s?"

- "S-sure...! It feels... great..."
perversion +=1
- "I cannot breathe..."

Nyxmay: "Are you ready...?"

- 'Please, I don't want to die.'
valentia -=1
- "Sounds great, I cannot wait!"
perversion +=1
- "I'm not a toy..."
valentia +=1

Me: "She's also moving a little, doing her part."

- "Yes, it feels so good."
interes_vaiklis +=1 interes_nyxmay +=1
- "N-Not really..."

Nyxmay: "And what about you, little human? How do you feel?"

- "Amazing, I'm in heaven."
- "Stay silent."
- "She's... too cold."
insultasavai1 = 1 interes_kendra -=5 interes_nyxmay -=3

Kendra: "What the fuck did you say...?"

- "Sorry... I mean that she feels really good."
- "It's true, she's too cold... it doesn't feel any good."

Me: "While still touching me, she lifts her rear just enough to free my chest and let me talk properly."

- "Soft..."
- "You can go harder if you want."

Me: "I know what makes Nyxmay feels good..."

- "Stay silent."
- "That's not fair, I want you to feel good too." (if *consentir_dolor* == 1 you get different text)
interes_nyxmay +=2

Nyxmay: "Fufu... That's just a little reward for being so obliging."

- "Thanks Nyxmay."
- "To see you enjoying it that much was rewarding enough."

interes_nyxmay +=1

Kendra: "Aha...? Got any problem with that?"

- “I don't have appetite.”
- “Not at all, thank you.”

Me: "It tastes really good and the texture is very enjoyable."

- “This is a masterpiece Kendra, thank you.”
interes_kendra +=1
- "Eat silently."

Me: "..."

- “I will take his place.”
interes_nyxmay +=2 esclavocoliseo = 1
- "Lower my head, I can't do anything."
esclavocoliseo = 0

if esclavocoliseo == 1 you get different dialogue

Nyxmay: "Did you enjoy what you see at the colisseum?"

- “Not in the slightest, that was cruel and horrific...”
- “Somehow, I couldn't take my eyes from you.”
interes_nyxmay +=1

Nyxmay: "Are you afraid...? Or perhaps you really want it to happen?"

- “I'm afraid...”
- “I want to feel it again.”
interes_nyxmay +=1

if esclavocoliseo == 1 you get different dialogue

Nyxmay: "In fact... almost no one here does."

- “That's great. It sounds like a paradise.”
opinionparaisonyx1 = 1
- “Isn't that dangerous for them?”
opinionparaisonyx1 = 0

if interes_nyxmay > 18 and esclavocoliseo == 1 you get extra text

Me: "Prim..."

- “That sounds funny too.”
- “It's a cute name.”
interes_nyxmay +=1

Xilia: "Are you not going to resist?"

- “What if I hurt you?”
interes_nyxmay +=1
- “I'll have my revenge!”

Nyxmay: "Making you see things that I'm not showing you intentionally."

- “Where are they? Are they okay? Prim, Xilia, all the other fairies...” (if bondad > 1)
emp_nyx = 1 interes_nyxmay +=1
- “Ah... so it was just a dream.”
emp_nyx = 0

Nyxmay: "And you will live a long live..."

- “Thank you Nyxmay.” *if emp_nyx == 1 you get different text*
- “Living that long... That's a torture.” *if emp_nyx == 1 you get different text*

Nyxmay: "Your face always turns red when I put you there."

- "It's because it feels good here..."
- "It's because you're a lady."
interes_nyxmay +=1

if emp_nyx == 1 you get different text

Nyxmay: "I was thinking about buying you some clothes."

- "Oh, thank you."
- "How can I repay you for that?"
interes_nyxmay +=1

Nyxmay: "Surprised?"

- "Well, yeah... I wasn't expecting that."
- "To be honest, I somehow expected something like that from you."
interes_nyxmay +=1

Me: "There's no way I can't answer, there's no gap between me and her labia squished against my face."

- "Start licking her."
perversion +=1
- "Struggle."

if emp_nyx == 1 you get different dialogue

Me: "Somehow, hearing this absurd conversation brings some peace to my heart."

- "How can you be so loud being that small...?"
- "Xilia, Prim, I'm so glad to see you again." (if emp_nyx == 1)
interes_nyxmay +=1

Me: "Ah..."

- "(Bow) "It is an honour to be in your presence, Your Majesty."
- "You look as beautiful as ever."

if emp_nyx == 1 and interes_nyxmay > 20 you get different dialogue

To be Continued

Vaiklis Path

if vasconvaiklis == 2

if camino == "nyxmay"
camino = "nyx_vaiklis"
if camino != "nyxmay"
camino = "ken_vaiklis"

Vaiklis:"%(player_name)s... What's your opinion on them?"

- "They are monsters..."
interes_vaiklis -=1
- "I'm no one to judge..."
interes_vaiklis +=1
- "They are like goddesses."

Vai'klis: "Are you okay... %(player_name)s?"

- "S-sure...! It feels... great..."
perversion +=1
- "I cannot breathe..."

Nyxmay: "Are you ready...?"

- 'Please, I don't want to die.'
valentia -=1
- "Sounds great, I cannot wait!"
perversion +=1
- "I'm not a toy..."
valentia +=1

Me: "She's also moving a little, doing her part."

- "Yes, it feels so good."
interes_vaiklis +=1 interes_nyxmay +=1
- "N-Not really..."

Nyxmay: "And what about you, little human? How do you feel?"

- "Amazing, I'm in heaven."
- "Stay silent."
- "She's... too cold." *insultasavai1 = 1*
interes_kendra -=5 interes_nyxmay -=3

Kendra: "What the fuck did you say...?"

- "Sorry... I mean that she feels really good."
- "It's true, she's too cold... it doesn't feel any good." (If you have walked the Kendra Path before, Death)

Me: "What should I do then...?"

- "Massage her with all my strength."
- "Do it delicately."
interes_vaiklis +=1

Me: "When I take out the cork a fruity smell tickles my nose."

- "Is it safe...?"
- "Cheers!"

Me: "This is a lot of food..."

- "I don't think I can eat this much."
- "But it's too delicious! I'll eat it all."
interes_vaiklis +=1

Vaiklis: "Because you are in front of me, not inside me."

- "Hmm... I understand."
interes_vaiklis +=1
- "I wouldn't mind being inside you."
perversion +=1

Vaiklis: "Are you... okay with that...?"

- "Of course, if you like it..."

Vaiklis: "I must be cold... I don't think I feel good to touch."

- "It's cold, but also soft and tender."
interes_vaiklis +=1
- "I can endure it, don't worry."
- "Sure! It feels great here."
interes_vaiklis +=1

Vaiklis: "But the vast majority of people would get very sick or even die..."

- "Can I learn to make those antidotes too?"
interes_vaiklis +=1 aprendes_antidoto = 1
- "Maybe it's a good way to be safe on a place like this..."
aprendes_antidoto = 0

Me: "As she snaps her fingers, her clothes begin vanishing."

- "Keep looking."

- perversion* +=1
- "Don't look."

Me: "I think that she's having a nightmare... Nyxmay said that she uses to have them."

- "Caress Vai'Klis and try to calm her."
interes_vaiklis +=1 *ayudasdormir* = 1
- "Don't move."
ayudasdormir = 0

Vaiklis: "Are you okay...?"

- "..."
- "Don't touch me!"
interes_vaiklis -=1

Vaiklis: "In that dream... Were you afraid of me?"

- "Yes."
interes_vaiklis +=1
- "No."

if camino == "nyx_vaiklis" you get extra dialogue
if interes_vaiklis > 6 you get extra dialogue

if ayudasdormir == 1 you get different dialogue

Vaiklis: "You s-see... I..."

- "Cover my nose."
- "Try to endure it."
interes_vaiklis +=1

Vaiklis: "I know this could be unpleasant but... it would be really helpful to me."

- "Sure! Go ahead."
interes_vaiklis +=2 *vaimouthplay* = 1
- "No please, stop."
vaimouthplay = 0

if vaimouthplay == 1 you get different dialogue

if camino == "nyx_vaiklis" you get extra text

Vaiklis: "I'll keep you close all the time, don't worry..."

- "Turn around."
- "Keep looking."
perversion +=1

Vaiklis: "You like it...?"

- "Lift it with my hands to give her a bite." **if vaimouthplay == 1 you get different text**
interes_vaiklis +=1
- "Keep eating."

Vaiklis: "I want us to feel good together... is that wrong?"

- "Well, no, but why all of the sudden...?"
interes_vaiklis +=1
- "Nope! No prob! Let's do it."
perversion +=1

Vaiklis: "If you are too tired... you don't have to do anything back..."

- "I have my pride, you know?"
- "That would be unfair."

interes_vaiklis +=1

if interes_vaiklis > 13 you get different dialogue

Me: "Once again, she didn't made anything for herself."

- “Thanks for the meal Vai.”
- “Are you not eating?”

interes_vaiklis +=1

Vaiklis: "So stay here and I'll protect you..."

- “I'm not so helpless.”
- “Isn't it dangerous for you?”

interes_vaiklis +=1

Me: "I must hurry! Which one of them was the repellent?"

- “The violet potion.”
pocioncorrecta = 1
- “The white potion.” **(Death)**
pocioncorrecta = 0

if interes_vaiklis > 13 you get different dialogue

To be Continued

Yakuu Path

Yakuu: "I hope you make a better job as part of my bed than cleaning..."

- "No please, don't crush me!"
- "..."
interes_yakuu += 1
- "I'm not afraid of you..."
interes_yakuu += 1 valentia += 1

Me: "At this rate, he is going to die for sure..."

- "Stop!! you monster!"
valentia += 1 bondad += 1 interes_yakuu += 1
- "Please my lady, don't kill him."
bondad += 1 interes_yakuu += 1
- "..."

Me: "It's almost impossible to breath like this."

- "Struggle and try to move, I must get out of here." **(Death)**
- "Don't move."

if valentia < 1 Go to [Continuation Yakuu Path](#)

if interes_yakuu <= 0 Death

Yakuu: "Y-you will... beg for me... to end you..."

- "This is also turning me on..."

Me: "Easier said than done... The sensations on all my body are overwhelming."

- "There's no way I can hold this..."
orgasmoconyakuu1 = 1
- "I must endure it..."
orgasmoconyakuu1 = 0
- "I hope this ends quickly."

Continuation Yakuu Path

Pyeka: "A human... and a purebred one none less. That's really surprising."

- "H-hello..."
interes_pyeka +=1
- "What a beautiful sight to wake up.." *interes_pyeka +=2*
- "Keep silence"

Pyeka: "Are you okay %(player_name)s...?"

- "You are... a psychopath maneater monster." **(Death)**

Me: "I cannot believe it... is this where I end!?"

- "Keep fighting."
- "Surrender and wait."
- "Please don't eat me I beg you!!!"
valentia -=1 interes_pyeka +=1
- "I was thinking that being eaten by you it's not a bad way to go."
interes_pyeka +=1 perversion +=1
- "..."

Pyeka: "Oh...? And what do you think? What's your first impression?"

- "You are really beautiful..."
interes_pyeka +=1
- "We are already on a bed. Want me to show you what I think?" **(if perversion > 1)**
perversion +=1

- "..."

Pyeka: "Can I savor you little? I promise that I won't eat you."

- "Accept."
interes_pyeka +=1
- "Refuse."

Pyeka: "In fact... I think I like your flavor too much..."

- "H-hey! You promised that you won't eat me!"
- "It's okay, you can keep savoring me."
interes_pyeka +=1

Me: "..."

- "Keep silent and look at Pyeka."
interes_pyeka +=1
- "I can't remember anything before Kendra captured me."

Me: "Then she found me interesting enough to not just squish me and took me with her."

- "Please, help me."
interes_pyeka +=1

Yakuu: "This is your life now... and you must only care about being a good servant."

- "I'm just asking for mercy. Please..." (if *orgasmoconyakuu1* > 0 you get extra text)
interes_pyeka +=1
 - "... Yes ma'am."
-
- "And that's all."

if *interes_pyeka* > 5 then Go to [Pyeka Path](#), else continue below.

Me: "She is standing in the middle of that gigantic room, right now seems like she is alone."

- "Yes mistress."
- "Okay, but please, don't move much."
- "Keep quiet."
interes_yakuu +=1
- "This is so humiliating..."
interes_yakuu +=1

Me: "If she sits there's no way I will survive."

- "Stay silent."
- "Shout and ask the countess for help." (Death)

Me: "But the truth is that I'm being pulled against Yakuu's soft places."

- "This is really turning me on."
yakuuseviene1 = 0 perversion +=1
- "I hope this ends soon."
interes_yakuu+=1

Me: "Now it's being painful... this could end really bad."

- "Struggle with all my strength."
yakuuseviene1 = 1
- "I must stay still."
yakuuseviene1 = 0 valentia +=1

if *yakuuseviene1* > 0 you get extra text

if *yakuuseviene1* > 0 you get different text

if *orgasmoconyakuu1* > 0 you get different text

Yakuu: "Am I clear...?"

- "But that's so difficult..."

- interes_yakuu+=1*
- "No problem..."

Me: "Maybe now he knows what will happen if he becomes Yakuu's slave."

- "What are you waiting for!? Run away!" (Death)
- "Stay silent."

Me: "He did it for me... even if he was scared, he tried to help me."

- "Don't move."
salvasalloodeyakuu = 0
 - "Help him."
salvasalloodeyakuu = 1 interes_yakuu+=1
- Yakuu: "Your right arm for this slave's life... What do you say?"
- "I accept."
salvasalloodeyakuu = 1 interes_yakuu +=1 her_brazo_der +=1
 - "You are not so stupid to waste two slaves like that." (Death)

if *salvasalloodeyakuu == 0* you get different text

Yakuu: "Public executions are a show that our citizens can enjoy for free."

- "That's horrible."
bondad += 1
- "Stay silent."
- "That doesn't sounds half bad..." (if *bondad < 2*)
bondad = 0

if *salvasalloodeyakuu == 1* you get extra text

Me: "..."

- "This is too cruel..."
bondad +=1
- Me: "It's so unfair."
- "Stay quiet."
 - "MURDERERS!! THEY WERE INNOCENT!" (Death)
- "That was a nice show."
bondad = 0 perversion +=1

Me: "It feels like she is about to break something..."

- "T-too strong..."
interes_yakuu -=1
- "Stay quiet."

Unkown Male: "Are you okay?"

- "Yeah, I'm fine."
- "It's been harsh to see such cruelty..."

Unknown Male: "And when the Queen approved the guardian's decree, she choose Yakuu as the main guardian of Homaspernia and Pyeka as the second."

- "I don't think it was a wise choice..."
- "Well, they look strong."

if *salvasalloodeyakuu == 1* you get different dialogue

Me: "The wolf guy moves away."

- "Move."
- "Stay."

Yakuu: "Now paint my toe nails..."

- "It will be an honour!"
perversion +=1
- "But I never have done this before..."

Me: "Come on... what are you waiting for?"

- "Hurry up." (if *salvasalloodeyakuu* $\neq$ 1 different text and Death)
- "Keep doing it slowly."

Me: "I keep carefully painting her nails while she is looking at me silently for now."

- "Stay silent."
- "Praise her feet."
perversion +=1 interes_yakuu +=1

Yakuu: "Stop squirming insect... I still have to dress up."

- "Keep trying to get out of here." (Death)
- "Obey her and don't try to move."

Yakuu: "Anything that you want to say...?"

- "Thank you...?" (Death)
- "I'm... so sorry..."

Me: "But I can still talk."

- "My apologies lady Yakuu, that was so unpolite from me."
interes_yakuu +=1
- "I think it's because of the drink that you had..."
- "I'm such a disgraceful worm! I'm so sorry my lady!"
valentia = 0
- "But it's all your fault!" (Death)

Yakuu: "That's... if there was any to begin with."

- "This is a nightmare."
masoquistapie = 0
- "A part of me is enjoying this."
masoquistapie = 1

Yakuu: "Lick my foot right now... or I'll crush you like the filthy bug that you are..."

- "Do as she says."
- "I refuse." (Death)

Yakuu: "... She's already snoring."

- "That was fast..."
- "She snores like an ogre."

Yakuu: "Massage me down there... make sure to give me enough pleasure so I don't have to keep moving."

- "Massage her."
interes_yakuu +=1

Me: "Everything that I can do to make her feel good will help..."

- "Lick her."
interes_yakuu +=1
 - "Try to use my legs."
- "Don't do it."

Me: "It hurts, it hurts so much... I can't take air anymore, then I begin to panic."

- "W-Wait! Stop!!" (Death)
- "Start massaging her with everything I have."

if *orgasmoconyakuu1* == 1 you get different text

Me: "I want to stay with..."

- “Yakuu.”
- “Makla.” Go to [Makla Path](#)

Me: "The travel is being quite long..."

- "Ask her about the soap smell."
preguntasporbanio = 1
- "Keep quiet."
preguntasporbanio = 0

Yakuu: "... Are you alive?"

- “My body hurts...”
masoquistanga = 0
- “The best day of my life...” (if masoquistanga you get extra text)
masoquistayakuu = 1

Me: "They served me a portion for my size but it's really generous, even if I'm hungry I don't think that I can finish it."

- "Wait for her to start eating."
interes_yakuu +=1
- "Start eating already."

if interes_yakuu > 4 and salvasalloodeyakuu == 1
ruta = "yakuu2"

if interes_yakuu <= 3 or salvasalloodeyakuu != 1 you get different dialogue
ruta = "yakuu1"

if masoquistapie == 1 you get extra dialogue
if masoquistanga == 1 you get extra dialogue
if masoquistapie == 1 or masoquistanga == 1 you get extra dialogue

Me: "Yakuu sighs once we're alone."

- "Keep silence."
interes_yakuu +=1
- “What are you planning to do?”

Me: "Yakuu is waiting patiently, but..."

- "Try to help him to focus." (if salvasalloodeyakuu == 1)
juegogema1 = 2 bondad +=1
- "Stay silent."
juegogema1 = 1
- "Try to make him more nervous." (if salvasalloodeyakuu == 0)
juegogema1 = 0 bondad -= 1

Me: "But if I win, this man is going to die..."

- “Eight.”
soulcrystal = 1
- “Two.”
soulcrystal = 0

if ruta == "yakuu2" you get different dialogue and her_pierna_der +=1
if ruta ≠ "yakuu2" Death

if soulcrystal == 1 you get different dialogue

Yakuu: "But it's a good start... "

- "What's happening? What are you planning to do?"
- “Remain silent. “
if soulcrystal == 1 you get different dialogue

if soulcrystal == 0 you get extra dialogue

if soulcrystal == 1 you get different dialogue

Me: "I start using my hands to massage her soles."

- "Do it with all my strength."
interes_yakuu +=1
- "Do it carefully."

if soulcrystal == 0 you get different dialogue and choice below

Me: "... I have no choice but to follow your orders now that I'm a slave. But..."

- "I'll keep doing what I think it's right."
interes_yakuu +=1
- "As you said, I still have some pride."

Yakuu: "If you don't... well, you know the consequences."

- "Is there something I must know to please her?"
preguntasporreiko = 1
- "Understood."
preguntasporreiko = 0

Yakuu: "Hmm...?"

- "It really suits you. You look gorgeous."
interes_yakuu +=1
if ruta == "yakuu2" you get different dialogue
- "Nothing important."

Me: " Yakuu looks at me and makes me a subtle gesture with her hand, clearly telling me to serve drink to her friend."

- "Fill her drink silently."
reaccionreiko = 1
- "You are criminally beautiful..."
reaccionreiko = 0 interes_yakuu -=1
- "Bow politely and fill her drink." (**if preguntasporreiko == 0**)
reaccionreiko = 2 interes_reiko +=1

if reaccionreiko > 0 you get different dialogue

if ruta == "yakuu2" you get different dialogue

To be Continued

Pyeka Path

Pyeka: "Yakuu is a lovely friend of mine, but she is very strict and sometimes kills her slaves at the smallest mistake."

- "I don't think that 'lovely' is the word to define such a monster."
interes_pyeka -=1
- "Seems like you really appreciate her right?"

Me: "Even with that size, her nails are sharp like a blade..."

- "Don't move."
interes_pyeka +=1 valentia +=1
- "(I'm trembling...)"

Pyeka: "Then, the ring will disappear and that person's body will follow your orders."

- "I order you to come with me, Pyeka."
- "Don't try it."

Pyeka: "Good luck finding someone for Yakuu, %(player_name)s. I will be waiting for you."

- "I have no choice..."
bondad +=1
- "In fact, this could be fun..."

bondad = 0

?: "Uhm... your nose is bleeding, are you okay?"

- "It must be the impact."
- "It's because you are so absurdly sexy..." (if *perversion > 0*)
perversion +=1

Me: "So it's on my hand huh...?"

- "The wolf guy." (if *bondad > 0* you get extra text)
esclavoelegido = "wolf"
- "The demon guy."
esclavoelegido = "demon"

if *esclavoelegido == "wolf"* you get different text and *interes_pyeka +=1*

if *esclavoelegido = "demon"* you get different text, *interes_pyeka -=3* and choice below

Me: "The point of her tail is swinging fast and even her way of talking is different."

- "Punch him in the face."
interes_pyeka +=1 valentia +=1
- "Don't move."
esclavoelegido = "corpse"

deseoapyeka1 = "nolepregunta"

Me: "About me, I should..."

- "Do it as strong as I can."
- "Keep doing moderately strong, with delicacy."

Pyeka: "I can feel your gentle touch, subtle, delicate..."

- "Well, you are a lady... I must be gentle."
interes_pyeka +=1
- "Keep quiet."

if *esclavoelegido ≠ "wolf"* you get different dialogue and choice below

Me: "When she is silent, the only thing I can hear is the water when the demon lamia moves her gigantic body."

- "Apology about what happened before with the slave." (if *esclavoelegido == "demon"* you get different text)
- "Don't bring the topic back..." (if *esclavoelegido == "corpse"* you get dead ending)

if *esclavoelegido = "wolf"* you get different dialogue if *interes_pyeka > 8* you get *deseoapyeka1 = "ninguno"*

Pyeka: "Does this suits me?"

- "You are gorgeous."
interes_pyeka +=1
- "I prefer when you are naked."
perversion +=1
- "Stay silent"
interes_pyeka -=1

Pyeka: "Simple... isn't it?"

- "I'll... do my best."
- "Woah! Really? That's like a dream coming true!"

Pyeka: "Now... let's find what that tiny body of yours can do."

- "Move with all my strenght from the beginning."
- "Begin slowly moving."

Me: "Deeper? That would mean getting completely inside."

- "Do it."

- "It's too dangerous, I will continue like this."
`unbirth_pyeka1 = 0`

- "Keep moving until I'm totally drained."
interes_pyeka +=1
- "Leave it to her."

- "Eat by myself."
- "Ask her for help."

- "It's because I'm afraid."
- "It's because you are incredibly gorgeous."

interes_pyeka +=1

- "Thank you..."

- "No way."
pyekatetraga1 = 0
- "I don't care if you eat me, please just finish." (if **perversion >1**)
pyekatetraga1 = 1 interes_pyeka +=1

- "You don't have to resist, eat me."
 $pyekatetraga1 = 1 \text{ interes_pyeka} += 2$

- "How did you take me out?"
- "Don't ask."

- "How could I not enjoy being with such a beautiful woman?"
interes_pyeka +=1
- "Stay silent."

- "Ask her about how she finish them."
- "I don't want to hear it..."

- "What's going on?"
- "Are you going to be alright?"

bondad +=1 *interes_pyeka* +=1

- "This is crazy..."
 $opinion_{delritualpyeka} = 0$
- "Stay silent."
 $opinion_{delritualpyeka} = 1$
- "Can I be the next one?"
 $interes_pyeka += 1$ $opinion_{delritualpyeka} = 2$

- “I'll gladly help you.”
 $interes_pyeka += 1$

- “Do I have an alternative...?”

Pyeka: "You will get to know every corner of my body like your own."

- “Nothing would make me more happy.”
interes_pyeka +=1
- "..."

Pyeka: "But before that... did you liked it %(player_name)s?"

- “It was the best experience of my life.”
interes_pyeka +=1
- “It was good, but to be honest, I prefer your mouth.”
interes_pyeka +=1
- “I thought I was going to die...”

Pyeka: "Do you know how hard I'm trying to not swallow you right now...?"

- “Please don't...”
- “I'm okay with being swallowed by you.”
interes_pyeka +=1

Pyeka: "So I will ask you... Is that really your wish?"

- “That would be an honour.” **(Death)**
- “I would like to live longer...”

Perse: "When I was cleaning you, I was so jealous about how her scent were impregnated on you."

- "..."
- "That experience was etched in my mind forever.”
interes_pyeka +=1

Pyeka: "What do you say %(player_name)s...? You're enjoying it too... right?"

- “Everything for my goddess.”
cultistadepyeka +=1
- “This feels incredible...”

Me: "I can't endure this anymore... I'm about to climax."

- "Ask her to move away.”
interes_pyeka +=1
- "Let it happen."

if cultistadepyeka == 1 you get different text

Me: "The thought that this man's fate depends on me weights on me more than I expected."

- "I feel bad about this, but I have no choice."
- "Everything for Pyeka.”
bondad -=2

Pyeka: "I need something special for this occasion... but what should I pick?"

- “Anything looks great on you.”
interes_pyeka +=1
- “Do you have any preference?”

Pyeka: "I'm curious about what will you choose."

- “I think that the snake necklace really suits you.”
colgantepyeka = "serpiente"
- “The cage, I would love to be carried by my goddess.”
cultistadepyeka +=1 colgantepyeka = "jaula"

Pyeka: "What do you think of me when I grow? I want to hear..."

- “You look absolutely breathtaking.”
interes_pyeka +=1
- “To be honest... I'm a little afraid when you do it.”

Pyeka: "You remember it, right?"

- “A wedding ring?”
- “An obedience ring.”
interes_pyeka +=1

Pherse: "And if I have to die for our goddess, so be it."

- "Let her do it."
salvasapherse = 0
- "Face him by myself."
salvasapherse = 1 valentia +=1 her_brazo_der +=1

if salvasapherse == 1 you get different text and her_brazo_der -=1

if salvasapherse == 1 you get different dialogue

if salvasapherse == 1 you get extra dialogue

if cultistadepyeka <= 1 you get different dialogue and choice below

Pyeka: "Don't forget that you're mine after all sweetie!"

- “Of course I am.”
interes_pyeka +=1
- “Remain silent.”

Pyeka: "And the least that I can do is to make sure that your tiny stomach is satisfied."

- “Do you want some?”
interes_pyeka +=1
- “Don't say anything.”

if cultistadepyeka == 2 you get different dialogue

Me: "Pyeka looks at me, being even bigger than the usual, her colossal size is really overwhelming..."

- “No, no, it's nothing...”
interes_pyeka +=1
- “Isn't that a bit excesive...?” (if cultistadepyeka == 0)
- “It is well deserved.” (if cultistadepyeka > 0)
cultistadepyeka = 2

if salvasapherse == 1 you get extra text

Gallule: "Y-you... YOU CRAZY BITCH!"

- “Punch him in the face.”
interes_pyeka +=1
- “Do nothing.”

if cultistadepyeka > 1 you get different dialogue

To be Continued

Makla Path

Makla: "In fact, you are quite unique, so I prefer that you stay as you are."

- “Yes please...”
- “Thank you, becoming a undead looks... painful.”
interes_makla +=1

Makla: "Would you say that you're safer now?"

- “Yes, you look more friendly.”
interes_makla +=1

- “Probably not...”

her_brazo_izq +=2

Me: "She's very close..."

- "Don't move"
relacion_sirvientes = 1
- "Step back"
relacion_sirvientes = 0

if relacion_sirvientes == 1 you get different text

her_brazo_izq -=1

Makla: "Give me ten more at least!"

- “Ten? I'll give you twenty!”
interes_makla +=1
- “I can't! I'm going to fall!”

Makla: "C'mon! Time to break a sweat, use those muscles."

- "Do as she says."
interes_makla +=1
- "Try to get out."

Me: "The steam that comes from it smells like some kind of herb."

- "Look reluctantly."
- "Drink it."
relacion_sirvientes += 1

if relacion_sirvientes > 0 you get different text

if relacion_sirvientes > 0 you get different text

Makla: "And it wouldn't take me any effort..."

- "You wouldn't do that, right?"
interes_makla +=1
- "Nah, you wouldn't do that."

Makla: "Are you exhausted already?"

- "I will not surrender yet."
gallardomakla = 1
- "Yeah... I don't think I can resist anymore."
gallardomakla = 0

Me: "When she answers, I notice that her face turns a little serious."

- "Apologize."
interes_makla +=1
- "Remain silent."

Me: "Err..."

- "Hollow of the Forbidden."
interes_makla -=1
- "Sorrow of the Forgotten."

Mylo: "A fate worse than death... awaits for you..."

- "Lady Makla counts on me, I'll do it."
echasvalormakla1 = 1 valentia += 1
- "There's NO FUCKING WAY I will go."
echasvalormakla1 = 0 valentia = 0

if echasvalormakla1 == 0 you get different text

if echasvalormakla1 == 1 you get different text

To be Continued

Extra/Special

Campus Life

Kendra: "I'm sure that my shoe would be a good bed for you."

- "I don't want to sleep in a shoe, thanks..."
- "That doesn't sounds bad."

Maryen: "By the way, Kendra... Why are you still here if he's not around?"

- "Try to ask for help."
- "Don't move."

Elilette: "I-I'm glad to hear that... I was worried."

- "Could I ask you to do it again?"
- "Don't worry about it, it wasn't your fault."

Maryen: "Are you okay with that?"

- "Sure! I'm happy to be with you."
- "Hmm... but I don't want to be a nuisance."

Me: "While looking at me, Naya licks her lips and Pyeka gulps saliva."

- "No please, have mercy!"
- "Very funny..."
valentia +=1
- "Yes please, eat me."

Me: "Yeah, I'm fine..."

- "Can you do it again?"
perversion +=1
- "Don't worry."

Me: "When she asks me, Naya notices something and laughs."

- "(I cannot breathe...)"
- "(This is not a bad way to die...)"
perversion +=1

Me: "After finishing assembling the basket, Eliette relaxes and moves her back backwards, focusing more weight on me."

- "I wonder when is she going to get up..."
- "This is turning me on."
perversion +=1

Eliette: "A-Are you okay...?"

- "It didn't hurt in the slightest, don't worry."
bondad +=1
- "I was regretting not having a testament ready..."

Eliette: "Don't worry, I'll take you out from there."

- "Let her take me."
pides_eliette = 0

- “In fact... Could you sit again?”
pides_eliette = 1 perversion +=1

if pides_eliette == 1 you get extra text

Naya: "Unlike most of the other lessons, what you will learn in our club will be useful for the rest of your life!"

- “Sounds like a layabout convention to me...”
- “Sounds good.”
perversion +=1

Me: "She's holding me strong enough to not let me escape or fall..."

- "(Struggle) H-hey! Let me go!"
quierevore1 = 0
- "I hope that I'm tasty."
quierevore1 = 1

if quierevore1 == 1 you get different text

Me: "..."

- "Can we repeat?."
quierevore1 = 2
- "I'd rather not repeat it..."
quierevore1 = 0

To be Continued

Wintermoon Special 1

Kendra: "Because I have the solution right here, this delicacy will bring him back to life."

- “It smells awesome.”
caminomar += 1
- “We're lucky that you didn't eat it on the way here.”
caminoken += 1

Me: "But both sisters just look into eachother eyes and laugh together, no hard feelings."

- “I'll gladly eat whatever you make Maryen.”
caminomar += 1
- “Yeah, why not? I survived when Kendra didn't see me on the bed and sat on me.”
caminoken += 1

Kendra: "Heh... You're trembling like a chick. Are you cold?"

- “Just a little, but I can endure it.”
caminomar += 1
- “I'll turn into a Wintermoon decoration at this rate.”
caminoken += 1

if caminomar > caminoken you get different dialogue

Halloween Special 1

(...Why did I do this, because there are no parameters obtained in choices and affecting the game...)

Vai'Klis: "W a k E u P."

- “...!!”
- “AAAH!!”

Me: "When she begins taking off her clothes, I..."

- “Keep looking.”
- “Avert my eyes.”

Me: "It's making my chest feel so compressed, there's pain an sorrow in that voice."

- “Get closer.”
- “Run away.”

To be Continued