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Come Right Inn
By FXLS
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This walkthrough intends to show all the paths through the game in an objective way.
Colors and styles are only meant to highlight elements, not influence your decision.
There isn't a right or wrong way through the game, only you should decide.

Only decisions that have an impact on the story or your character are shown.
There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse.
Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  **Bubu** or  **Bubu**

More complex values will be written as text instead:
 **girls kissed +20**

Reference to these values will reuse the same icon or text:
Bubu  **is at least 5**
girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 *Granny*
grandmas kissed +20

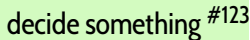
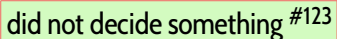
Icons

: +1 Relationship point : -1 Relationship point

Flow Symbols

 Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this
 **decide something #123**
In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this
 **did not decide something #123**

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

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

For example let's define some karate belts and assign each one to a numerical value:
 **0 ➡ white belt #78, 1 ➡ yellow belt #78, 2 ➡ orange belt #78**
If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)
It will be listed like this: **karate belt: [yellow, orange] #78**

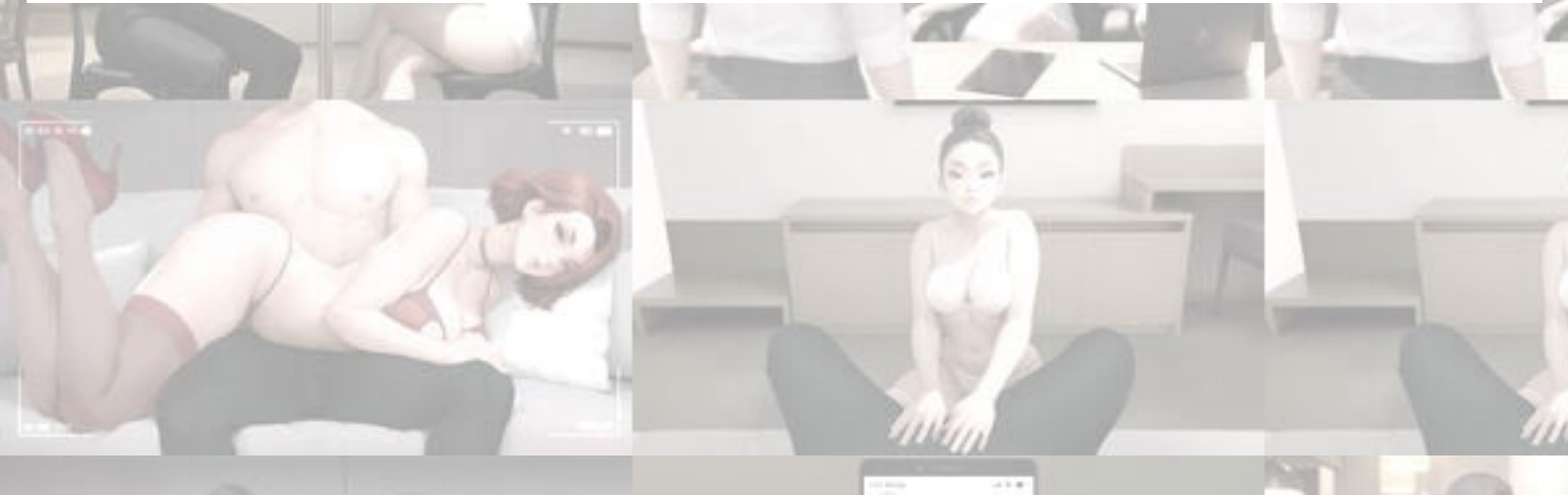
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
 *agree* #55
Reversed decisions that do not impact the story (yet) will be displayed like this:
 *did not agree* #55

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

Enjoy the game!

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Come Right Inn Episode 1

Interview

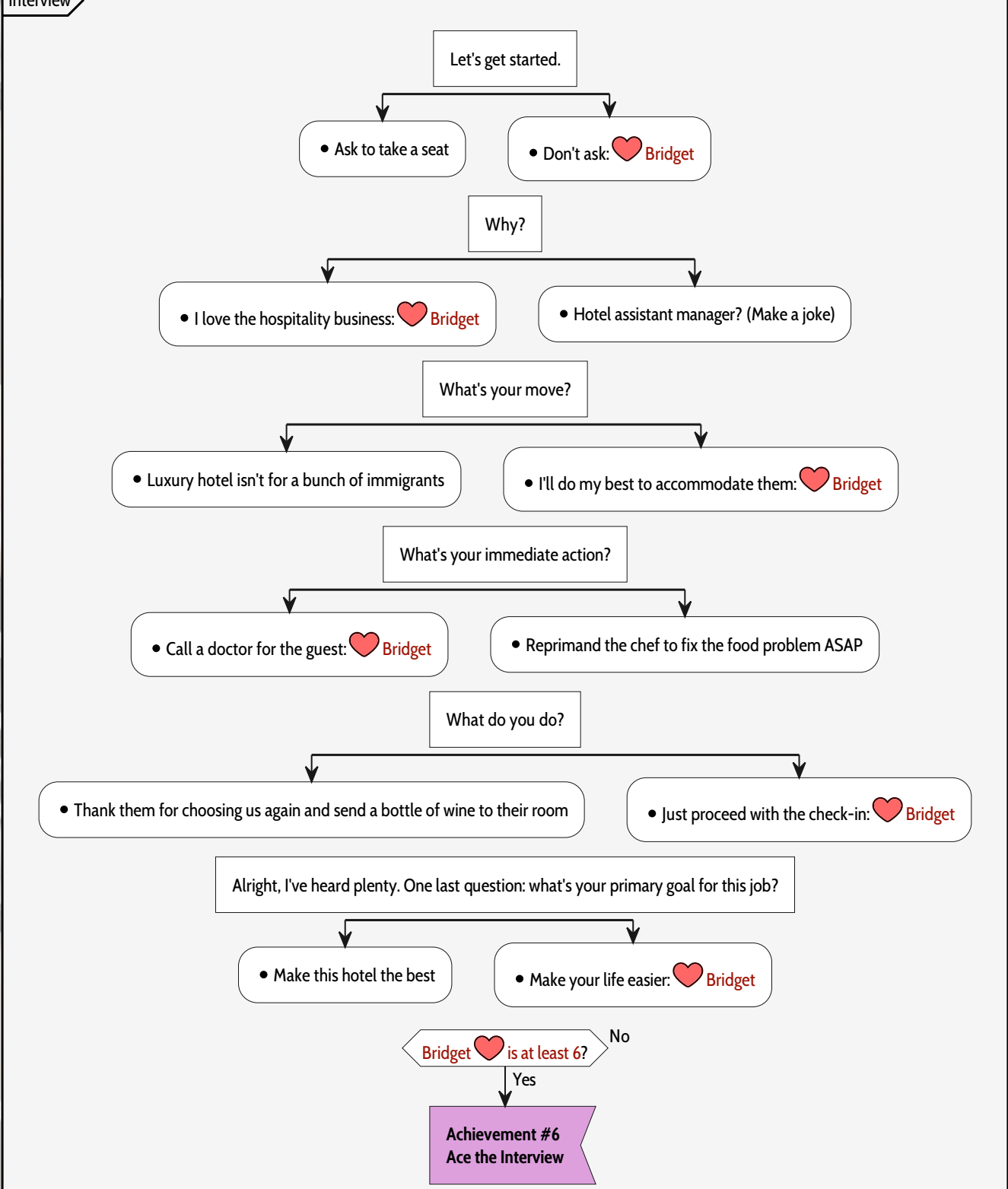
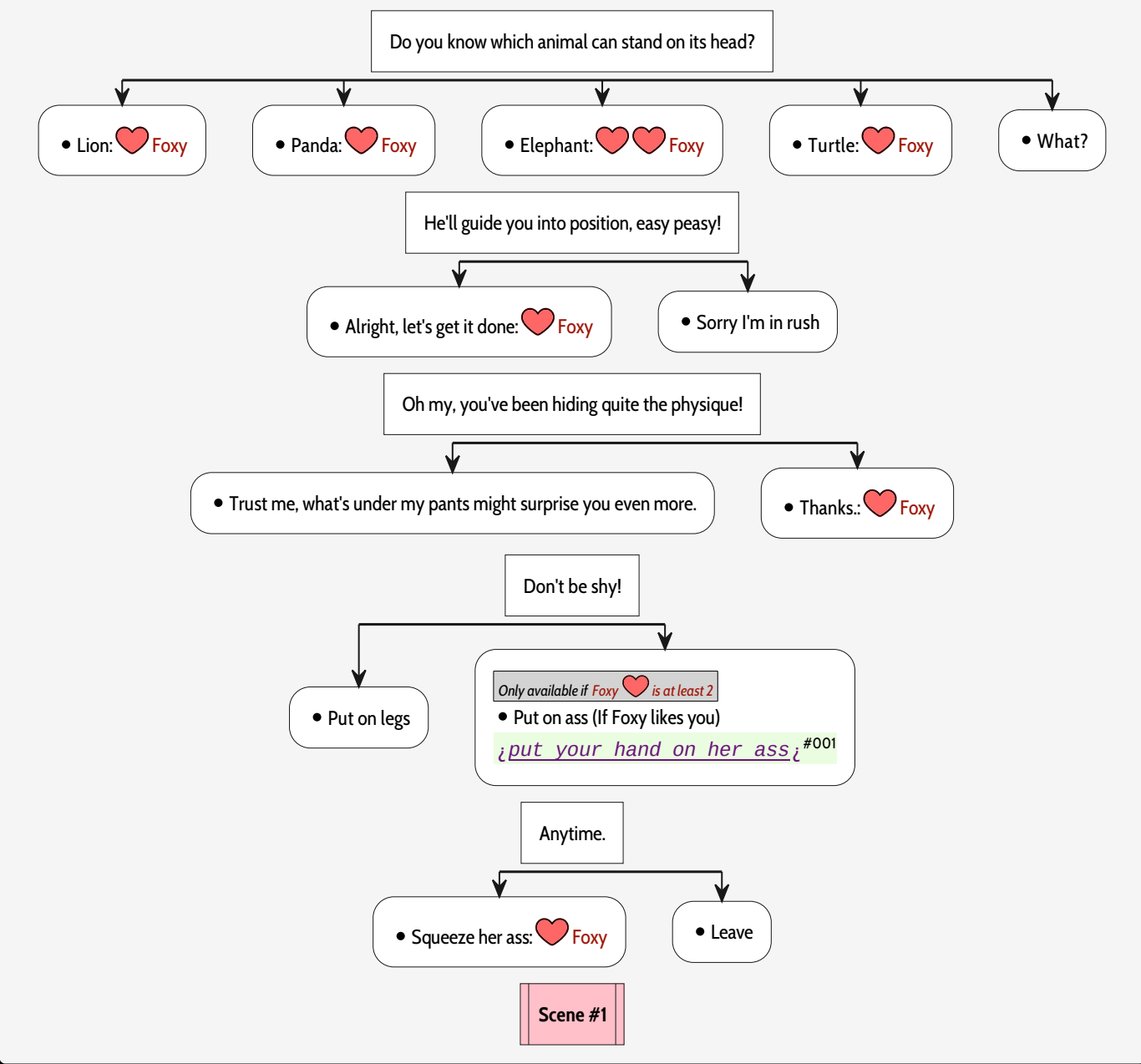
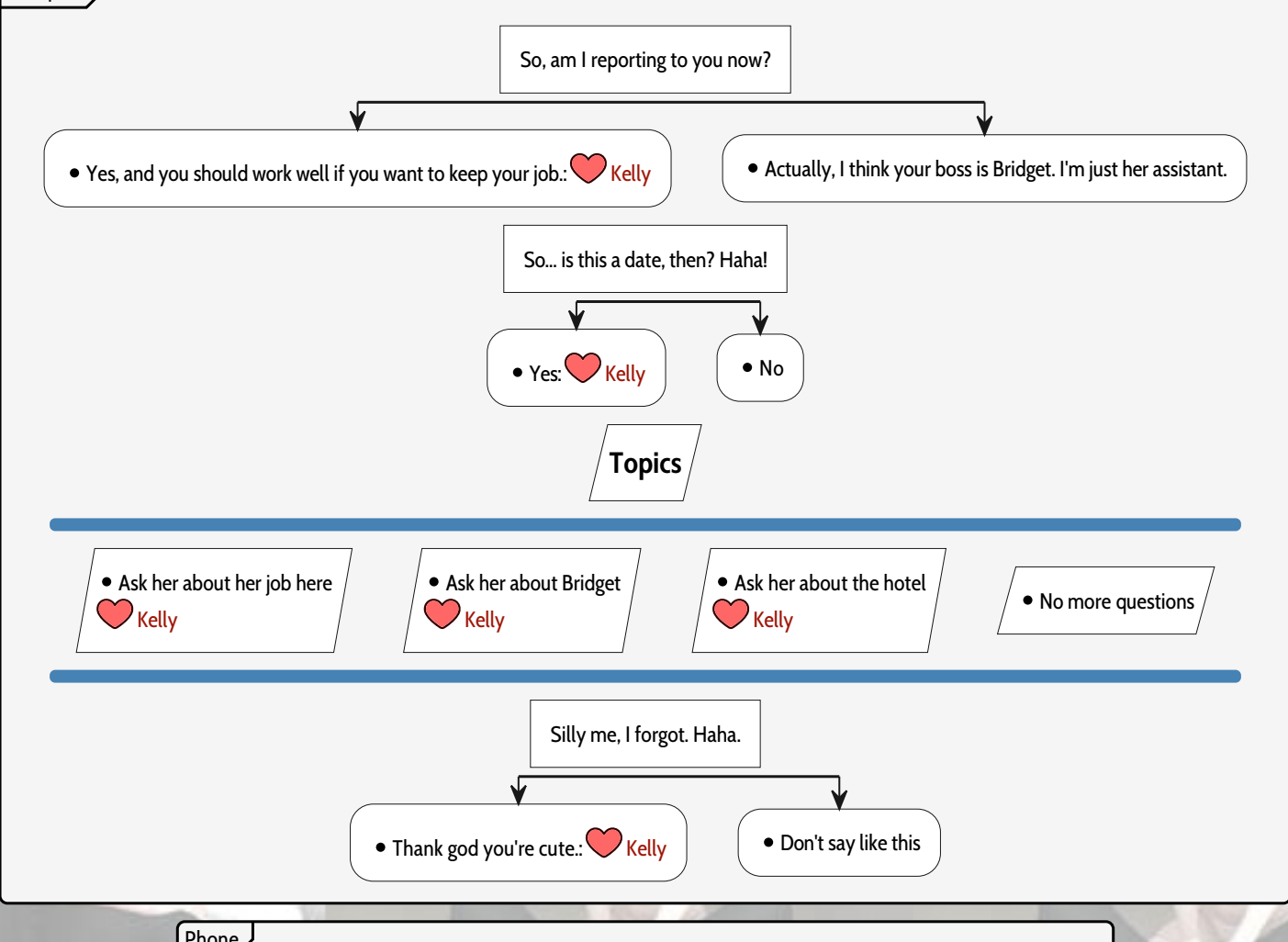


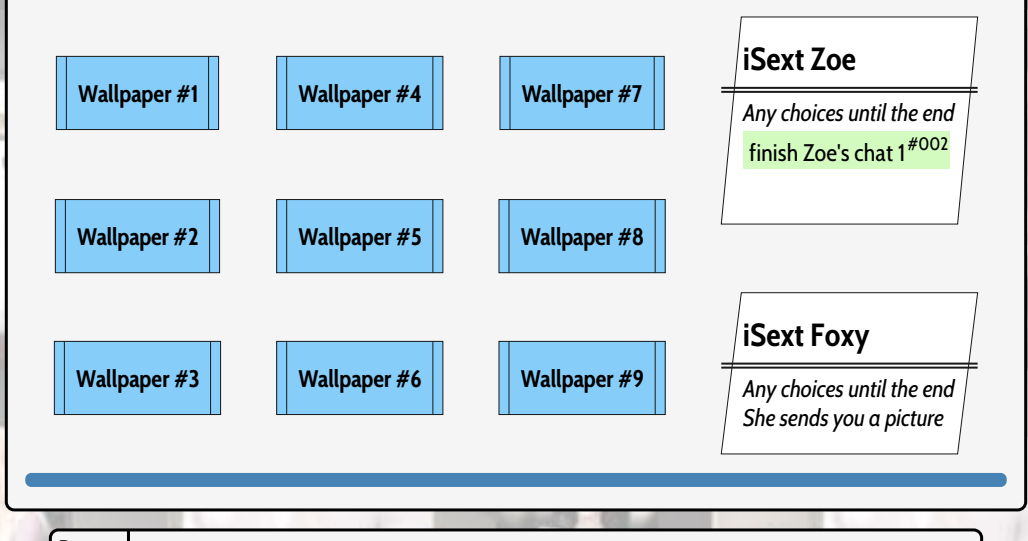
Photo shoot



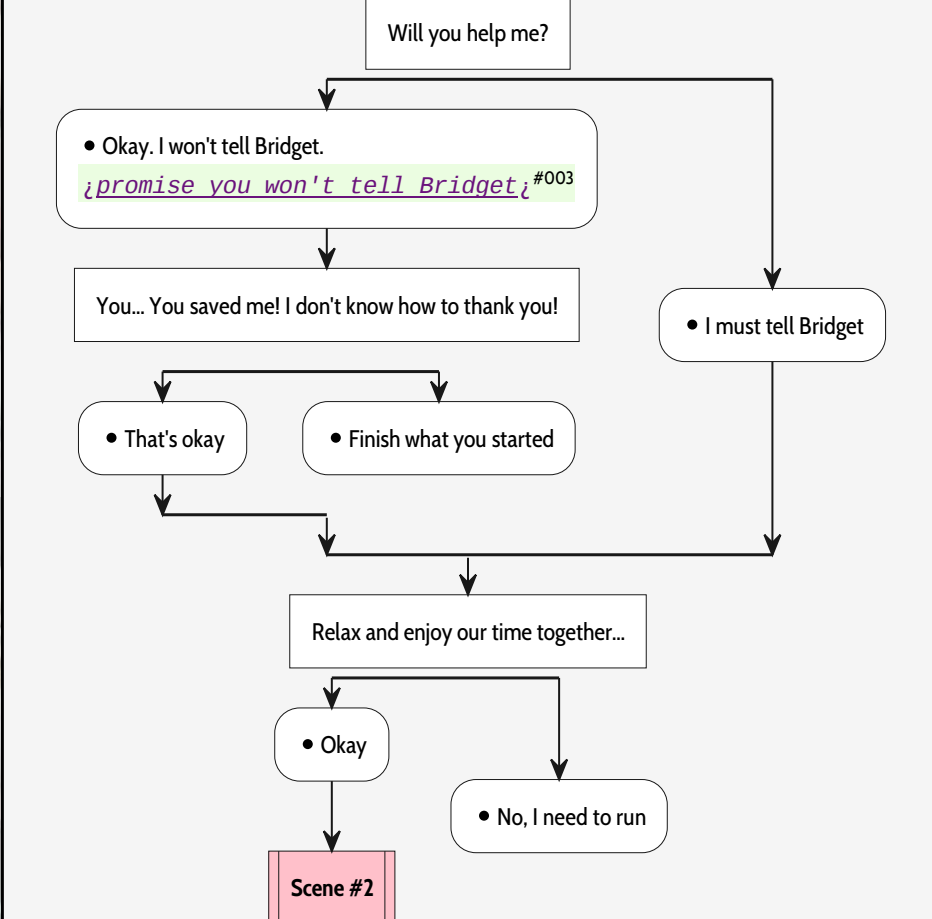
Reception



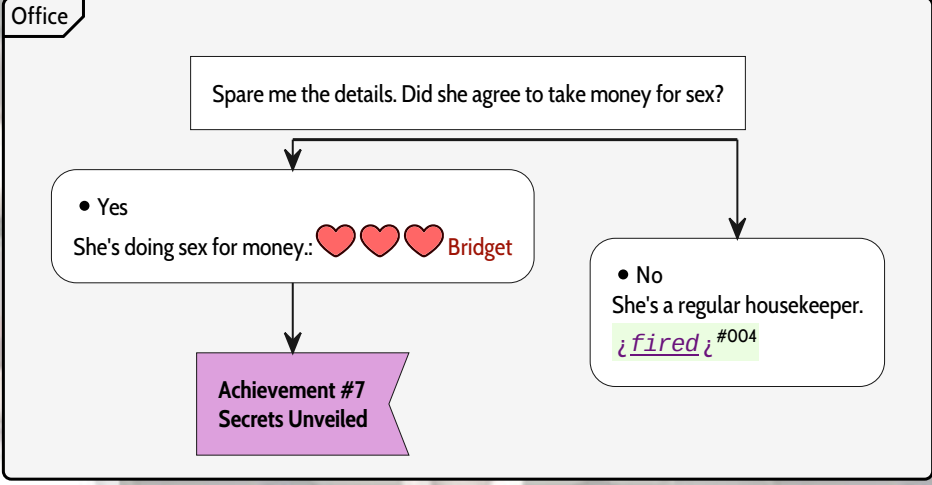
Phone



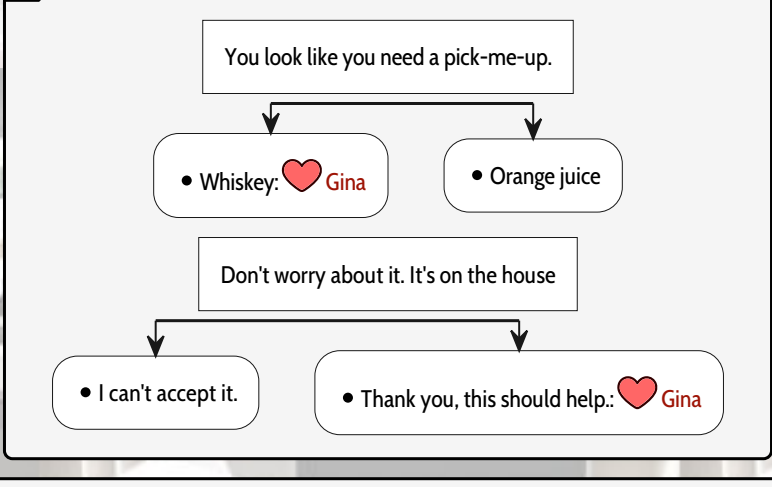
Room



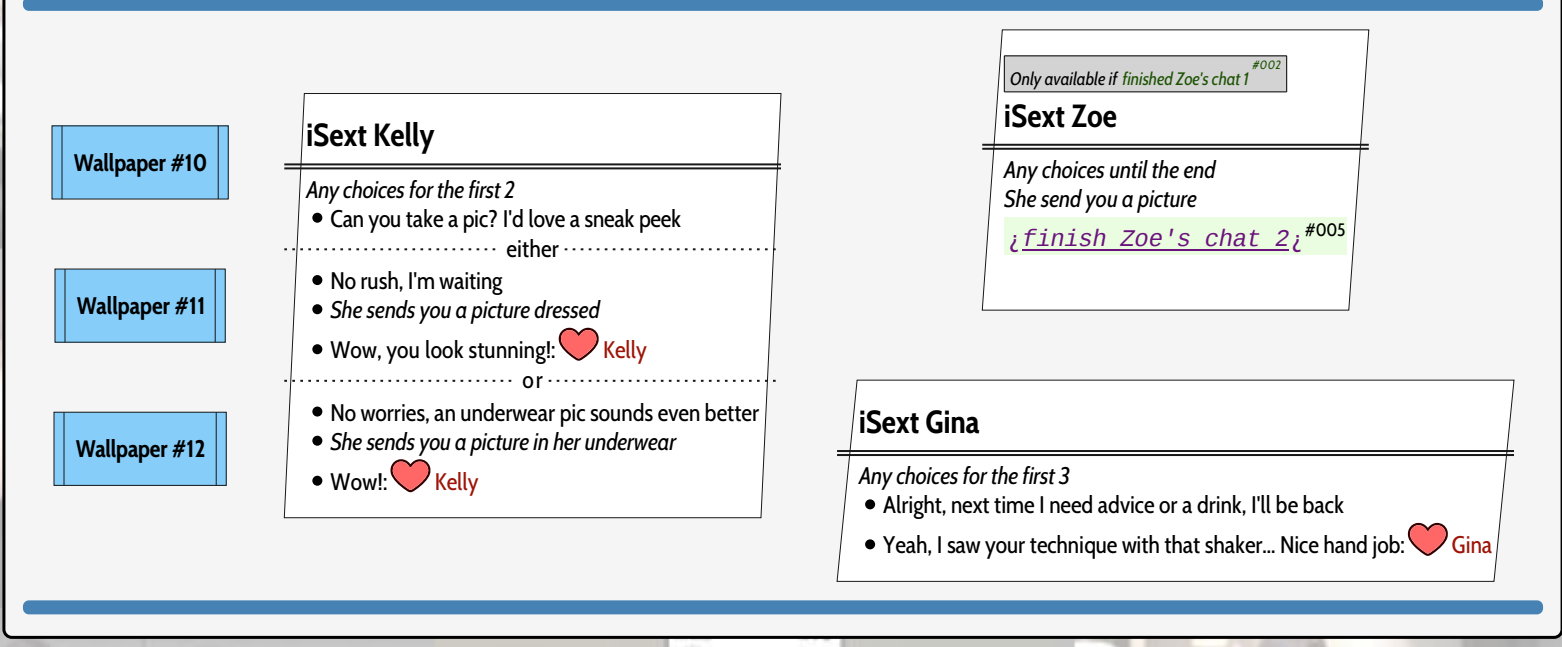
Office



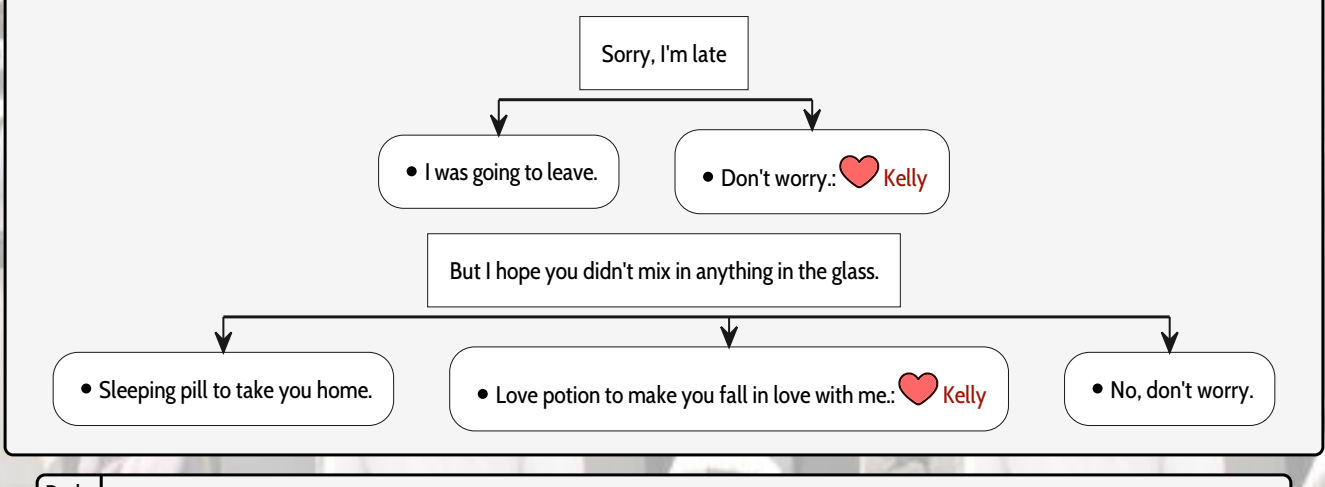
Bar



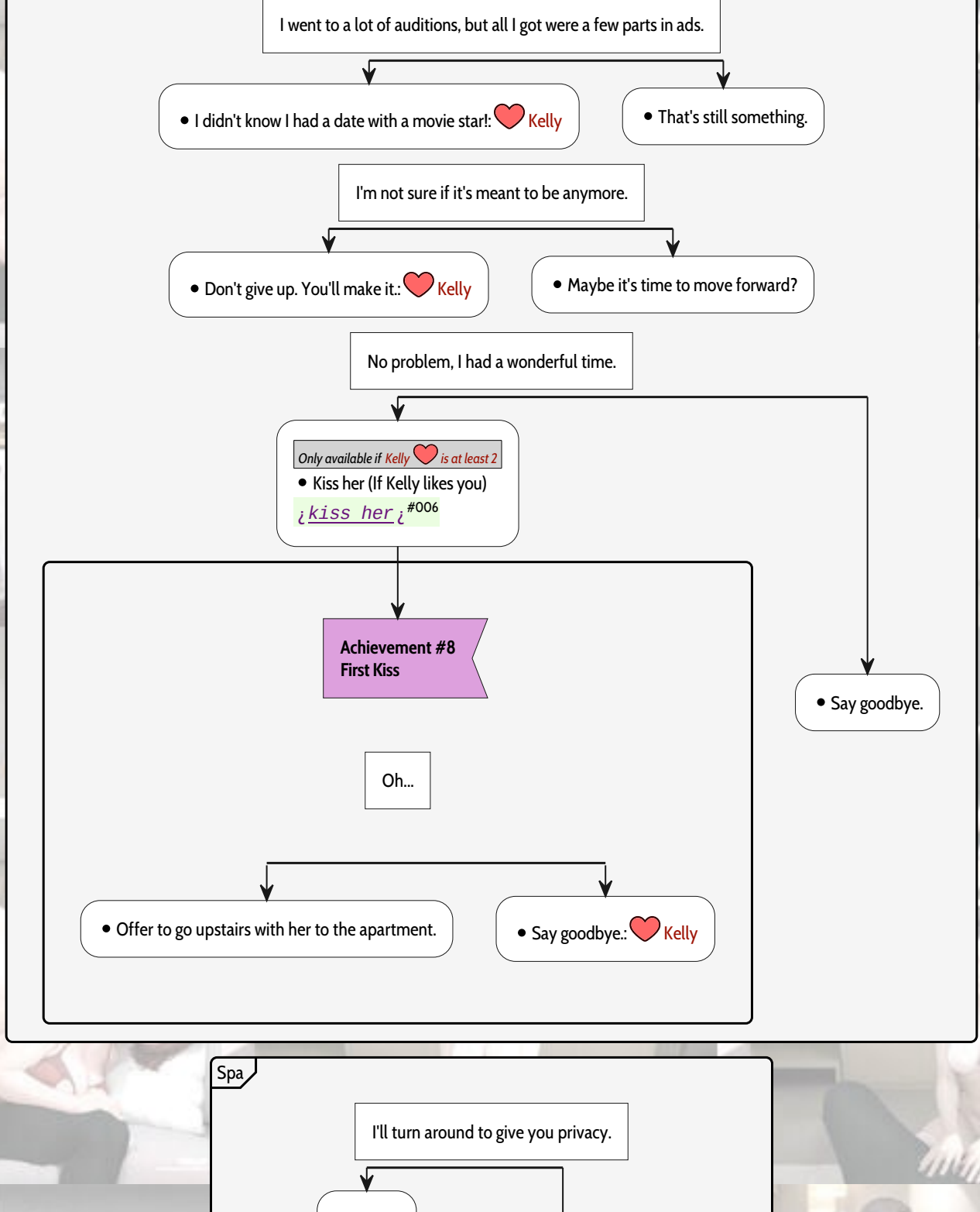
Phone



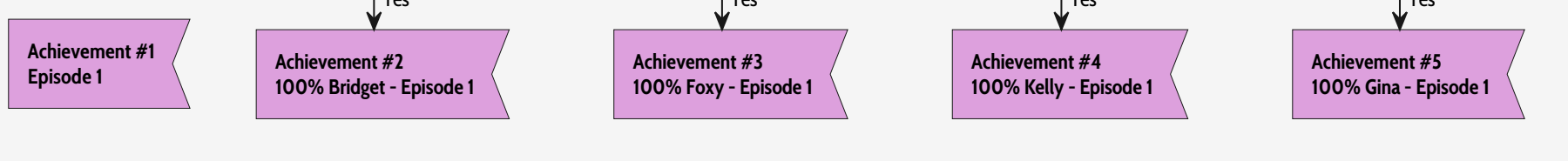
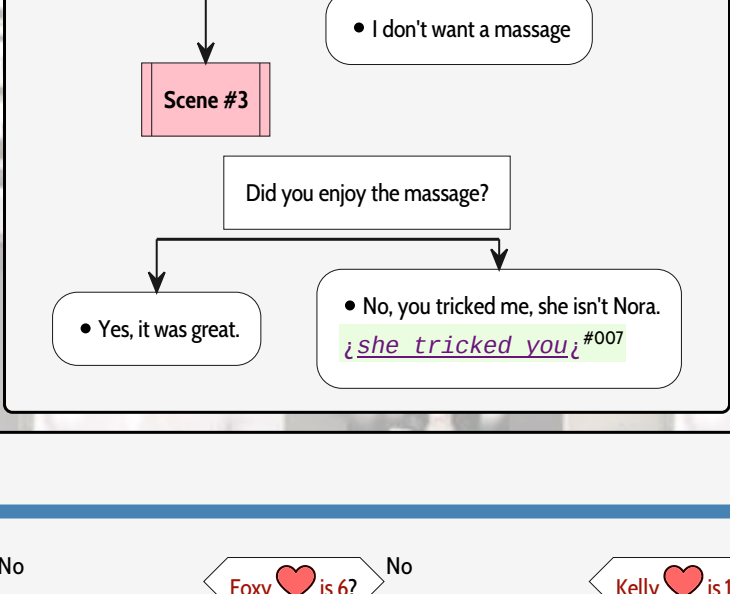
Restaurant



Park



Spa



Come Right Inn Episode 2

Reset

♥ is reset at the beginning of each episode
total ♥ per character is tracked in a different variable

Kelly ♥ ⇒ 0
Gina ♥ ⇒ 0
Foxy ♥ ⇒ 0
Bridget ♥ ⇒ 0

Office

I always treat myself to a cocktail after a tough workout, and Gina makes the best recovery smoothies.

• Did you also put your bag on a counter and turn away there?: ♥ Bridget

• What happened there?

Actually I have a few more things to go over with him.

• Go with Vanessa

• Stay with Bridget: ♥ Bridget

Lobby

This is ridiculous! I expected better from a hotel that claims to be high-end!

• Enter the conversation: ♥ Kelly

enter the conversation #008

• Stay away

Guess he got what he deserved!

• Absolutely, he needs to learn how to treat people properly.: ♥ Kelly

• You can't handle things like that.

move Morihiro to a different room #009

Oh no, that's terrible!

• They're suspecting you, but I'm sure you didn't do it.: ♥ Kelly

Thank you, Ryan. That means a lot.

• Ask her out

ask her out #011

• Leave

• If you took the bracelet, just admit it. It's better than making this worse.

accuse Kelly #010

Bar

So, what do you say? Will you be my big cook?

• I don't think so.

Oh, come on! If you're worried about privacy, relax.
Your face won't be visible like last time. No one will ever know it's you!

• Who could turn down an offer like that? I'm in.: ♥ Foxy

• You know what? Okay, why not. I'm in.

• No, I'm not interested.

reject her #012

Fine. But make it quick. You can jerk off while watching me.

• Deal: ♥ Foxy

• Jerk off? I'd rather just fuck you right now
she leaves

Scene #4

Achievement #16
Restroom Romance

Yeah! By the way, what's got you so interested in her?

• She's my sister: ♥ Foxy

tell her Gwen is your sister #013

• I'm just curious

If a turtle loses its shell, is it naked or homeless?

• Naked: ♥ Foxy

• Homeless: ♥ Foxy

• Dead

• What?

Beach

• Step aside

• Stay in place: ♥ Mira

And before you even ask—I didn't take the bracelet.

• That's easy to say, but I'm not buying it

• I know. Any thoughts on who might have taken it?: ♥ Gina

I want you to come with me to the bar right now and make a proper cocktail.

• Enter the conversation: ♥ Gina

Sir? You don't even know my name, do you? I guess I'm not important enough to be remembered around here.

• Mr. Nishikuni

• Mr. Higashikuni: ♥ Gina

• Mr. Kunikawa

• Mr. Higashimanko

Since you're here, mind giving me a hand with some oil? The sun really dries out my skin.

• Of course: ♥ Gina

• Sorry, I can't

My bag's right next to you. The oil is in there. Once you have it, start with my back—it's the part I can't reach.

• Apply to her back

apply to her back #015
Choose again

• Apply to her legs

apply to her legs #016
Choose again

• Apply to her ass

▪ Only if *did not apply lotion to Gina's back* #015
or *did not apply lotion to Gina's legs* #016

▪ First time:

▪ *apply to her ass* #017

▪ Second time:

▪ Finish applying

▪ Otherwise

▪ Gina lets you apply lotion on her ass
Can change position and choose again

• Finish applying

Scene #5

Anything else on your mind?

• Ask her out: ♥ Gina

• Leave

iSext Foxy

Any choices for the first 3

• She sends you a picture
• Of course. You could make a parking lot look hot
• Any choices till the end

• She sends you another picture: Gina ♥

iSext Zoe

Any choices till the end

She send you a picture

finish Zoe's chat 3 #018

iSext Vanessa

• Don't worry, I'm on the case. I won't give up
• I highly doubt that. You make anything look good.
I'm sure all of them are fine: Vanessa ♥

• She sends you a picture

• Any choices till the end

iSext Gina 1

.....Gina did not get angry at you #014.....

Any choices for the first 2

.....Gina got angry at you #014.....

Any choices for the first 4

• Easy. I've got a whole arsenal of stories, jokes,
and random facts that'll make your book look like a nap: Gina ♥

• Any choices till the end

iSext Kelly 1

.....accused Kelly of stealing #010.....

Any choices for the first 2

.....*Kelly calms down* #019.....

.....did not ask Kelly out #011.....

• Got any plans for tonight?

• Of course! What are we watching?

▪ *ask her out* #011

.....did not accuse Kelly of stealing #010 and asked Kelly out #011.....

• So, movie night tonight, right? What are we watching?

• Sounds fun. What are you doing right now?

• Now you're making it hard to focus.

All I can think about is you in some cute lingerie... so distracting

• Oh, come on, Kelly! You're not making this any easier

• But I'm not sure I'd do it right.

How about you send me a pic of how it's done?: Kelly ♥

• She sends you a picture

• Any choices till the end

Wallpaper #13

Wallpaper #14

Wallpaper #15

Wallpaper #16

Wallpaper #17

Wallpaper #18

Phone

Come Right Inn Episode 2 - Part 2

Gym

Consider me inspired, boss. Not sure if it's the dedication or just the view.

Only available if *Bridget Total* ❤️ is at least 7
• Check out Bridget from behind (Available if you're close enough with her)

• Continue

Scene #6

Know anyone there who might be good enough to headhunt?

• Yes
know someone to headhunt #020

• No

Do you know an Alice from there?

• No, I don't recall

I would have thought you'd remember someone from the same department you worked in.

• Yes, why?

• There might be a mix-up
i don't recall Alice i #021

• Oh, Alice! I thought you said Alex

Did you encourage her to apply?

• Yes

That seems a bit contradictory, don't you think?

• I forgot about it

Only available if *don't know someone to headhunt* #020
• That was before I started here: ❤️ Bridget

Only available if *know someone to headhunt* #020
• I wasn't aware she had sent in an application: ❤️ ❤️ Bridget

Achievement #17
Smooth Operator

• No

And? Who took it? Give me a name.

• Kelly

• Gina

• Habson

• I don't know

• Someone else

Answer
• waitress
• thewaitress
• waiter
• thewaiter
❤️ Bridget

Answer
• you
• bridget
❤️ ❤️ Bridget

Answer
Anything else

Achievement #18
Bracelet Detective

Penthouse

At the end of the day, money's the only thing that matters.

• I disagree. There's more to life than just money

Come on, ten grand for one little sentence. What's the harm?

• Alright... fine

• No: ❤️ Mira

• I agree with you - money definitely has its importance.

Anyway, I've got better things to do. Later!

• Look around the penthouse

• Sneak a peek

Achievement #19
Peeping Pro

• Push the door open more

• Push the door open more

• Push the door open more
i Vanessa catches you i #022

• Walk away

• Walk away

• Walk away

• Turn back

• Wait here

Scene #7

Can you come over again tomorrow night?

• Sure. I'd be happy to: ❤️ Vanessa

• No, I'm sorry, but I already have some plans

Is Bridget somehow involved in the disappearance of my bracelet?

• Yes

i Bridget was involved i #023

• No

Lobby

No wonder you're just an assistant manager—probably can't even manage your own life.

• I've had enough of your complaints
i be rude i #024

• I'm sorry. I'm doing the best I can, sir

Kelly

Maybe. Is that a problem?

• Kiss her: ❤️ Kelly

Scene #8

Is it important?

• Pick up: ❤️ Bridget
i answer i #026

• Ignore

• Leave
i reject her i #025

Achievement #9
Episode 2

Bridget ❤️ is 7? No
Yes

Achievement #10
100% Bridget - Episode 2

Foxy ❤️ is 5? No
Yes

Achievement #11
100% Foxy - Episode 2

Kelly ❤️ is 5? No
Yes

Achievement #12
100% Kelly - Episode 2

Gina ❤️ is 6? No
Yes

Achievement #13
100% Gina - Episode 2

Mira ❤️ is 2? No
Yes

Achievement #14
100% Mira - Episode 2

Vanessa ❤️ is 2? No
Yes

Achievement #15
100% Vanessa - Episode 2

So you want to try out a new branch but do not feel like completely starting over a new game?

Don't worry, with the developer console you can easily modify in-game variables.
You only need some basic understanding of scripting.

The easiest way to enable it is to use the Universal Ren/Py Mod from 0x52.
Download it from the webpage: <https://0x52.dev/mods/Universal-Ren-Py-Mod-1000>, then unzip it and drop the rpa file in the game folder.

(Re)Start the game and load a savegame, type ALT+O (Hold the ALT key and type the letter O) to open the console and use the ESC key to exit

Character variables

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

variable	definition	set variable / new value	unset variable	check current value
rp[bridget][rp]	Bridget episode flirt points	rp['bridget']['rp'] = <i>value</i>		rp['bridget']['rp']
rp[bridget][rp_total]	Bridget total flirt points	rp['bridget']['rp_total'] = <i>value</i>		rp['bridget']['rp_total']
rp[foxy][rp]	Foxy episode flirt points	rp['foxy']['rp'] = <i>value</i>		rp['foxy']['rp']
rp[foxy][rp_total]	Foxy total flirt points	rp['foxy']['rp_total'] = <i>value</i>		rp['foxy']['rp_total']
rp[gina][rp]	Gina episode flirt points	rp['gina']['rp'] = <i>value</i>		rp['gina']['rp']
rp[gina][rp_total]	Gina total flirt points	rp['gina']['rp_total'] = <i>value</i>		rp['gina']['rp_total']
rp[kelly][rp]	Kelly episode flirt points	rp['kelly']['rp'] = <i>value</i>		rp['kelly']['rp']
rp[kelly][rp_total]	Kelly total flirt points	rp['kelly']['rp_total'] = <i>value</i>		rp['kelly']['rp_total']
rp[mira][rp]	Mira episode flirt points	rp['mira']['rp'] = <i>value</i>		rp['mira']['rp']
rp[mira][rp_total]	Mira total flirt points	rp['mira']['rp_total'] = <i>value</i>		rp['mira']['rp_total']
rp[vanessa][rp]	Vanessa episode flirt points	rp['vanessa']['rp'] = <i>value</i>		rp['vanessa']['rp']
rp[vanessa][rp_total]	Vanessa total flirt points	rp['vanessa']['rp_total'] = <i>value</i>		rp['vanessa']['rp_total']

Game Decisions Variables

label: The label as found in the walkthrough
set variable: what to type in the developer console to turn the variable on
unset variable: what to type in the developer console to turn the variable off
check current value: what to type in the developer console to check the current value

label	set variable	unset variable	check current value
<i>¿put your hand on her ass¿</i> #001	foxy_ass = True	foxy_ass = False	foxy_ass
finish Zoe's chat 1 #002	facts["fact 1"]["state"] = True	facts["fact 1"]["state"] = False	facts["fact 1"]["state"]
<i>¿promise you won't tell Bridget¿</i> #003	sophie_promised = True	sophie_promised = False	sophie_promised
<i>¿fired¿</i> #004	fired = True	fired = False	fired
<i>¿finish Zoe's chat 2¿</i> #005	facts["fact 2"]["state"] = True	facts["fact 2"]["state"] = False	facts["fact 2"]["state"]
<i>¿kiss her¿</i> #006	kelly_kissed = True	kelly_kissed = False	kelly_kissed
<i>¿she tricked you¿</i> #007	said_melora_tricked = True	said_melora_tricked = False	said_melora_tricked
<i>¿enter the conversation¿</i> #008	spoke_with_morihiro = True	spoke_with_morihiro = False	spoke_with_morihiro
<i>¿move Morihiro to a different room¿</i> #009	told_to_move_morihiro = True	told_to_move_morihiro = False	told_to_move_morihiro
accuse Kelly #010	kelly_got_angry = True	kelly_got_angry = False	kelly_got_angry
ask her out #011	asked_kelly_out = True	asked_kelly_out = False	asked_kelly_out
<i>¿reject her¿</i> #012	rejected_foxy = True	rejected_foxy = False	rejected_foxy
<i>¿tell her Gwen is your sister¿</i> #013	told_foxy = True	told_foxy = False	told_foxy
Gina gets angry #014	gina_got_angry = True	gina_got_angry = False	gina_got_angry
apply to her back #015	applied_to_back = True	applied_to_back = False	applied_to_back
apply to her legs #016	applied_to_legs = True	applied_to_legs = False	applied_to_legs
<i>¿apply to her ass¿</i> #017	applied_to_ass = True	applied_to_ass = False	applied_to_ass
<i>¿finish Zoe's chat 3¿</i> #018	zoe_3_finished = True	zoe_3_finished = False	zoe_3_finished
<i>¿Kelly calms down¿</i> #019	kelly_calmed_down = True	kelly_calmed_down = False	kelly_calmed_down
know someone to headhunt #020	anyone_to_headhunt = True	anyone_to_headhunt = False	anyone_to_headhunt
<i>¿don't recall Alice¿</i> #021	alice_dont_remember = True	alice_dont_remember = False	alice_dont_remember
<i>¿Vanessa catches you¿</i> #022	vanessa_noticed = True	vanessa_noticed = False	vanessa_noticed
<i>¿Bridget was involved¿</i> #023	told_about_bridget = True	told_about_bridget = False	told_about_bridget
<i>¿be rude¿</i> #024	was_rude_to_morihiro = True	was_rude_to_morihiro = False	was_rude_to_morihiro
<i>¿reject her¿</i> #025	rejected_kelly = True	rejected_kelly = False	rejected_kelly
<i>¿answer¿</i> #026	picked_up = True	picked_up = False	picked_up

Unlock scenes

number: The scene number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	unlock	lock	check current value
1	persistent.menu_scenes['scene 1']['scene_unlocked'] = True	persistent.menu_scenes['scene 1']['scene_unlocked'] = False	persistent.menu_scenes['scene 1']['scene_unlocked']
2	persistent.menu_scenes['scene 2']['scene_unlocked'] = True	persistent.menu_scenes['scene 2']['scene_unlocked'] = False	persistent.menu_scenes['scene 2']['scene_unlocked']
3	persistent.menu_scenes['scene 3']['scene_unlocked'] = True	persistent.menu_scenes['scene 3']['scene_unlocked'] = False	persistent.menu_scenes['scene 3']['scene_unlocked']
4	persistent.menu_scenes['scene 4']['scene_unlocked'] = True	persistent.menu_scenes['scene 4']['scene_unlocked'] = False	persistent.menu_scenes['scene 4']['scene_unlocked']
5	persistent.menu_scenes['scene 5']['scene_unlocked'] = True	persistent.menu_scenes['scene 5']['scene_unlocked'] = False	persistent.menu_scenes['scene 5']['scene_unlocked']
6	persistent.menu_scenes['scene 6']['scene_unlocked'] = True	persistent.menu_scenes['scene 6']['scene_unlocked'] = False	persistent.menu_scenes['scene 6']['scene_unlocked']
7	persistent.menu_scenes['scene 7']['scene_unlocked'] = True	persistent.menu_scenes['scene 7']['scene_unlocked'] = False	persistent.menu_scenes['scene 7']['scene_unlocked']
8	persistent.menu_scenes['scene 8']['scene_unlocked'] = True	persistent.menu_scenes['scene 8']['scene_unlocked'] = False	persistent.menu_scenes['scene 8']['scene_unlocked']

Unlock wallpapers

number: The wallpaper number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	unlock	lock	check current value
1	wallpapers['wp0'] = {"unlocked": True}	wallpapers['wp0'] = {"unlocked": False}	wallpapers['wp0']
2	wallpapers['wp1'] = {"unlocked": True}	wallpapers['wp1'] = {"unlocked": False}	wallpapers['wp1']
3	wallpapers['wp2'] = {"unlocked": True}	wallpapers['wp2'] = {"unlocked": False}	wallpapers['wp2']
4	wallpapers['wp3'] = {"unlocked": True}	wallpapers['wp3'] = {"unlocked": False}	wallpapers['wp3']
5	wallpapers['wp4'] = {"unlocked": True}	wallpapers['wp4'] = {"unlocked": False}	wallpapers['wp4']
6	wallpapers['wp5'] = {"unlocked": True}	wallpapers['wp5'] = {"unlocked": False}	wallpapers['wp5']
7	wallpapers['wp6'] = {"unlocked": True}	wallpapers['wp6'] = {"unlocked": False}	wallpapers['wp6']
8	wallpapers['wp7'] = {"unlocked": True}	wallpapers['wp7'] = {"unlocked": False}	wallpapers['wp7']
9	wallpapers['wp8'] = {"unlocked": True}	wallpapers['wp8'] = {"unlocked": False}	wallpapers['wp8']
10	wallpapers['wp9'] = {"unlocked": True}	wallpapers['wp9'] = {"unlocked": False}	wallpapers['wp9']
11	wallpapers['wp10'] = {"unlocked": True}	wallpapers['wp10'] = {"unlocked": False}	wallpapers['wp10']
12	wallpapers['wp11'] = {"unlocked": True}	wallpapers['wp11'] = {"unlocked": False}	wallpapers['wp11']
13	wallpapers['wp12'] = {"unlocked": True}	wallpapers['wp12'] = {"unlocked": False}	wallpapers['wp12']
14	wallpapers['wp13'] = {"unlocked": True}	wallpapers['wp13'] = {"unlocked": False}	wallpapers['wp13']
15	wallpapers['wp14'] = {"unlocked": True}	wallpapers['wp14'] = {"unlocked": False}	wallpapers['wp14']
16	wallpapers['wp15'] = {"unlocked": True}	wallpapers['wp15'] = {"unlocked": False}	wallpapers['wp15']
17	wallpapers['wp16'] = {"unlocked": True}	wallpapers['wp16'] = {"unlocked": False}	wallpapers['wp16']
18	wallpapers['wp17'] = {"unlocked": True}	wallpapers['wp17'] = {"unlocked": False}	wallpapers['wp17']

Unlock achievements

number: The achievement number
title: The achievement title
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

number	title	unlock	lock	check current value
1	Episode 1	achievement.grant("ac1")	achievement.clear("ac1")	achievement.has("ac1")
2	100% Bridget - Episode 1	achievement.grant("ac2")	achievement.clear("ac2")	achievement.has("ac2")
3	100% Foxy - Episode 1	achievement.grant("ac3")	achievement.clear("ac3")	achievement.has("ac3")
4	100% Kelly - Episode 1	achievement.grant("ac4")	achievement.clear("ac4")	achievement.has("ac4")
5	100% Gina - Episode 1	achievement.grant("ac5")	achievement.clear("ac5")	achievement.has("ac5")
6	Ace the Interview	achievement.grant("ac6")	achievement.clear("ac6")	achievement.has("ac6")
7	Secrets Unveiled	achievement.grant("ac7")	achievement.clear("ac7")	achievement.has("ac7")
8	First Kiss	achievement.grant("ac8")	achievement.clear("ac8")	achievement.has("ac8")
9	Episode 2	achievement.grant("ac9")	achievement.clear("ac9")	achievement.has("ac9")
10	100% Bridget - Episode 2	achievement.grant("ac10")	achievement.clear("ac10")	achievement.has("ac10")
11	100% Foxy - Episode 2	achievement.grant("ac11")	achievement.clear("ac11")	achievement.has("ac11")
12	100% Kelly - Episode 2	achievement.grant("ac12")	achievement.clear("ac12")	achievement.has("ac12")
13	100% Gina - Episode 2	achievement.grant("ac13")	achievement.clear("ac13")	achievement.has("ac13")
14	100% Mira - Episode 2	achievement.grant("ac14")	achievement.clear("ac14")	achievement.has("ac14")
15	100% Vanessa - Episode 2	achievement.grant("ac15")	achievement.clear("ac15")	achievement.has("ac15")
16	Restroom Romance	achievement.grant("ac16")	achievement.clear("ac16")	achievement.has("ac16")
17	Smooth Operator	achievement.grant("ac17")	achievement.clear("ac17")	achievement.has("ac17")
18	Bracelet Detective	achievement.grant("ac18")	achievement.clear("ac18")	achievement.has("ac18")
19	Peeping Pro	achievement.grant("ac19")	achievement.clear("ac19")	achievement.has("ac19")