Grandma's House 0.74 Walkthrough rev 1.24

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Grandma's House

By Moonbox

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This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlights elements, not influence your decision. There isn't a right or wrong way through the game, only <u>you</u> should decide.

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

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

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

Legend

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

More complex values will be written as text instead:

girls kissed +20

Reference to these values will reuse the same icon or text:

Bubu is at least 5 girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

igrandmas 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 $\frac{decide something}{decide something}$

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 (kara

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

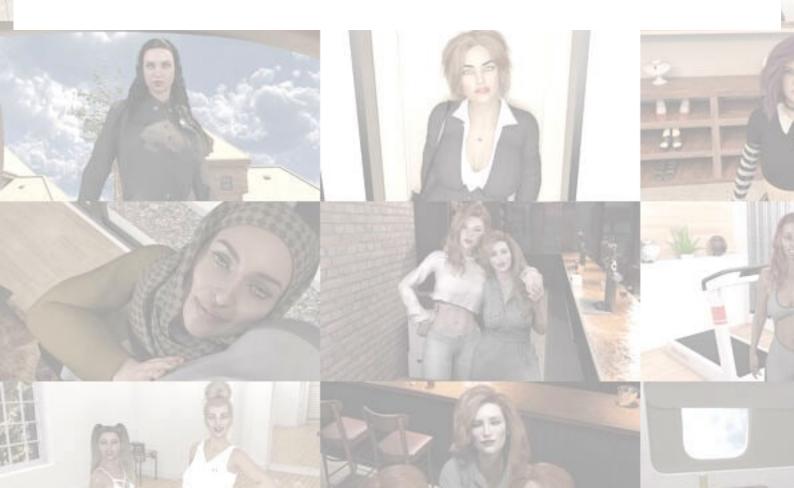
Reversed decisions that do not impact the story (yet) will be displayed like this: ¿did not agree; #55

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).

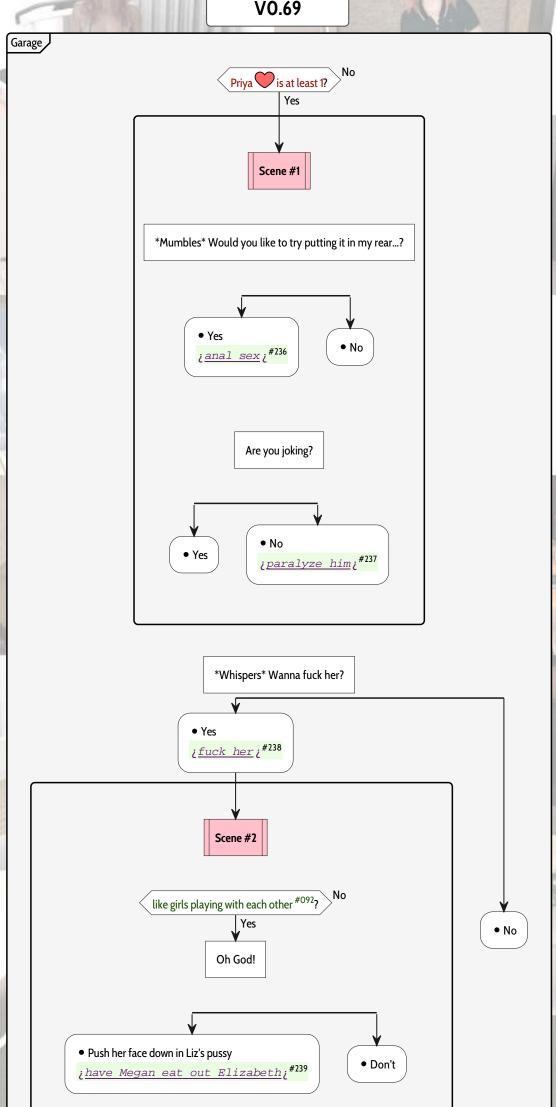
Enjoy the game!

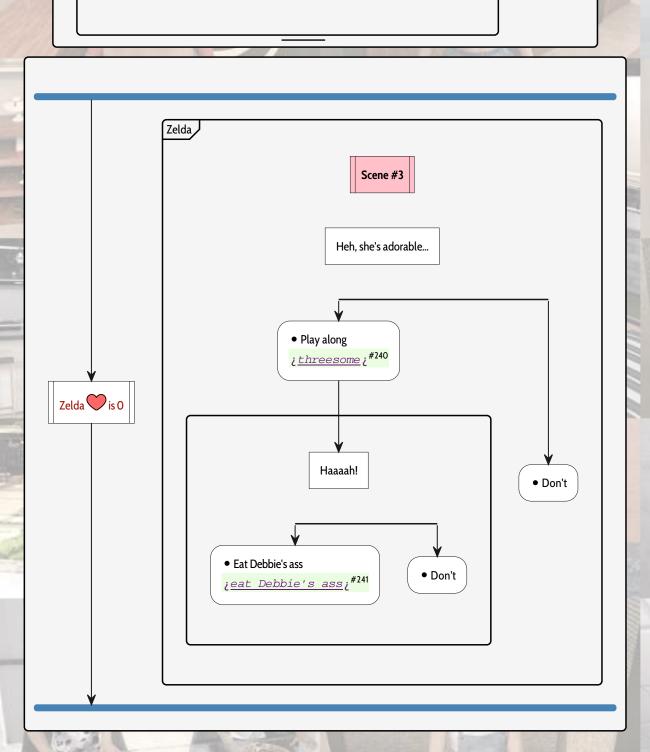
Table of Contents

Introduction	1
Table of Contents	
VO.69	3
V0.70	4
VO.71	5
VO.72	6
V0.73	7
VO.74	8
Cheat without a MOD	9

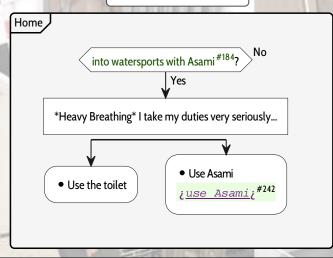


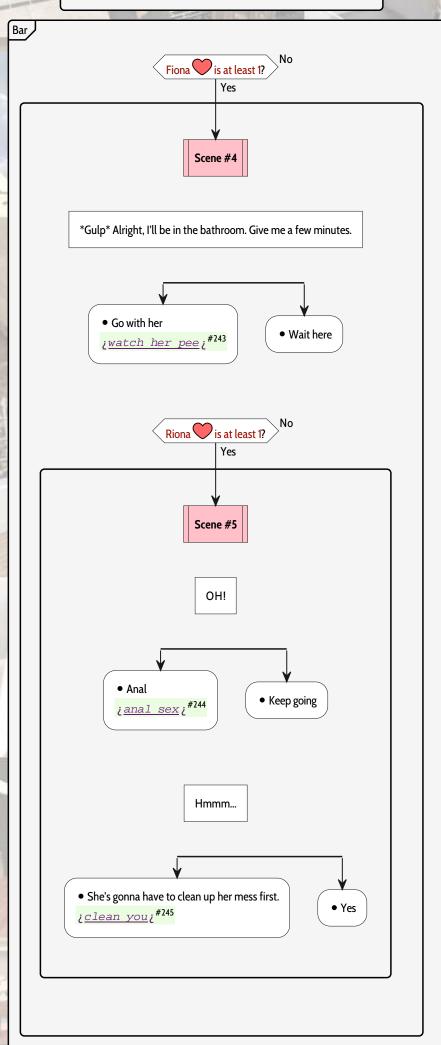
Grandma's House V0.69

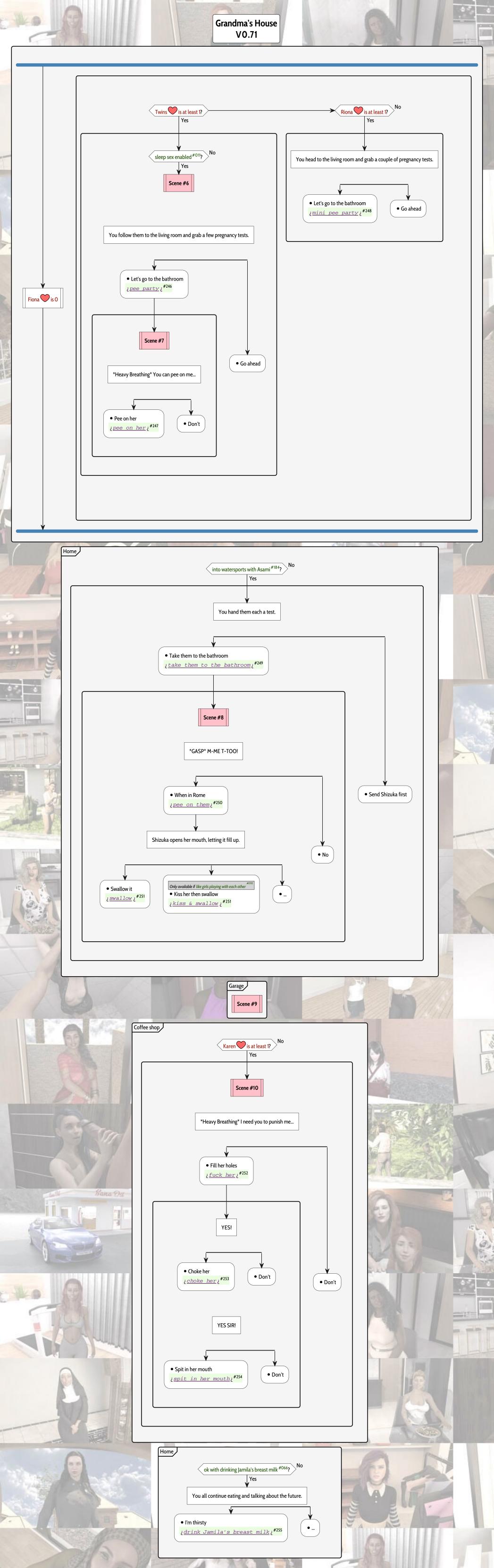


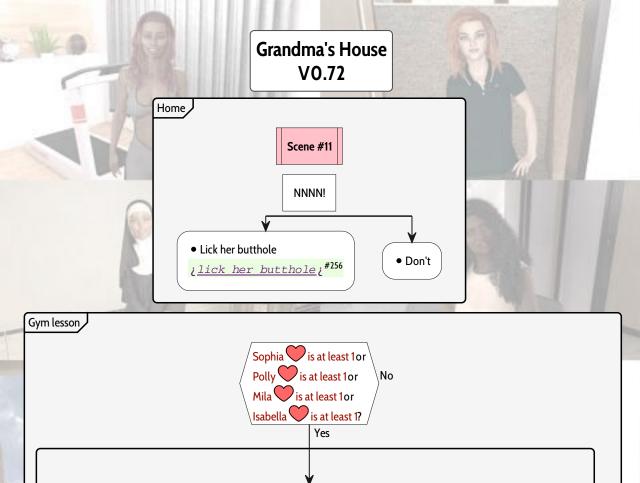


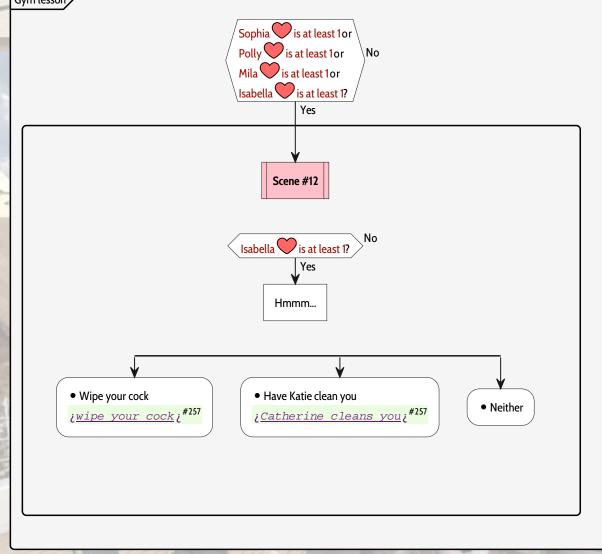
Grandma's House V0.70

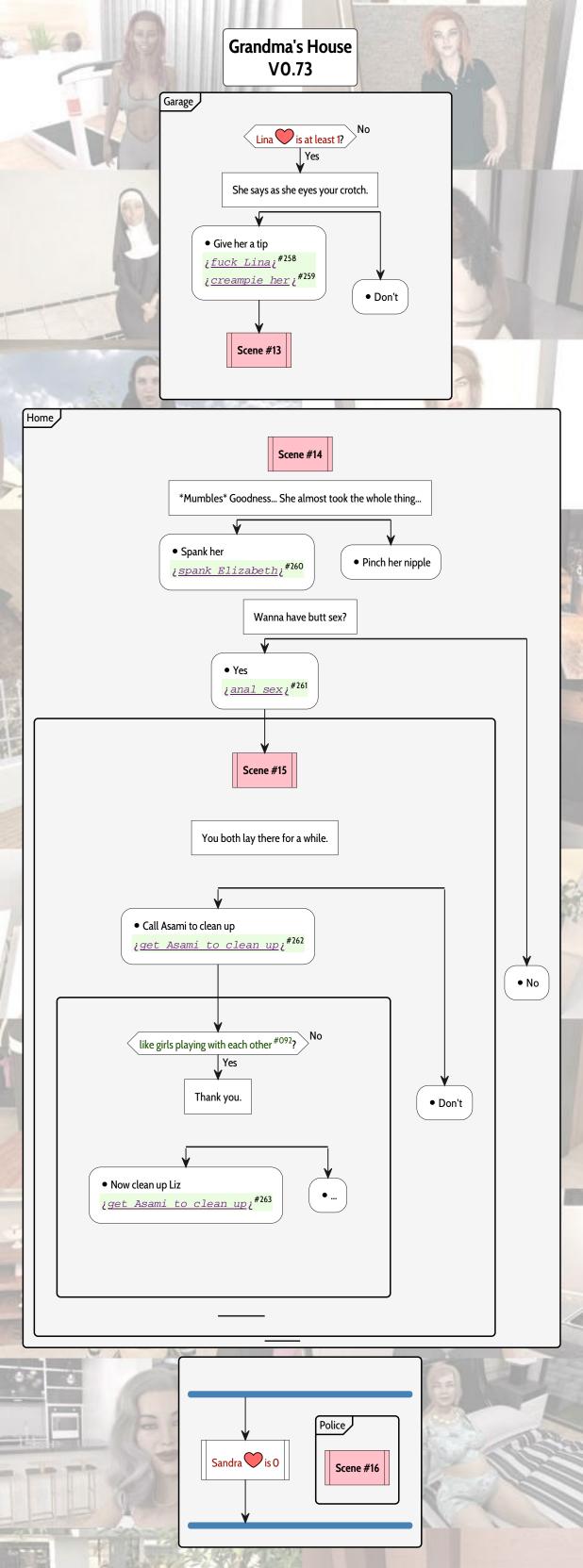




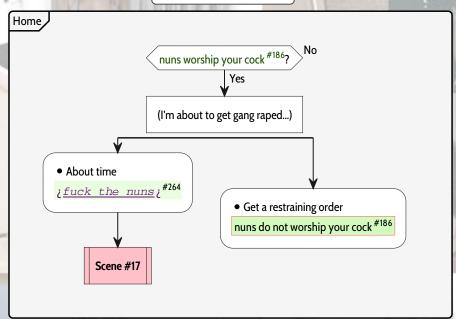


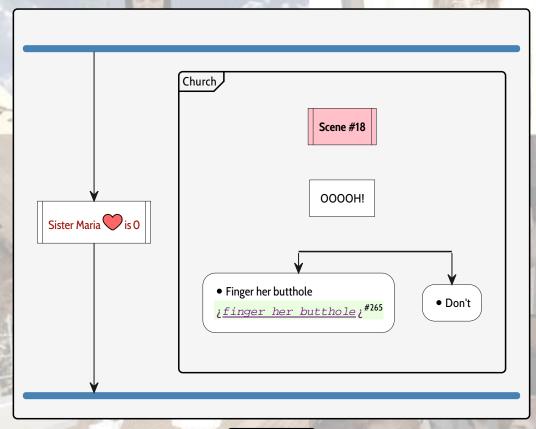






Grandma's House V0.74





Home,

Scene #19

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 unset variable check current value set variable / new value aalPoints Aaliyah relationship points aalPoints = value aalPoints anaPoints Annabelle relationship points anaPoints = value anaPoints btyPoints Betty relationship points btyPoints = value btyPoints cPoints Catherine relationship points cPoints cPoints = value copPoints Sandra relationship points copPoints = value copPoints docPoints Priya relationship points docPoints = value docPoints elaPoints Elaine relationship points elaPoints = value elaPoints fiPoints Fiona relationship points fiPoints = value fiPoints helgaPoints Helga relationship points helgaPoints = value helgaPoints imoPoints Imogene relationship points imoPoints = value imoPoints isaPoints Isabella relationship points isaPoints = value isaPoints jadaPoints Jada relationship points jadaPoints = value jadaPoints jamPoints Jamila relationship points jamPoints = value jamPoints jasPoints Jasmine relationship points jasPoints = valuejasPoints josPoints Josianne relationship points josPoints = valuejosPoints krnPoints Karen relationship points krnPoints = value krnPoints **l**Points Elizabeth relationship points lPoints lPoints = value lilPoints Lily relationship points lilPoints lilPoints = valuelinaOrgasms Lina orgasms linaOrgasms = valuelinaOrgasms linaPoints Lina relationship points linaPoints = value linaPoints maidPoints Shizuka relationship points maidPoints = value maidPoints massPoints Aiko relationship points massPoints = value massPoints mblPoints Mabel relationship points mblPoints = value mblPoints milaPoints Mila relationship points milaPoints = value milaPoints Minnie relationship points minPoints minPoints = value minPoints nbrPoints Natalia relationship points nbrPoints = value nbrPoints nnPoints Allison relationship points nnPoints = value nnPoints Ophelia relationship points ophPoints ophPoints ophPoints = value pavPoints Paveena relationship points pavPoints pavPoints = value plyPoints Polly relationship points plyPoints = value plyPoints

riPoints = value

shwPoints = value

smarPoints = value

sophPoints = value

svtPoints = value

tyaPoints = value

twnPoints = value

yvPoints = value

zelPoints = value

riPoints

shwPoints

smarPoints

sophPoints

svtPoints

tyaPoints

twnPoints

yvPoints

zelPoints

Game Decisions Variables

riPoints

shwPoints

smarPoints

sophPoints

svtPoints

tyaPoints

twnPoints

yvPoints

zelPoints

Riona relationship points

Shawna relationship points

Sophia relationship points

Svetlana relationship points

Tanya relationship points

Twins relationship points

Yvonne relationship points

Zelda relationship points

Sister Maria relationship points

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

abel	set variable	unset variable	check current value
anal sex;#236	day122priyaAnal = 1	day122priyaAnal = 0	day122priyaAnal
paralyze himį#237	day122priyaPoison = 1	day122priyaPoison = 0	day122priyaPoison
fuck her ¿ #238	megPreg = 1	megPreg = 0	megPreg
have Megan eat out Elizabeth;#239	day122meganLizCunni = 1	day122meganLizCunni = 0	day122meganLizCunni
threesome ¿ #240	day122zeldaThreesome = 1	day122zeldaThreesome = 0	day122zeldaThreesome
eat Debbie's assį#241	day122debbieRimjob = 1	day122debbieRimjob = 0	day122debbieRimjob
use Asamiį# ²⁴²	day123asamiDrink = 1	day123asamiDrink = 0	day123asamiDrink
watch her pee į #243	day123fionaPee = 1	day123fionaPee = 0	day123fionaPee
anal sex ¿ ^{#244}	day123rionaAnal = 1	day123rionaAnal = 0	day123rionaAnal
clean you;#245	day123fionaCleanDick = 1	day123fionaCleanDick = 0	day123fionaCleanDick
pee party į ^{#246}	day124peeParty = 1	day124peeParty = 0	day124peeParty
pee on her <mark>;#147</mark>	day124ellaPee = 1	day124ellaPee = 0	day124ellaPee
mini pee party;#248	day124miniPeeParty = 1	day124miniPeeParty = 0	day124miniPeeParty
take them to the bathroom;#249	day124asamiShizukaPee = 1	day124asamiShizukaPee = 0	day124asamiShizukaPee
pee on them;#250	day124asamiShizukaPeedOn = 1	day124asamiShizukaPeedOn = 0	day124asamiShizukaPeedOn
swallow you pee ¿ #251	nothing:day124shizukaNeitherSwallowSwap = 0 swallow:day124shizukaNeitherSwallowSwap = 1 kiss & swallow:day124shizukaNeitherSwallowSwap = 2	day124shizukaNeitherSwallowSwap = 0	day124shizukaNeitherSwallowS
fuck her ¿ ^{#252}	day124karenSex = 1	day124karenSex = 0	day124karenSex
choke her ¿ #253	day124karenChoke = 1	day124karenChoke = 0	day124karenChoke
spit in her mouth; #254	day124karenSpit = 1	day124karenSpit = 0	day124karenSpit
drink Jamila's breast milk¿# ²⁵⁵	day124jamilaBreastfeed = 1	day124jamilaBreastfeed = 0	day124jamilaBreastfeed
lick her butthole;#256	day125allisonButtholeLicked = 1	day125allisonButtholeLicked = 0	day125allisonButtholeLicked
clean your cock;#257	Catherine cleans you: day125noneCatWipe = 1 wipe it: day125noneCatWipe = 2	day125noneCatWipe = 0	day125noneCatWipe
fuck Lina <mark>;#258</mark>	day126linaSex = 1	day126linaSex = 0	day126linaSex
creampie herį#259	linaPreg = 1	linaPreg = 0	linaPreg
spank Elizabeth;#260	day126lizSpank = 1	day126lizSpank = 0	day126lizSpank
anal sex ¿ ^{#261}	day126lizAnal = 1	day126lizAnal = 0	day126lizAnal
get Asami to clean up;#262	day126asamiClean = 1	day126asamiClean = 0	day126asamiClean
get Asami to clean up;# ²⁶³	day126asamiCleanLiz = 1	day126asamiCleanLiz = 0	day126asamiCleanLiz
fuck the nuns;	day127peneCultBreed = 1	day127peneCultBreed = 0	day127peneCultBreed
finger her butthole;#265	day127mariaButthole = 1	day127mariaButthole = 0	day127mariaButthole

number: The scene number unlock: what to type in the developer console to unlock it

19

Unlock scenes

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

persistent.day127jamilaTJ = 1

number	unlock	lock	check current value
1	persistent.day122priyaSex = 1	persistent.day122priyaSex = 0	persistent.day122priyaSex
2	persistent.day122meganSex = 1	persistent.day122meganSex = 0	persistent.day122meganSex
3	persistent.day122zelDebThreesome = 1	persistent.day122zelDebThreesome = 0	persistent.day122zelDebThreesome
4	persistent.day123lizSex = 1	persistent.day123lizSex = 0	persistent.day123lizSex
5	persistent.day123redheadRedemption = 1	persistent.day123redheadRedemption = 0	persistent.day123redheadRedemption
6	persistent.day124ellaSleep = 1	persistent.day124ellaSleep = 0	persistent.day124ellaSleep
7	persistent.day124gingerPeeParty = 1	persistent.day124gingerPeeParty = 0	persistent.day124gingerPeeParty
8	persistent.day124asamiShizukaShower = 1	persistent.day124asamiShizukaShower = 0	persistent.day124asamiShizukaShowe
9	persistent.day1241izCunni = 1	persistent.day124lizCunni = 0	persistent.day124lizCunni
10	persistent.day124karenSex = 1	persistent.day124karenSex = 0	persistent.day124karenSex
11	persistent.day125allisonCunni = 1	persistent.day125allisonCunni = 0	persistent.day125allisonCunni
12	persistent.day125gymOrgy = 1	persistent.day125gymOrgy = 0	persistent.day125gymOrgy
13	persistent.day126linaSex = 1	persistent.day126linaSex = 0	persistent.day126linaSex
14	persistent.day126allisonBJ = 1	persistent.day126allisonBJ = 0	persistent.day126allisonBJ
15	persistent.day126lizAnal = 1	persistent.day126lizAnal = 0	persistent.day126lizAnal
16	persistent.day126sandraSex = 1	persistent.day126sandraSex = 0	persistent.day126sandraSex
17	persistent.day127cultGangbang = 1	persistent.day127cultGangbang = 0	persistent.day127cultGangbang
18	persistent.day126mariaFinger = 1	persistent.day126mariaFinger = 0	persistent.day126mariaFinger

persistent.day127jamilaTJ = 0

persistent.day127jamilaTJ