

Guide to Playa Paraiso in English Janus



The first thing to say is that this game has an open world that is too wide, which I say too much is too big, so walking on foot walking between blocks of sections of the island will be a total maze that will make you lose like a needle in a haystack. I say this from my own experience, so as tempting as it is to use your home yacht to explore and reach ports, don't do it. And if I say it because you park the yacht in a foreign port, you start exploring the new map on foot and you will get lost without knowing where your boat was, where the pier and the beach were.

Important Note: in this game one moves from point A to point B by means of motorcycle taxis (paying 5 money) or with your motorcycle for FREE (choosing the destination to go from the menu) "be careful I clarify in case of doubts, although it should be said that the motorcycle will not magically return to your garage, the same applies to anchoring the yacht, so if you lose the motorcycle (either a quote animation or a minigame that drags you to a different place, then you must be aware of where the motorcycle was and PAY a mototaxy to get to that place quickly and get back on your motorcycle. I say this because it is going to happen to you.

My recommendation is that whenever you get to a foreign place using the motorcycle (Record at once), at least you will give load and you will have a mental map of where you walked on foot passing blocks in case you have to go to a specific store or specific place. I know it's not easy at all but it's the only way to go to direct places without getting lost in the attempt in the huge mapping of the island if you are going to explore on foot.

I add There is a LOT to do in this game and you shouldn't be anchored to being in the house dealing with blonde girls giving you whiplash on how to make them fall in love, so it's best to go explore the many options of women available on the island, such as a neighbor, a shopkeeper, a farmer, ect, ect. Since it is easier and simpler to crown with these than with the main girls of the house.

I clarify that there are some (non-sexual) things you can do with both the main and neighboring girls, so it can be just because it's fun or a prerequisite to flirt to gradually release the main animation, I add this is not a pizza delivery porn movie, (which has no dialogues and they move on to intercourse), You should move forward little by little with appointments and then until they loosen the leg opening.

Other things to distract you are to use the protagonist's PC in his room and play the minigames installed on the computer, in Kronar, (more or less) you will be able to watch sex scenes. However, get between 5 to 10 snacks from the fridge before playing in case you need to replenish your NPC and advance to more levels. You can also make a Christmas special on your computer.

Important clarification point: the protagonist and all the islanders are level 1 and do not have experience jump to level 2, so by default some options of the minigames will present quite a challenge (since you cannot go up to extend the blood bar as in level jumps), so you must have common food and drink items in your inventory to fill your blood. Moving on to this fact, whenever you see a refrigerator either in your house or in a neighbor's house, take out as many sodas, beers, fruit juices as you can, at least 20 of each because in many certain random mini-games you will need them.

That said, now let's start with the guide.

My recommendation as I said is to alternate secondary missions with the main ones since you must advance the time and take advantage of the mandatory time use of these, so you must be aware of the daily routines of the girls in your house and the neighbors spread throughout the island, things like she will be in a certain place at sunset, So look at each girl's list of side quests to take advantage of their schedules while that particular time of the main quest arrives. Let's move on to more important shots THE MOTORCYCLE

This will be in the girls' house next to the black car, only get on this when it is necessary to move to a specific place and keep in mind these images of the motorcycle scrolling menu (since there is no back button and explore another menu) that said the islands and their places are these.



Visual supports of the map of the island in case you are on foot to explore nearby things



On the first island is the house where you live with the girls, above is the port for the yacht (where in the mornings you can go fishing for pearls and sea animals and earn money) I add that if you catch lobsters you must go and sell these to the (fishmonger that is located on this island 1, for this scroll with the motorcycle menu and choose Fishery)

The first time the shopkeeper may not receive your fish, so you will have to go the next day in the morning to sell them, the important thing is that they are cumulative and do not get damaged, so it is an extra income. You can also try fishing on the pier with just the fishing rod and catch a large assortment of fish, so I explain the source of income from the beginning because many times we accumulate things and we don't know who to sell this to on this wide map.

You may memorize the blocks by walking on foot over time, as they are under your house, but it doesn't hurt to explain that you use the motorcycle for it



You can also access with the yacht sailing on island 1 with the port anchorage sites, just remember that no matter what means of transport you use, You must get on this one again and return it to your property, which is the girls' house.

I am totally clear in warning because that yacht was lost from my radar many times until I found it again by coincidence, so warning these key dilemmas does not hurt.

Motorcycle or yacht as soon as you get off them (Record), explore the stables on foot and load it as many times as necessary until you have a mental map "little by little of the areas" is the strategy to record the map.

That said, let's move on to the things to do guide, remember to vary between side and main missions to move things forward.

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They are the names of the girls you can explore and see their daily schedule

Sam Jensen	Page 14
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Lili Jensen	Page 20
Molly Jensen	Page 21
Sara	Page 22
Camila and Claudia	Page 24

Other girls attached: They are part of the main quests

Laura: 27-29 / Your cousins and Edlira: 30-35/ Mingzhu and Sharon 36/ Gaby 39 / Lucia 49

Extras: Tia 39/ Veronica 42

I clarify that the game is configured for different times:

Dawn	morning	afternoon	Sunset 5:30 Pm	Night 6 Pm	Night 7-11 Pm	Midnight 12- 1 AM
Dawn	Morning	afternoon	dusk	evening	Night	midnight

Certain events only occur at such times, So I leave the comparison in English to guide you in a fixed way of this in the message of the game schedule.

You can move the clock forward by taking a nap in your bed in your room on Island 1, so try to take advantage of the side quests to get you through the day while you arrive at a specific time of the main quest to trigger animations.

To Start the Game

Well, **write the name that you will give to the protagonist**, here they will explain the plot of the characters' lives, they will give you a tutorial to advance the hours from sleeping in bed and then some other details such as seeing the mission book from the items menu.

After this, go to breakfast.

Before leaving the house "which is to go up the living room to the top door" (create a save file here), then go up to the dock to the boat.

Then you talk to the girl named Jacky, she will automatically send you to the area one diving mini-game. (Follow the mechanics of the minigame, when you catch all the objects you will be in the event).

Items to collect: "turtles, lobsters, and oysters"

You have to be in front of a turtle and a lobster to catch it by swimming.

Oysters may or may not yield a pearl so it's random, the size of the pearl is too, so try to explore them all before catching the last lobster.

Jellyfish will hurt you if you touch them and they may poison you, some turtles fill your vitality a little and cure the poison, so it is better to leave them there in extreme cases, but if you notice that the labyrinth is very complicated and dangerous to return for a turtle, the truth is capture it from the beginning and avoid trouble.

Gradually 1 time a day and if you pass these areas you will unlock area 2, then three and so on, obviously the challenge will go up between each one, that's why it's complicated with a Level 1 character who doesn't have life bar upgrades.

Talk to Jacky after collecting the fish and she will give you money, "30 Island Coins"

After collecting some daily money from yacht fishing, he enters the house and talks to Sam, giving Sam money to gain affection as an alpha male. Clarification: always do this after going oyster picking in the morning.

My recommendation is to explore the fishmonger on a motorcycle and offer your services of selling fish, so you unlock this option and earn extra money by selling the lobsters obtained from the mini diving game.

Try to take advantage of fishing area 1 by repeating several days in it (Also, you can get the lobster and earn easy money). After oyster fishing and giving Sam money (the option to grab his ass may appear when he's on the couch), and in the animation of preparing lunch in the afternoon.

Check out the other girls' schedule in side quests and seize the day

The Witch

As we know, raising the parameters of the girls in your house is somewhat delayed, much more so to take them to the sexual act, so if you don't want to look like a fool collecting pearls and being a virgin, take the opportunity to take away your chastity quickly with an extra character (the witch).

If you go to the 3rd island using your motorcycle, to the site of the swamps (mangrove-Swamp) you can find the witch called Eliasen. You must be alert, there are crocodiles in the swamp. Look for a small, passable bridge, go all the way to the left to a cabin. Eventually she will ask you if you want her to read your aura and tell you about the essence of your life. "I said yes" and she will give you some protection against the "dark spirits", take advantage of the event and have sex with her.

THE CAVE

Well, in this place you will find about 1,000 of money but its journey is somewhat risky, the main thing is to have ways to recover vitality from bites from rodents or other vermin that invade the caves

Go inside the house and take the drinks from the refrigerator. It doesn't matter what drink you drink, it's still blood (not a lot but some and well, free) I usually drink about 20, of each just to be safe, but if you feel comfortable with more don't hesitate to add 50 or as many as you want. I know the process of opening the fridge and choosing drinks is somewhat monotonous, but if you do this from a neighbor's house the menu is much faster.

Some vermin such as scorpions and snakes will poison you, it does not hurt to have a **bottle of Antibiotic** from the pharmacy (Island 2: Pharmacy), "but as these beings will attack you in a pack, it is most likely that this Antibiotic will not last at all", jump fleeing and curing you with drinks and comes to your house to sleep and cure you of the poison.

You can also reserve an **Antibiotic** in extreme case for this purpose after leaving all the caves and returning home on foot (and without losing vitality every second due to the stings of the poison). I think 3 **Antibiotics** are best to have before embarking on this desperate adventure.

The main thing to do is to get the object (Knife) worth 25 money, it is used to destroy the lianas that prevent access to the cave

To find this store (which already costs a testicle to find, follow these instructions)

At home, get on your motorcycle. **Choose the Second Island, Pharmacy. (Island 2: Pharmacy)**, As soon as you touch this island (GRABA) go and walk on foot a screen on the right of the map. If you visualize there is a Café, next to a Boutique go to the wall where there is a vine and without crossing to screen 3 and now go up, you will arrive at a yellow school bus, move to the right 2 screens until you see a sign that says WANG, go in and buy the knife, go back the way you came and get on your motorcycle.

I know that memorizing this without a guide is difficult, so it's convenient to record as soon as you get off the bike in case you want to explore and make a personalized mind map.

Well, recovering the motorcycle is a headache if you get lost among islands exploring randomly.



To go to the cave now, you must return to island 1 from your motorcycle, you have 2 options: choose Sam's house ([return home](#)). Or [Veronica's house](#)

If you choose **Veronica's house** as a landmark, it is much easier to get to the cave.

Once you leave your motorcycle (record), from that purple and white parasol advance to the right towards the beach 3 screens, you will see this mound with vines that obstruct the entrance, use the knife and access the cave.



If you did it from **Sam's house**, you must go up to the red and white parasol, go left, go down 2 screens to a mario bros tube, follow the dirt road right 3 screens, go down 1 screen, cross 1 screen on the right.

In the first area of the cave, simply climb the stairs. In the second area there will be a box that you must use to reach another ladder, you must simply move it with two actions (pull and push the box) from one of its angles, both up and down, as well as right and left until you position the box under the rope ladder and climb it.

Check the skeleton to find a note that mentions how to return to the docks.

Go up and forward 2 screens after leaving that cave, above you will find a wooden bridge on the left, cross it and you will see the entrance to cave number 2.

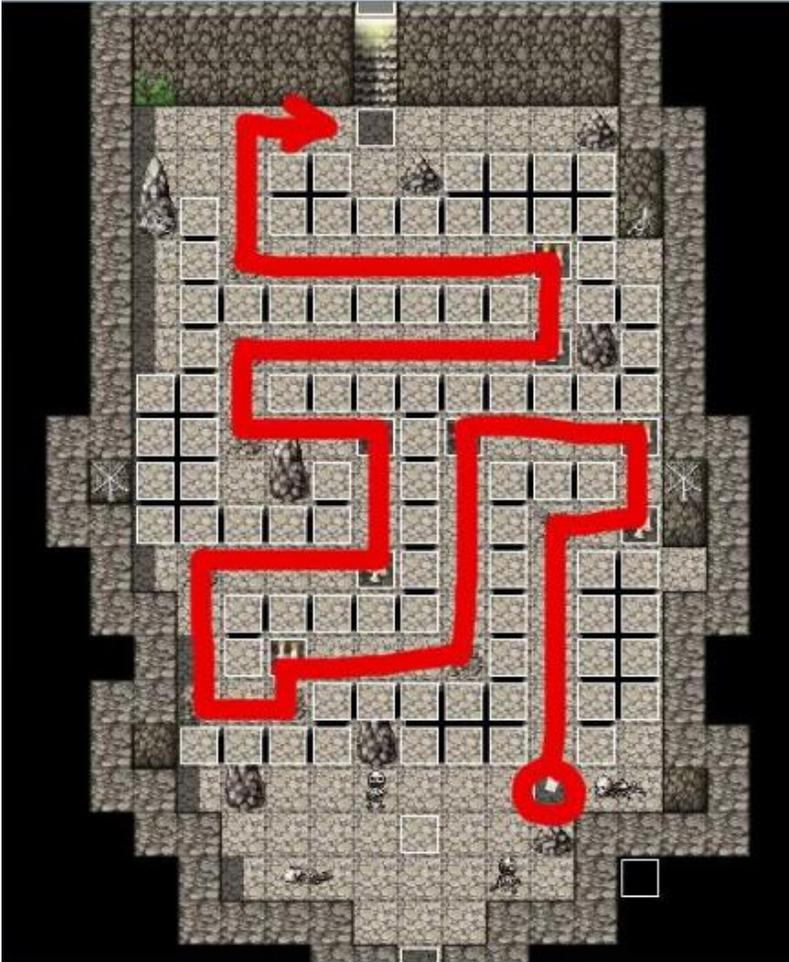


Before entering this cave you must record yes or yes (Save) since there is an automatic death event if you fail.

Once inside there is a footnote of some skeletons, in it are the instructions to get out if you die falling through the various traps of the place.

If you fall into a hole, you die. Follow my directions, Be careful with the movements of the arrow keys on the keyboard. I died a couple of times because I overdid it.

Analyze this map carefully and follow this route, turning up the brightness on the monitor to see better.



First Stand on the white note, and climb six spaces to the marked debris on the ground.

Then two on the right standing at the chandelier site

Then Two up to the second chandelier

Then four to the left until the next chandelier. Then five down to the rubble.

Advance four spaces to the left to the other chandelier, lower one space, cross two to the left. Advance Three up, four on the right, three up, three on the left. Two up to the pile of rubble.

See seven on the right. Two up, seven on the left. Three spaces up to the wall. Finally three on the right and there will be the exit.



Once you leave that cave you must enter going down to the next one, **do not forget to Record after passing the previous feat of not falling.**

In this cave Don't touch the rats in the cave that will hurt you, they will be patrolling in circles... After exiting the cave, you'll find another entrance to a new cave to the south.

Record before entering the next cave.

This one has scorpions. Just run to the exit in the corner. If you are lucky it is quite possible to get out without being poisoned, if you do not give (Load) until you pass it without taking damage or use drink items continuously to move forward.



advance to this cave (record)

Another cave on the left has nothing remarkable, it just follows this one on the right.

Warning:

As soon as you enter scorpions will attack at the entrance, when you go down they open 2 snakes. The first snake comes out hidden from a broken box and can barely be seen, the second snake hides behind the green stalactites.

Then an army of spiders will come out and go up and down without stopping.

After leaving the cave you will see the cabin. Step inside and you'll see the huge treasure chest here. Tap the chest and you'll get \$500 of money, don't go out without Touch it again to get another \$500. Now the protagonist says that you can't carry any more money, so it will be 1,000 in total.

I add that this mission was better left at the beginning of the game in order to have free money quickly, because running into this exploring already from afar does not make much sense, so it was put as something optional "if you want 1,000 extra starting".

Record after leaving without damage and with the 1,000 so that when you load it omits to collect the money and you simply wasted time if you loaded the game.

Exit the cabin and enter the cave on the left

Go through 2 screens exploring and you see a bridge on the other side, so you just have to jump from the height and go swimming.

Jellyfish are not a problem. The other fish are somewhat challenging because they hide behind slagmites and stalactites.

You have to get to the other side by swimming to the left and then go up a bit to the top of the screen.

When you reach the top of the stairs, go straight to the forest and press Enter/Spacebar. In the next room, pull the box 2 or 3 times to unlock the exit. Now you are back in the main area you can go back home or look for your motorcycle exploring following the lower beach line on the left to **Veronica's house**, if you have difficulty getting to it, look for a taxi motorcycle sign, pay 5 money, choose Island 1, **Veronica's house** and recover your motorcycle.

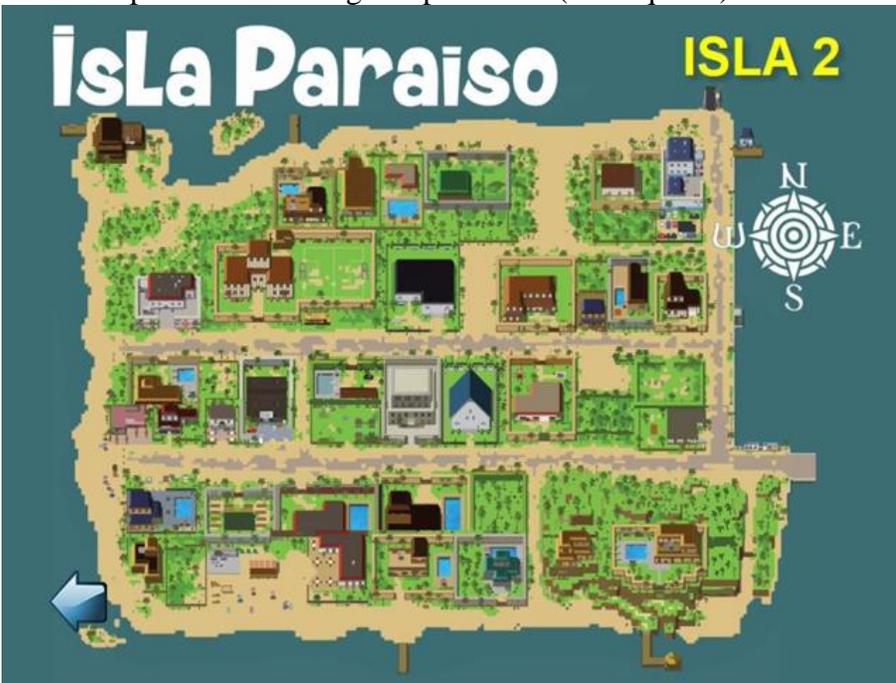
If you left on foot from Sam's house without leaving the bike somewhere else, when you leave if you follow the path north, you will see a lighthouse, there you will meet a girl named Clara on the second floor, go down the lighthouse, pass a bridge rocks, There is an empty cave just north of the stairs. Head to the left (above), so you'll be back at Sam's house.



From this point the **Main Missions** (advance the plot of the game) and the **Secondary Missions** (seduce girls 1 to 1) begin, I suggest you intersperse the secondary ones between primary ones to take advantage of the time between the areas of the day: Sunrise morning afternoon Sunset 5:30 Pm Dawn Morning afternoon dusk Night 6 Pm evening Night 7-11 Pm Midnight 12-1 AM night midnight

Amanecer	mañana	tarde	Ocaso 5:30 Pm	Noche 6 Pm	Noche 7-11 Pm	Medianoche 12-1 AM
Dawn	Morning	afternoon	dusk	evening	night	midnight

Before a specific time of a game plot event (main quests).



Visual supports of the island map in case you are on foot to explore nearby things



Side Quests

Sam Jensen



After oyster fishing in the mini diving game give Sam some money, you will gradually gain his affection, you should do this every day in the morning

(the option of grabbing her butt on the sofa may appear), as an animation, or to prepare lunch in the afternoon.

Remember that these events happen gradually as you get more animations with the other girls in the house, so don't despair if you feel a loop, sooner or later the events will progress.

She is also in the afternoons in a hammock outside reading books or in the pool sunbathing, (there is a mini-game of applying suntan lotion on the pool chairs next to **Lili**).

I suggest buying the bronzer for \$10. In Island Pharmacy 2, Lilli may drop another animation to apply this item and it's best to have it on hand for extra events with other characters.

From now on you can see the routine of the other girls while you raise Sam's requirements.

I also add the rest of the animations with Sam, but remember that they go in due time, but it is so as not to break the order of things you should do with her.

After each breakfast, I would go downstairs to the basement and talk to Sam, (for now she will say that she has the laundry under control), do it repeatedly throughout the mornings after breakfast (until finally the dialogue changes and she wants a hug).



Here is a variant where you will find her sitting on the sofa in the living room in the afternoons, she is worried about some food and objects in the family basket, undoubtedly our idea is to be as useful as possible to win her affection, although I clarify that the event that follows is somewhat difficult to carry out since technically **you must drive Sam's car and take her to two specific places in particular, which is Abigail's farm and the supermarket.**

I add that driving through an open world map which we have almost nothing to do with and without directions will make you get lost in the city taking the car to bizarre places. So based on this fact, the information must be analyzed well.



The first thing to know is that Abigail's Farm is on Island 3 (according to the screenshots made at the beginning of the guide when we went up on a motorcycle), so you should plan a physical route to advance with the car manually.



Exit on the left, go down and cross the dirt path, go left going up and then go down to the bottom to connect with the other island.

It is the only route, because you will lose time when going through the beach area, since there are anti-vehicle fences that will not let you advance.



Even if you find the yellow dot of the supermarket before the bridge between island jumping, keep going down to the bottom with the car, cross to the left and at the bottom of it you will reach Abigail's farm. Once you have obtained the vegetables from the farm, return along the traced path to the supermarket that is passing the bridge, it is easy to identify by the gas station, enter the supermarket and complete the event automatically.

The truth is that in other animations if the warning is activated (drive manually or reach the destination in automatic mode), but in this event technically there is no option.

It may also be that you activate the animation on another random day on the couch with Sam, the idea is to do it 2 times and try to skip it if the code is open for 3 times.

Continue with your routine of trying to help her in the basement in the mornings to hang the laundry, (until finally the animation changes and she agrees to help her, and asks you to pick up the clothes from the girls' rooms).

Go to all the rooms except Lili's room. Collect the cloths from the baskets. Then go back to the basement and talk to Sam again.

When you give Sam the clothes, he hurts his back. You take her to her room and give her a massage. The icon of a large hand now appears. Scroll with arrow keys on your keyboard. Hold down the space bar and simply move your hand from one side of the screen to the other, go up and repeat (The mini game has sound... Use this sound

to guide you.) You may want to turn down the volume of the BGM music from the pause menu, when you play this mini-game.

Well, without this you won't know where the optimal point of the massage is.

It is somewhat tedious and time-consuming so a lot of patience and GOOD LUCK. Continue massaging from his lower back to his buttocks repeatedly until a conversation comes out, the hand reappears, repeat the process again until another conversation comes out. And you need to find the sweet spot again and then there's more conversation, Be guided by the sound in the lower center of your back. This scene is repeatable so you will have to do the morning animation of collecting dirty clothes again.

If you talk to Sam in the evening (after the massage animation in her room), you can give her a massage while she is in the kitchen. The next night, give her another foot massage while she cooks. A glowing icon will appear on the dinner table. After dinner you automatically go to your room and Sam follows you. Then the protagonist confesses his love for Sam and that he tells him that he wants to put his penis in him. But she gets angry with you.

The next morning, during breakfast" Sam' Is not in a very good mood with you. After you go fishing on a boat and try to give Sam money, she will still treat you coldly.

At lunch, the girls mention that Sam is in a bad mood. Talk to Sam on the couch. Then take Molly to the hardware store. Emma comes to talk to you after you're gone. Sam left his wallet and Emma wants you to take it away.

At the hardware store, some imbecile cops go too far and touch Sam's ass, so you unapologetically go kick the ass of those bastards. Outside you talk to Sam and Molly and then return to the house with them.

Back home, you automatically go and talk to Sam. The protagonist decides to move. There are a lot of nice conversations over dinner (and some not-so-enjoyable). Dinner. Then Lili mentions submitting her thesis (reason for her stress), and Sam mentions buying dresses and spending time at the hot springs. Emma mentions a bonfire, ect. (The info is so you know you're doing well).

Now go see a movie with Emma... and kiss with her. Meanwhile... Sam has a conversation with his subconscious because he knows that he is losing you by refusing and your daughters if they go against you without so much taboo. Sam then joins the protagonist and Emma on the couch.

Later, when the protagonist goes to bed (remember to record before) from climbing the glowing icon, then Sam soon follows him stealthily and gets into your bed. Once the jealousy is cleared up, she has sex with the protagonist.

After having sex with her, talk to Sam and then eat breakfast. Now, go to the boat and clean the equipment with Jacky and you can see her in a bikini. Luci appears, and Jacky leaves. I think there could be something later with the protagonist and Jacky (because she was blushing in this scene, but the programmer owed it to you)

You and Luci go to the pool. Later the girls return in new outfits. They all look good. Even the Watermelon princess looks cute. Jacky, Kiki and their mom show up and they all roast marshmallows and they all have fun times.

After these events, in the afternoons, you can go up to Sam's room and go for a walk on the beach with her or have sex in her room.

The sex scene will come later on the beach as well, so you need to unlock the site to advance this other outdoor sex scene. Then you have a conversation and are given options on what kind of pre-act play you want.

If you're coming from the [Main Quest guide page](#), return to page 47.

Emma Jensen



At sunset, talk to Emma by the patio door on the property

He agrees to go for ice cream with her and Molly.

After dinner, meet the girls on the couch to watch a movie.

Talk to Emma in the **evening** to take a ride with her on your motorcycle.

After dinner, go to Emma's room and talk to her. Then you will have a campfire with her on the beach.

The next night do the same for another animation with a second bonfire.

Emma is the somewhat difficult character to raise parameters since you must give her the pearls to get diving in the mornings, it may be that for this very reason and being the last girl in the game (when the game is going to end) you feel that you do not progress at equal steps like the other girls in the house, So be patient that she is the final boss.

Remember that there are chained animations of Main Missions with it, so if you don't read that detail here, it's because it's a chain of events with more characters. (To do this, he intersperses information between main and secondary missions).

Lilli Jensen



She is a somewhat complicated character, sometimes flirtatious sometimes distant and cold, so be patient that her love route is not easy at all, but believe me that when you unlock her you will applaud with the Hero medal and the achievement unlocked giving you a pleasant reward worthy of an erotic film.

Routine:

In the afternoon, talk to her by the pool. She mentions that she jogs in the mornings.

In the morning, once you have breakfast, go upstairs and talk to Lili. In her room, go jogging with her and interact with her events.

In the afternoon, talk to Lili again by the pool.

She will ask you to clean the pool of leaves. Swim and pick them up, then talk to Lili again. Get him some tea from the fridge inside the house and take it to the patio where he is by the pool. You can talk to Sam who is also sunbathing by the pool and if you want before or after tea. Go back to Lilly.



Now you must go to the pharmacy on island 2. Buy the bronzer for \$10. (Whether you have the item or not, the dialogue changes a bit, but the result is the same. However, it's best to have it in case you'll be using it in future updates and unlocking events.)

Remember that in main missions she is also chained with other animations, so intersperse between them to advance little by little and advance her love plot with you. When you finally arrive at the [Mission The Continent](#), [The Main Land continues](#), [after the Main Land](#) pg. 47-56

You will complete their love plot.

Molly Jensen



Non-character. But necessary to unlock other scenes by the plot

In the **afternoon**, you can talk to Molly about swimming in the water.

On the second day (**afternoon**), (with Molly), you can build a sandcastle with her. Build the castle in order with: the base, the second floor and then a large tower.

The next **afternoon**, talk to Molly about swimming in the pool.

Emma will come up with the idea of having a barbecue at dinner time. You automatically go to sleep, wake up the next morning, get on your motorcycle, talk to Emma, go with her to the butcher or meat market, and then go home.

Talk to Emma by the bar, then go to the fridge and come back to Emma.

At lunch. You meet Elizabeth (Sam's sister) and grandma (Sam's mother). Then you automatically meet Luciana. Then dinner. After washing the dishes, you can see Sam and Molly in the bathtub. Sam is topless.



Well as I mentioned it is easier to flirt with your neighbors than the girls of the house, so if you feel like getting a girlfriend in a less complicated way I recommend the girl from the bakery

Sara



This character is located a few streets from your house but is only accessible at **dusk: 5:30 pm**

To do this you can burn the afternoon by playing with Molly and then when she marks **dusk** on the screen as a message, get on your motorcycle from the house and you must go to the bakery.

Simply **Marking Island 1, Bakery**

Or you can walk from Sam's house with this route: go left, then down, then left left.

When you get to the bakery Talk to grandma (you can buy bread first) and Sarah will go downstairs. So keep an eye out that you can visit it at this time.

After buying bread (the first time), you can ask Sarah out.

The first appointment with her is at the ice cream parlor. The animation will take you there, Come back the next day at the same time (dusk) and The second date is on a ride on your motorcycle.

If you keep visiting her, Ella has changed places from the bread counter to baking bread.

After the motorcycle ride you will have to choose whether to make her your girlfriend or not.

(Logically you must give it if)

He continues to insist at this time and The third date is to the beach. After going to the beach she is left wanting to feel your package in her bikini, so Sara tells you to go to her room. To do this, you will have to climb outside the bakery to the ceiling. They will have some action but it will be interrupted by Sara's grandmother.

From here on out (if you talk to her at any time of the day, she'll tell you she's looking forward to being with you again and warn you to be prepared with condoms), so you should go to the pharmacy on Island 2 and buy several of these.

The fourth date in his bedroom. The fifth time he tells you to buy condoms. But you still have to go up to his room from outside the bakery first.

Eventually you will go to dinner at the Italian restaurant (Mangiatore) and so on, the other date is to take her to your old house, take her to the second floor and her without mercy.



Note: many times when you go from one place to another in animation mode you will get a warning that (you can manually drive the vehicle to get to this place), **usually let the animation drag you in automatic mode** without complicating your existence, because if you drive manually you will surely get lost in the huge island and its screen jumps like a labyrinth. I say this because it happened to me more than once, that's why the warning.

(I add route is to island 2) To do this, go left, diagonal going up left, go down 1 screen to the refreshment sign, cross the bridge left/ Advance 2 screens and a half to the left, go down 1 and cross 1 screen to the left along the beach, (the restaurant has a wooden fence and an entrance arch), this before reaching some parasols and sound speakers, If you go too far, give yourself back a little.

From here on out other girls follow but they are chained to main mission events to then have them available as secondary

That said, you can still visit them, but it is advisable to start getting to know them with the mission and then if by this means, lest you advance some looping animation or similar things that do not finish the mini-game, I clarify in case it happens to you, then I will pass. A useful tip is to always have an ellipsis for the animation to run without hitting Enter every so often, (fast-forwarding text or cinematics), doing this will simply cause it not to synchronize the music, text and animation and close the game or get stuck in the event without advancing. So be patient because if you gluche, it's because you're in a hurry.

Camila and Claudia



They are sisters, one attends the supermarket and the other the mechanic's workshop.

To get to the site use your motorcycle, **island1, Gas & Minimarket**

In the **afternoon** visit Camila at the Minimarket and choose to talk to her instead of buying products from the store, Do this by visiting her all week at the same time about 4 or 5 times, until she tells you to have a couple of beers at sunset (**dusk**) when the store is a little emptier to close it early and drink with you.

To spend the afternoon and get to that event simply play with Molly on the beach in the afternoon to get to sunset (**dusk**). Now get on your bike and choose the destination of the supermarket on the island1, Visit it at sunset and there will be an event where a thief will try to rob the store when you are talking about the date and close early.

After the mini event, both you and the policewoman will do their work under the ropes of said dilemma.

After that, visit her again the next day at the same time, she will tell you that her older sister Claudia needs help in the workshop.

Visit Claudia in the afternoon by simply entering that metal door of a closed garage at the gas station, then there will be a small mini-game of repairing an engine a car, even if you lose, you will not leave until you repair it.

At the beginning it is confusing, the bottom bar is the time limit, to fill the bar in blue hold down (Z), **try to keep it in the middle by releasing or releasing (Z)** until the green time ends, if you do it correctly you will advance.

If you get stuck in a loop and the event doesn't progress, it's because you're playing Betas versions of the game, I suggest you get from the author's source the (Paradise Beach V0.4.6.2) or higher depending on whether or not updates are released. That said, you should pass it without problems. "I add because exactly the same thing happened to me."

P.S.: Press Z just as the BLUE bar reaches the middle and that's it.



When you complete it you will be very dirty from the grease from the mechanic work in the engine, and you will bathe, here you decide if you want Camila (the girl from the supermarket) as your girlfriend, or not. If you accept, you will have opened the way to the relationship with Camila.

In the evening, if you go to the gas station and enter through the garage door, you will be able to talk to Claudia. The only topic you can talk to her about right now is the workshop. Eventually you'll pull out an animation where they want to party and drink at Roy's Bar and Grill site for the double date.



As you may have noticed with your motorcycle it is on island 2, but here the dilemma is that **you will have to manually drive Claudia's truck** all over the map to get there.

To do this, get into the truck, move uphill and then cross to the left to go over a bridge until you reach island 2

As soon as you touch the island, go up the road until you reach the upper end of the island, then move to the left following the path with rocks all over the shore.

The last part is somewhat confusing since the black lanterns with light may not be well noticed at the hour, (don't even think about going to the small island over the water at low tide because you will get lost), basically continue along the rock path until you see lanterns and go up.

Enter the bar and interact with the girls.

Map of the route to get to Island 2, driving the truck .



Main Quests

I'll be honest, if I know very well what those missions are that unlock the entire plot of the game, but here if it has to be said, the programmer exaggerated that one must hit the one that is to trigger the chain of events, that is, exploring such a wide open world it is very difficult to find the unique event that you must do to unleash the game.

And I'm not exaggerating, to tell the truth my first game playing this title I spent 99% of the game fishing and trying to make the blonde girls of the house fall in love... without any success in advancing the film.

So I had to investigate the forum where the original author of the game published this title and then read this complaint already resolved where all the users stayed, "a loop of being a fisherman and sweetening the ear of blondes without success". That said, I appreciate the direct solution expressed by the owner of the game, it also helped me to go deeper into the things I ignored, that's why the guide is made together with the answers of the people of the forum plus a text in English with solutions given by the author and users who dedicated themselves to it.

Passing this fact, as soon as you trigger this event you can play the title from then on.

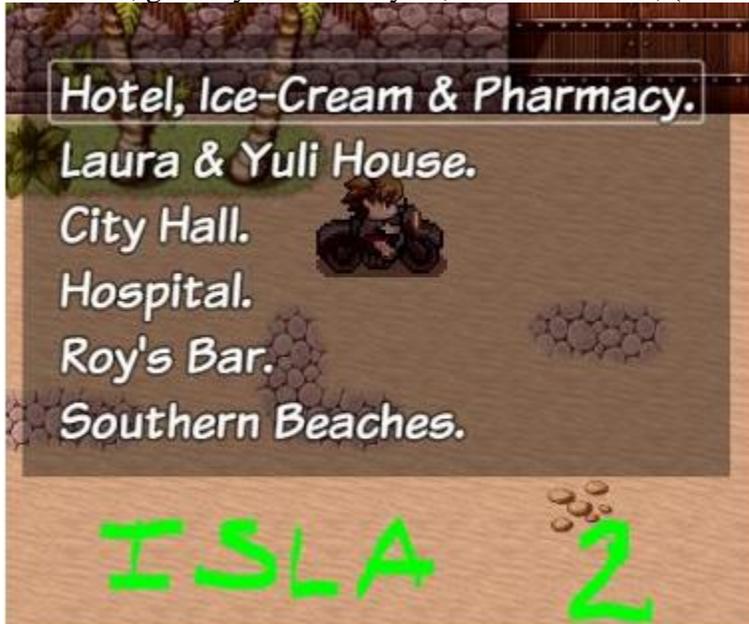
From the Item Menu

A BOOK WILL APPEAR with a legend or note giving clues of something about where you should go, I add that my objective from the beginning was to facilitate the motorcycle and the captures of the places, so with this as a base, you can now move and go to the fixed one.

I add that exploring on foot is exhaustive and complicated, but hey, I guess everyone goes through that dilemma that they get lost on foot walking just to browse the site of the island.

The newspaper says: "I like to have sorbet for tomorrow." "I like to have sherbet in the morning." So, after this notice, you should go the next day, in the (morning), to the ice cream parlor.

To do this, get on your motorcycle, choose island 2, (Hotel, Ice-cream & Pharmacy)



He walks into the ice cream shop in the **morning** and then tries to talk to Yuli (the black-haired girl).

Then talk to her **again in the afternoon** at the ice cream parlor, Yuli will be working with an apron at the ice cream parlor (She seems to have problems but doesn't tell anything about her situation), for now there is nothing else to do, so you must go back to your house and sleep or (you can just do other things for now like interact with Emma again, the girl from the bakery, or look for a lifeguard job in the hotel that is next to the ice cream parlor going down a little) You will earn 25 money and only in the afternoons.

When you get home, (or any neighbor's house) open your fridge, stock up on drinks, soda, beer, and juice. You'll need them soon. I recommend 25 of each. You can also buy food at the supermarket and bakery. Although it is already a decision if you are going to be stingy or only take soft drinks from nearby other people's houses.

The next day, go back to the ice cream shop in the morning, (Yuli may not be outside, **so talk to the girl in pink** who serves inside the premises, she will tell you that Yuli is outside with 2 customers who are harassing her. Go save her with a quick fight against those guys. You then take Yuli home and you'll be taken to Grandpa's Pier with an automatic animation.

Talk to Dimitri who is down on the dock with the yachts.

He will take you to your grandfather's house and then you will meet Edlira, who will eventually give you a rifle so you can practice some target shooting with your gun (on the second floor of the mansion)



You have to practice until you master at least (the single high-speed reaction shot) called "Fast precision shot (Hard)", as you will need them.

When you're done, go downstairs, enter the door on the first floor of the mansion, and talk to Edlira.

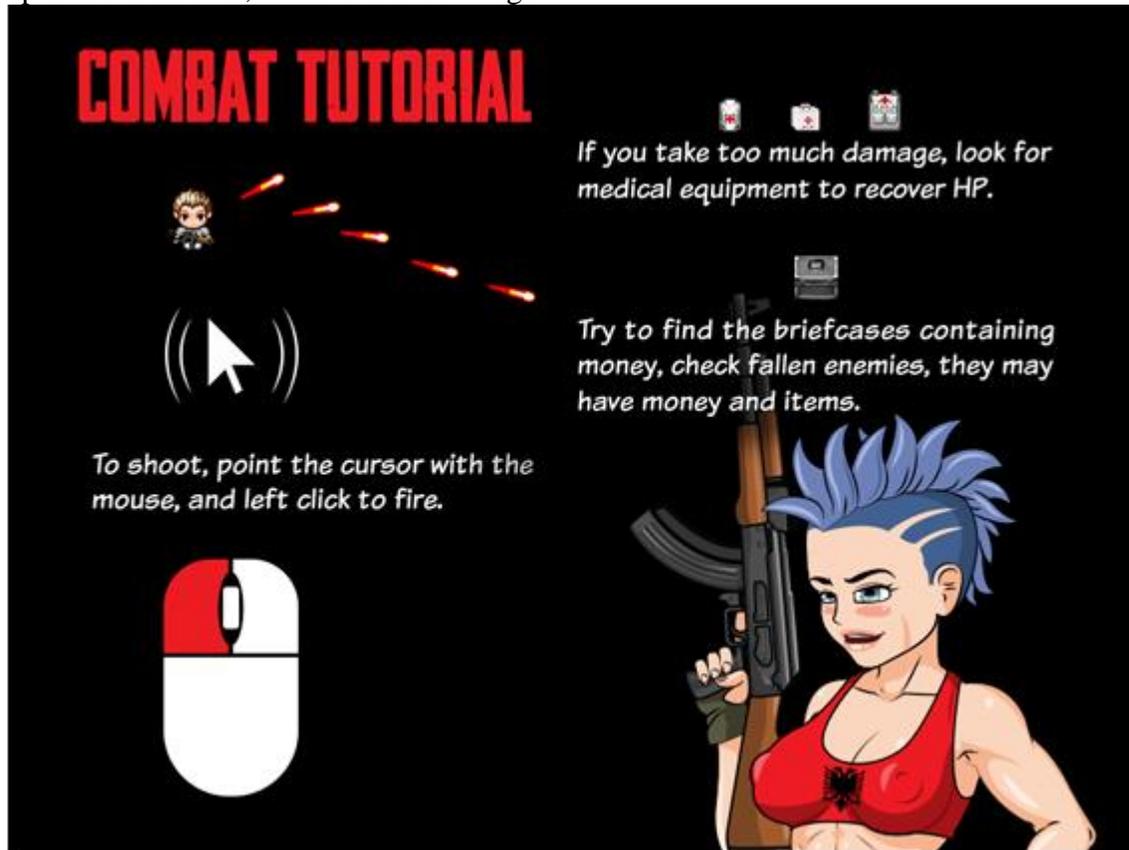
Edlira will tell you to go with Dimitri who is waiting for you at the dock, and he is the one who will take you on your first mission.

After they transfer by yacht to another island you must explore it, remember that enemies can have money and objects when you defeat them, so be attentive.

The event is to shoot without being killed, if you find first aid kits you will recover vitality, if you find briefcases these will have money, (to shoot you must now use the mouse and the cursor, with left trigger.) to

advance the keyboard dates, it can be confusing but you must get used to maneuvering with 2 things at the same time.

The game explains the tutorial, I add reference image



MISSION 1

The building with a water tank **has a healing element**. It will automatically heal you, so it's best to tap it for later in case you have accumulated damage.

You'll notice that bullets only travel a certain distance before disappearing, so calculate gaps to fit between the burst. Eliminate all the outer guards, then those inside the upper left and right buildings.

The **central building has the briefcase and key** you need for the cells and the second building. When you have the key, you will use it to free all the prisoners.

After killing everyone except the building that was locked up, in the center and on the right, get the healing item in the south building with the water tank. Also, be sure to check all the dead bodies. They may have money or items on them.

You can also have your inventory refreshments to fill up health little by little in case you run out of medkits, that's either that or hit (Load) to the mission and pass without being shot.

In the second building, just after the water tank and the truck, there are 2 people shooting at you. Stay out of range of your bullets and wait for them to stop firing, then quickly shoot a man and then back up. Then do the same with the other. Finally, open the briefcase.

The game will tell you to (give SAVE) before going up the stairs. Here do the same as in shooting practice, the line/meter/and mark is much faster. If you do it correctly you will save the woman. Open the briefcase here as well.

After the mission, Edlira tells you to go to sleep in her bed... and then you will have sex with her.

The next day, exit the building and go left and down. Enter the building through the pier and climb the stairs to the second floor. Edlira tells you all about your father and your uncle.

It should be noted that the only one related to the grandfather is the protagonist. All of her other children are adopted. In addition, Edlira refers to the grandfather as "father"... So you'll realize that you just slept with your aunt.

Go down to the pier and Dimitri takes you to another island with the pawn shop to get to this one (up in the center and then to the right). Also, if you look in the bottom right corner you can see two dogs fucking. Don't talk to the blue-haired woman!! You'll probably regret it if you do.

Once at your grandfather's pier you will most likely not be able to see how to get out of there on foot, and you will most likely get lost exploring the three islands at night, so before making that decision, just observe your motorcycle in total darkness, get on it and choose the destination to leave.

Sleep at home and record as soon as you wake up, go to the ice cream parlor on Island 2 on a motorbike and talk to Yuli. She will be happy that you saved her and they will go to her house, there you discover that Yuli is the younger sister of your ex (Laura) and that she wants you, so she takes advantage of the situation.



In the diary it now says a main mission of "I like to help on the farm". / "I like to help on the farm." /

So, after breakfast at your house just go to the motorbike. Choose the third island, Abigail's Farm. Once you arrive, she will be outside the tent for you to help her with the farm.

Well, it's like any mini farm game, the first thing to do is to remove the weeds from the site by pulling it out with your hands, once that task is finished, now grab the shovel that is outside the store and return to the cultivation area and make holes.

Then take the seeds outside the store, (they are in a box, next to the door), and plant them, return to the area of the holes and plant the seeds.

Followed by that you must take water from the well and water the seeds you planted, it is somewhat delayed since the watering can only gives 10 sprays of water, so you must recharge in the well and continue until the total of the plantation is finished.

For this work of collaborating with him on the farm you receive \$25 of money per day.

At the moment you won't be able to do more, so you will have to go back to your house, sleep and get up in the morning to return to Abigail's farm.

(Note: Before leaving home, collect soda, beer, and juices from your fridge, as you will need it for an event later, such as 20 of each and you need more items to fill health that are more effective you can buy food if you want at the supermarket.)

Continue to visit Abigail on her farm in the mornings, now it's time to pick the fruits and vegetables you planted yesterday, repeat the process, eventually Abigail will add the option to give you a different reward, this time a date with her on the beach, she will put on her bikini and you will go to enjoy the sun having some piña coladas, but they are interrupted by an assistant of your grandfather named Edlira, so your date with this girl is in the middle of the night.



In this she informs you that they want you to go to the airport and pick up your cousins.

To do this, you must use the Jep of this place, otherwise you will not be able to leave the area on foot.

Once you get on this don't go ahead with Enter the dialog, because the second screen of the Jep says what you must do.

To go to the airport of the Margaret Islands you must first take a (ferry) which is a mini cargo ship for cars, this is located next to the police station.

To be honest this part is tedious because you don't know about the existence of said police station (I add it is on island 2) and **the route you must do is using the Jep crossing the 3 islands**, so I add the route of this one because it is complicated to go blind without knowing the whole map exploring random things with the Jep.



Head north to get out of Grandpa's Pier... then turn left to reach the main road.

Head north past the gas station. When **you see a blue-haired girl** and a brown-haired boy, go to the left. Cross the bridge that connects to island 2, as soon as you pass that bridge now go north until you reach the police station, go up a little more and board the ferry.

After disembarking from the ferry, (on this island that is N°4), go up a little, cross to the left and then to the north. Park the jeep at the airport. (Looks for the circle)



Enter the airport offices and your two cousins from Russia will be waiting for you (Polina & Yekaterina)



Once you interact with them, exit the building, return to the jeep. Now simply retrace your steps: down, right, down, go up to the ferry.

When you get to island 2, go down and cross right to get to the bridge that connects to island 1, while driving you will get oral sex, you automatically arrive at grandpa's pier. (These cousins without so much taboo if I like them).

MISSION 2

WARNING

When using a shotgun, you will not have the same range as with machine guns, so you will have to be closer to the enemies.



Also, in the platform system you can only aim in two directions, left and right.

The shooting system is the same as before, you aim and shoot with the mouse.



Now you have your second mission. It's a side-scrolling, point-and-shoot battle. Be sure to check the bodies after killing all enemies in one of the sections. After the jeep warehouse, there are painkillers for vitality.

You can use objects from the environment to cover yourself from enemy fire, be careful because some are fragile and withstand few shots.

Move with keyboard arrows and shoot with a left mouse click. The shotgun shot is short-ranged, so you'll need to test the distance to hit the mercenaries.

The first aid kits you leave behind can be returned for them between stage jumps to replenish blood, inevitably some machine shot will hit you, so analyze well.

Now you must fight a helicopter. Yes! It's serious! And to top it all off, you lost your shotgun. Hide behind the metal box first to stop its blast head-on. Then switch to the wooden box when the helicopter changes places. Then let's go back to the metal box.

Repeat the cycle until the wooden box is destroyed... And it may not be detailed at first glance but there is a bazooka there. You have to get it FAST. Then, dodge the stream of bullets and quickly reach the circle. Press Enter/Spacebar, now you must test your way to take down the motherfucker! "The arrow in the crosshair moves pretty fast." So it must be an accurate shot.

The girls take a picture of you and then take you back to Grandpa's Island. There you meet your attractive grandmother, you see Giselle who is the girl with white hair and a red-haired beauty named Yami.

You will have some target practice again and you will be able to go to a party at Grandpa's house. To do this, exit the building and head north past the large metal gate. Then head north to the pool.



Exit through the small arch and go to the right. Your parents' house that is going up.

It will then automatically return to the pool. Talk to everyone in the room (check below the shaded patio section). Then Grandpa and Dmitry go out to take you to some business so that you can accompany them.

You're going to meet Lukyan and his daughter Tanya. Then, you return to the island in Grandpa's helicopter. If you go left and north past the large metal gate, then the party will be over, so go east to your home within this property. Again following the route of the images above. Your cousins are there to catch you and have a good round of sex with you.

Once finished, you will most likely have to leave the grandfather's dock on foot because logically you will not see your motorcycle here.

Remember that the last time you used it was at Abigail's farm when you had a date with piña coladas, here you have 2 options, the first is to walk up until you see a motorcycle taxi sign, (pay 5 money), choose to go to island 3, Abigail's Farm.

Or you can walk there following this route



Needless to say, the motorcycle is an indispensable element for the protagonist, so that is why it is crucial to recover it, as I said many times the animations drag you and will make you lose these objects from the radar, so to avoid this same nightmare of exploring randomly, the guide was created for this purpose and not to fall into the trap 2 times.

After this, continue your routine of trying to help Sam in the morning after breakfast, going down to the basement until she tells you to bring the dirty clothes from the rooms to wash. (I add because here the dialogue changes).

Check in all the rooms a wicker basket with clothes, Lili is the only one who will not accept, so it is all the rooms except her, go back to the basement and put them to wash. (Read back Page 23 Sam's section)

The Continent

The next morning, Lili comes in and talks to you and then you have to go to breakfast. Next, you head to the pier and board the boat.



There's some conversation going on as you go to the mainland. There is nothing interesting left and right. So go all the way north to the one you find the car park. Lili's "almost-boyfriend" hasn't arrived yet, go to the left and you'll see a coffee shop.

After a bit of conversation and a taxi ride, you arrive at Mingzhu's house, Suggestion (record before ringing the house bell next to you). Open some more conversation, Lili appears, and then you go to the Mingzhu to the shopping mall.

At the same time, your cousins are on a mission to get revenge on you with the capo who ordered the helicopter attack. (Successful Shot mini-event).

Back at Mingzhu's house, the girls go upstairs to get ready and go to the nightclub, they come downstairs in somewhat risqué outfits!!. Mingzhu and Lili are ready to tuck his member in with everything and clothes.

Note: let the animations run without hitting so much Enter, as they must synchronize both music and animations, so take it easy, as the animation requires it.

At the club, you meet Sharon. You dance with Mingzhu, Lili, and then Sharon.

You have to make 2 multiple-choice decisions. "Do you want to be more than friends"? And "Do you want to have sex in the women's bathroom?"

Then you meet Tono Cortadas (drug trafficker and owner of the club) and his wife Evilra. After the conversation with the unusually friendly and kind drug dealer, you return with the girls. If you can't understand Lili is drunk, she asks you: "Are you okay?" Lili (about to faint) asks for one more dance.

Back in Mingzhu's apartment, things get even crazier. I love drunk women. There are a couple of super cool scenes, very good and worthy of porn film. When you wake up, (creates a double Save file)

Go talk to Mingzhu. There's more talk.....and then Lili becomes hysterical and moody. After lunch, you take Lili to the university campus, where she thinks about the protagonist, her "current almost-boyfriend" and everything that has happened to her from that night recently.

Then she makes a really strange and confusing discovery.

After Mario appears, Lili runs away, From now on you have to drive the car. Definitely SAVE (preferably in another slot) before starting this mini-game. You can NOT crash the car, nor hit other cars from the sides... <THE GAME WILL END If you crash into other cars!!

At first it is quite frustrating because you don't see any lane clear to the naked eye. You will crash many times, so for this you must follow the red car.

Once you pass it, go ahead with the keyboard arrow in front and evade a car of the police who will go after you. Try to follow the route above behind the red car. Now there is a blue car. After the ambulance, overtake the blue car.

This animation is literally tricky if you can't see the void between the cars in animation, but as soon as you find the hidden lane, things get more Simple.

Note: I don't know why but the first save file after passing the Car mini-game disappears from the menu option, as the engraving using the The first slot that Save is now empty. (hence the double SAVE above). Thing of the programmer.//

Go back into Mingzhu's apartment and talk to Lili on the couch to find out information about what happened to her.

Go to the kitchen and the glowing place, there's one (phone call animation to Yami)

Mini event from alley to dark. (Record when you're hidden in the garbage). There is an animation by the protagonist and a quick fight event.

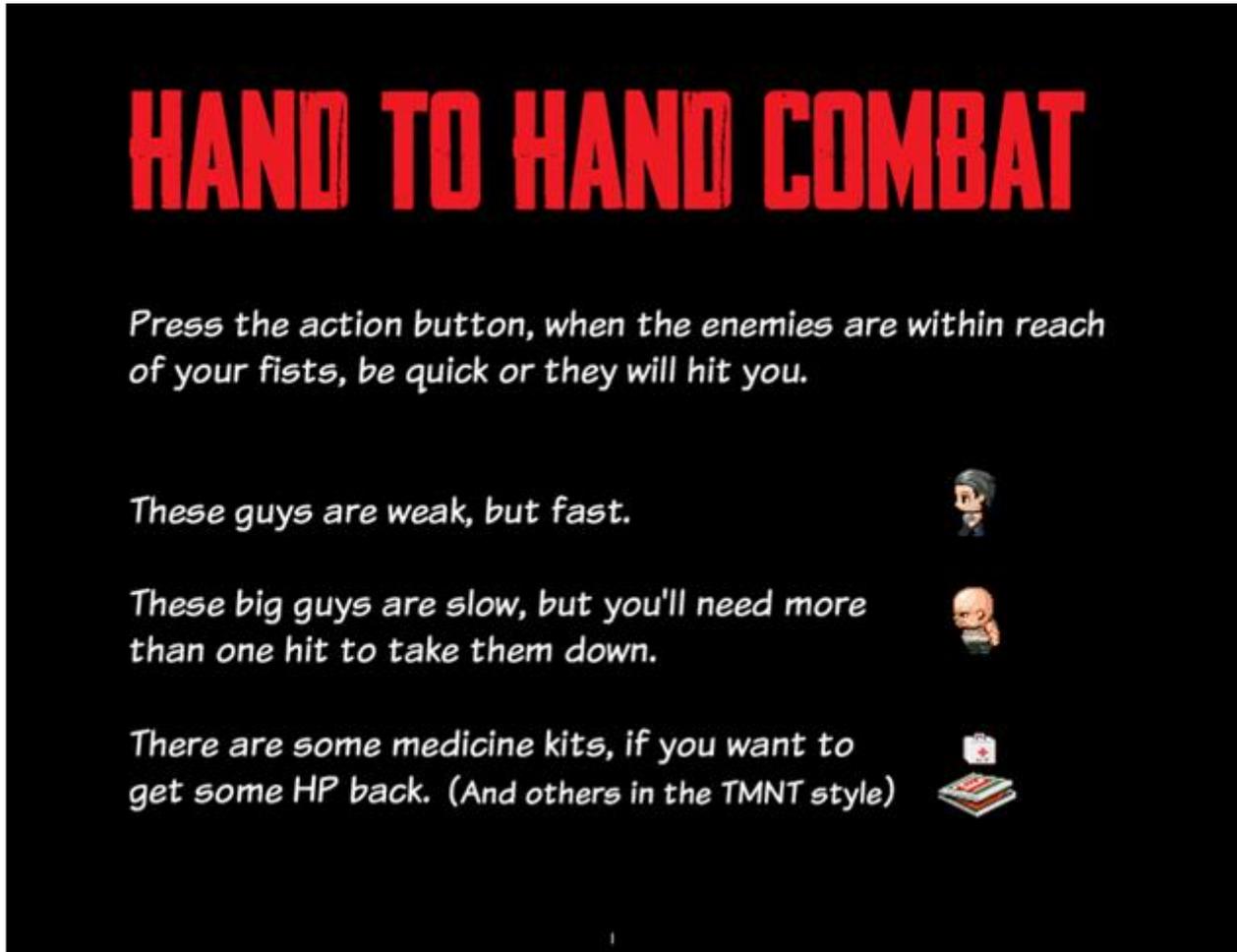
Then there is a scene that you can skip or not, which the protagonist tells Lili. The truth is that he is not only an oyster fisherman, he is a hitman that his grandfather trained to kill people who interfere with their business, they generally save people kidnapped for trafficking in girls who have kidnapped other ruffians from the island, as well as banishing drug dealers in their territory.

The protagonist tells her that both her father and Lili's father were also men of the grandfather, if they died it was for defending the island serving as hitmen, that they were not fishermen who died at sea.

Suddenly, another mobster named Tono Cortada gets them into the car, a woman explains. mission (since you annihilated his thug, you must do it by taking his place) or there will be They then leave Lili in Mingzhu's apartment.

Mission 3 is about to begin. There are two prostitutes outside the building with the that you can talk if you want.

MISSION 3



The game informs you about the enemies you will face. Don't worry about the doors, just use the stairs.

For the strong ones, (which are slow but lethal) I pressed the attack button quickly (as they require several hits to fall) back away if you sit threatened. Only the boy at the machine had money.

The weak move faster, but they fall more easily.

In the first section there are 3 weak and 1 strong. Also, a health kit at the end, just before the stairs.

In the second section there are 3 weak and 2 strong. Also, a health kit at the end, just before the stairs.

In the third section, there are 2 weak, 2 strong (one white and one black), then a insane with a machine gun (you must stand by the door) evade bursts of bullets and hit him.

The old man who is the target runs to the door. FOLLOW HIM. Open escorts Protect. You can move forward or stand still and press the attack button quickly.

Then you enter the drug factory room. Of course, the old bastard. Run away, leave the room, and go upstairs.

FOLLOW HIM. Now you're on the roof with your prey. Try running again. Follow it from without letting him flee through the fire escape, in the end you hand the old man over to the mafioso of Tono Cortada, so that he has his reprisals.

The main land continues

Now the protagonist walks away and thinks about the day he has just had.

By coincidence, Gaby, the waitress, finds him. She takes him to a hotel. (She wants to stop being a virgin, they get drunk and the protagonist decides not to deflower her, alone rubbing it against her and making her, she sucks it and they end up sleepy in the fourth.

Here you find out that she is her half-sister, that's why there was no sex deflowering her only sex games.

Here is an animation where Mingzhu who wants to know more about the protagonist, So she calls her uncle, (who happens to own the island's hardware store). Later they talk to Sharon and Shirley.

After the main land

There's a trip back to the islands on the yacht, there's a bit more conversation between Lili and the protagonist. And then you go back home (main). Lili asks you for help to climb his suitcase down the stairs, which is just an excuse to get to fuck him in his bedroom, (so they fuck since the house is alone). Then he and Lili are on the couch watching the news when the reporter mentions a double murder that we know about Who was the author?

Sam, Emma, and Molly return. FUN TIME FOR MOLLY !!! She he receives his gift which the protagonist bought on the previous island, and decides to call him Mr. Piggy. Then he does a happy dance.

This is a point of no return!! Make sure you've done all the things secondary and the girls in additional singles, before continuing with the missions Main!! [Pages 25 to 34](#)

There are extra NPC characters like a brunette named (Tia) she's in the Big Mama's Dinner restaurant, on island 1, you can go out with her



If you go to Big Momma in the morning, you can find (Tia) outside. It is at the left, next to the beach. She asks you if you want to go swimming at sunset. Go to his home at dusk and inside the restaurant you meet her little sister Lulu.

If you go to Big Mama's Diner at night, you'll see (Tia's) whole family and they'll talk until midnight

If you're going to talk to Mr. Jonson. In the afternoon, (Tia) is outside again. She is right next to the left side of the house.



Encourage him in the morning until he agrees to walk with you. (This character is in development) so it will be very light sex, with will continue when the game is updated.

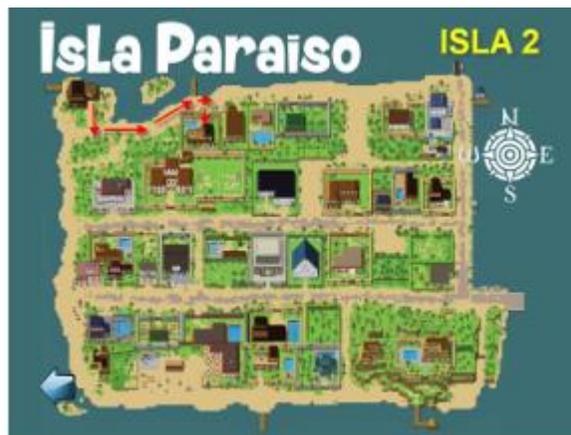
They might drag Island 1 back to Big Mama's Dinner and you don't know where your motorcycle was, for this you must return to your old house (of the protagonist), well either by paying a Motoitaxi of 5 money or going on foot.

In case of Motoitaxy the marked destination will not appear, you must go to island 2, Roy Bar, Once there, go to the right, go up a little diagonally and you will reach a house with a swimming pool where it has a port to dock boats. Enter this house.

If you go on foot the route is more extensive, but it is still interesting to know this destination on foot, because technically we never go to the site (except to take the baker to the empty house and fuck her). But the information is not superfluous.



Walking Tour from Big Mama's Diner (Island 1), to the old house of the protagonist in (Island 2)



Route from Roy's Bar Paying Mototaxy



Another character in development is Veronica, she is in the mornings (on Island 1, house of Veronica), you will give her swimming lessons and flirt with you. You'll earn some money for teaching him to swim.

You should visit it several times a week in the mornings, after breakfast.

There are other non-sexual things you can do for leisure

In the morning, at the police station, you can meet Officer Jenny. In the afternoon he is outside, between the cars. Easily overlooked.

If you go to Mrs. Veronica's house in the evening, you will have a little conversation. If you go 2 screens to the right, you will find a blonde named Elizabeth who will tell you He asks you to bring him a beer

In addition to playing on the PC in your room, you can collect cards from the 6 heroes From the video game, on the island 1 supermarket of the machine left/ the other is to buy candies from the machine (bottom right) you can play with Kiki by betting them with a



Sunset dice game (Dusk), she lives next to your house on the left and is outside Jacky's house upstairs hidden in a small boat/ In the mornings you can playing with rock, paper, scissors with Amy, she's outside fish shop on the tomorrow.

Boat trip

After dinner, if you check out your blue book, you'll see what to do next. Lili has than to come first. She is in her room. Check it out after the breakfast. After the conversation, go downstairs and enter the bathroom. After from the bathroom scene, you can say something to Sam. Now you have to have lunch.



The next day Molly is in the bathroom after breakfast. So go talk to her to see a random scene of shark girl with champo. Then go to the room of Emma.



As soon as you jump the door screen, press the date on the left, like this You'll talk to her without getting into a loop of leaving and entering the room.



Here Emma receives a call from Lucia and tells her that the mayor wants to see the Protagonist. They also make plans mentioning that they want to go diving later. Molly walks in and surprises you while you're kissing her sister Emma.

You automatically go to the mayor's office. Talk to the lady behind the desk and she tells you to come in. (Left) Mayor Marisa wants to speak out with you over your family. You are interrupted by Marisa's son named Paulo and a sexy blonde called Amber. They only want money for gasoline. (He's a spoiled rich man) Some people want to dump toxic chemicals in the waters around the islands and Marisa He asks the protagonist to have his grandfather investigate them. In addition, to protect to his family, Luci and Paulo.

Then follows a cinematic of the traitor Marcus and some LOOKING men Ugly and stupid. Marcus and reveals that they want these men to kill (very probably the protagonist and whoever gets in the way)

Then he returns to the Protagonist, Jacky, Emma and Luci, who are planning to go to dive. They are interrupted by an enemy fishing boat like pirates on the high seas. The Protagonist has a damn machine gun under Jacky's seat, so You must move on to defend your yacht.





You'll get a quick tutorial on what to do. Move up or down with a keyboard and aim and shoot with mouse left click. The ship's damage zone enemy is in the center under its surface/ Your damage zone is your engine behind.

The first boat is on the right and in the center, about 2 small boats will appear They're on the back, bottom, and top of the screen.

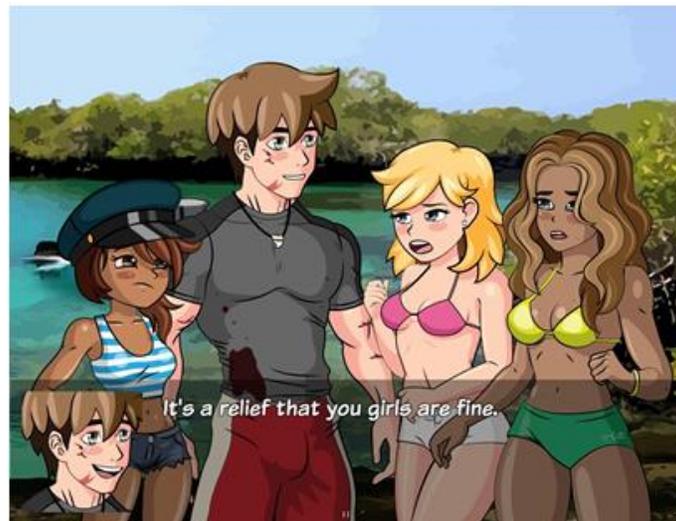
Try to get the tiny boats right as there will be about 5 or 6 more boats that will come out You must destroy quickly. Technically evading gunfire from this first invasion It's not so difficult if you've already gotten the rhythm of zigzagging, but the dilemma comes later.

Then out of nowhere a colossal battleship appears. I add that this part is hard ('cause there's a sea of bullets giving you very fast bursts like rain, so it will be very frustrating to pass) I had to retry 10 or 17 times before to destroy the damn main battle ship. **MAKE SURE TO DESTROY THE SMALL SHIP ON THE TOP SCREEN BEFORE DESTROYING THE MAIN SHIP!!** Otherwise, it won't be completely destroyed, they won't tell you the victory no matter how much you beat the main warship, and they will continue in the plan of shoot yourself until you fall destroyed.

The logic of destroying this fucking main battleship is to make a small touch short (making a space for yourself) that starts at the bottom of the screen and works your way up up. Then down of One tap at a time. And obviously hold down the left mouse button to shoot!!

Remember that your damage zone is only the back of the engine, so you may be able to Visually if they hit the tip of your yacht or in the middle, then those enemy bullets will make you trespass without hurting you. (Just protect your rear engine and look for openings diminutas entre la metralla enemiga).

And if I know, it's not easy at all to overcome, so take it easy and try to When you're not stressed by loading the game. And if what has happened to me has happened to me described above, You destroy the warship, it explodes, but a tiny one Boat keeps hitting you with bullets until it destroys you, in a cycle of endless dejavu making you want to give up if you keep trying.



Then, there's a conversation where you find out that the engine is damaged and so is the radio. Jacky notices a deserted island and then you head towards it. There's more conversation between the characters.

Then there is a scene in another place of the cousins with their madness, Giselle and Edlira. They run to find out what happened to the protagonist.

Desert Island



He enters the circle and the protagonist says that he needs stones. In total there must be 7. There are 4 on this island, and 3 more on the South Island. To do this, climb the stairs of the left and go down to the other island to pick up the missing 3, return to island 1 and get on the yellow circle.



Click on the fire pit and now it says that you now need branches and tinder. Up On the stairs on the right you will find 3 different branches, you will identify them because they flicker in colors like lights.

Then go up the stairs on the left, explore in circles giving a perimeter Inside and outside and you'll find several branches, Then go to beach 2, climb the stairs on the right and explore giving external and internal circles finding branches. It's not difficult, it's just seeing objects that shine, you need to find 11 piles of branches to make fire.

Now you can talk to Jacky. Then talk to Emma and Luci.

The protagonist shows the girls which plant needs leaves.



Save just before you cut the plant so you can go back to this point and look at the plant as a reference again. What I did before cutting the plant is look for others the same. Then I went and cut the plant. Although according to the version of the game, in the Plants are glowing, so they should be visually detectable to the eye.

Now you have control of Emma and Luci to search for the plants, follow the same tour that with the firewood and you will notice the plants shining, there is a different conversation every time the girls catch a plant.

At that moment, Luci tells Emma that she has to pee and then she does. Further south There is a plant on a small cliff. The girls decide not to succeed. After picking up the top floor, the screen goes black and the protagonist Create the shelter.

Talk to Jacky and she tells you she's hungry. The protagonist says he saw some coconut and banana trees. Go north and look for a gray rock with vines. Now climb to the 2 palm trees on top of the rock to lower the coconuts.

Now go to the left and then to the north. You can climb the coconut tree on the left.

Once you have obtained the coconuts, you must go for bananas



Now go to the end of where you were and go down, cross and see to find the first banana tree. You can also cut Bamboo.

Go to the other island and to the right to find another banana tree

Now go back and talk to Jacky. Emma has something to say if you talk to her. If the You do, you go to the shelter. She asks something personal and he tells her the truth about his grandfather. After that, Emma leaves.

Jacky enters the shelter. She talks to him and then tells him that she will go get some Aloe for your wounds.

Now you control Jacky. You have some conversation if you talk to Luci next to the large brown rocks. Look for a spiky plant that is light green. This is Find it on the left staircase, go around a little exploring and you will find it. Jacky Says one piece is enough, you don't need to look for more aloe, Well come back to the "shelter" (house) and Emma has a yellow arrow above her head. Talk to her and then enter the shelter. He dreams of Jacky and Jacky kisses the protagonist.

Now you're the boy again. Talk to Emma and the girls. A few hours later, Go to the top section of the yellow triangle zone. You will see dolphins

Jacky comes to get you and decides to sleep with you (nothing sexual)

The next morning, Jacky and the girls shower together. Luci realizes that Jacky is in love with the boss. They talk to Jacky and Emma will give her a small conversation. Emma says to go talk to Luci.

Ell is behind the rocks below, she says that there is a large animal behind the rocks. rocks, but he just wants to catch you there. (and you have sex with Luci).



Now let's go back to Jacky. There is a little conversation with the 3 girls near the wooden shelter. Now there's a glow just to the right of them. Go there and make a fishing rod.

Now there are bubbles in the water for fishing. Then go to the white/grey bin next to it of the shelter, then go to the right or left stairs and look in the area with cracks worms for fishing. Equip the rod and bait (worm) and cast your line with the strength marker.

Fishing is pretty straightforward. When you think you have enough fish, go with Emma, talk to her and give her the fish interacting with her at least 4 times giving her one fish at a time. Once this is done, you will have a conversation with Jacky. Then Emma and Luci join in. Finally, the fish for everyone will be cooked.

In another shot in a separate place, the cousins take revenge on those who attacked them in the boat, they manage to get information.

Emma and the protagonist get hot and go to blow off steam, but when you go to Emma are interrupted by the cousins who come to help them from the island Deserted

Now something is happening in the bank. The director of the bank, Mr. Canales and his accomplice they try to flee when they are betrayed, but Dimitri appears and they are kidnapped in another vehicle.

Then you are in control of Laura Sánchez... the protagonist's ex-girlfriend, Talk to the guard Mr. José Posada. The police show up, ask some questions, and then He fires everyone.

Now you're in the warehouse and you're in control of Inspector Ramirez. Go and talk to him Mr. Roberto the blond boy. Then... the nuns appear... Ramirez wants to seek the boxes that the nuns are transporting to another island.

Now, back on the desert island, you'll be back in control of the protagonist. Jacky and Luci has very little to say, so she looks for Emma in the shelter. Then speak with Giselle. Now go talk to the cousins who make your wound open again and you faint.

When you wake up (2 days later), you're in the hospital. Go talk to the Nurse Francheska at the counter.

She asks you to go back to bed to rest from your wounds.

There is an event with a thug that the protagonist identifies, he sneaks into the hospital that wants to kill Laura's mother who is unconscious, the protagonist intervenes, he puts the key to sleep on the guy, takes him to the swamps and gives it to the alligators.

At the moment this is the ending 1 created by the programmer, I may add An interesting list of possible candidates of higher caliber as the main bride of the hero, for now it is what it is, so he apologizes for it.

There is a series of events and then multiple choice (pick 1 random bride or pick manually) (manually there will be 3 secondary girlfriends to choose from that you have already conquered: unfortunately they are not the girls of your house, rather NPC who are between 1: Camila the girl who attends the supermarket/ 2: Sara the girl at the bakery/ 3: (Tia) the brunette from the restaurant m Big Mama Dinner). If you don't choose none of the list your ex-girlfriend Laura will be your girlfriend by default.

(You can choose all 3 girls at the same time) and I think Laura too, plus Lili and one Extra blonde which is Sharon. (Enter more multiple options and you can hit the and keep all of them at once)

It is something ambiguous to understand but it is what it is.

Then the girls from your house come to see you at the hospital and see your catfight. harem to know "that they are all in the same place like your cattle of reces gathered."



And that's the current end of brides for now, I guess they'll put in a update available on the list to Sam, Lili, Lucia, Emma, Mingzhu, your cousins (Yekaterina and Polina) and especially Jacky, because she was always seen to be in love for the protagonist but she did not take that leap of confidence to have something with him.

Return to the mansion



A few Doritos later the protagonist is living in his old house with Sharon, his younger sister and their mother, who is visiting him. You'll get action with then they will want to drive to the red Galleon, for this she leaves home and arrives at the ferry.



Once you arrive by ferry from island2 to (Margaret Island), you can reach the red galleon by any of these 2 routes. They will have dinner and open an event where the younger sister of Jacky named Kiki is hurt, the protagonist will take action in the matter of such a offence.

Then you'll go home again with the blondes, get ready because Sharon will want to have sex with you, while you with her and without compassion, the screams come to the room of her younger sister (Shirley), who ends up touching herself imagining that it is her to who the protagonist is.

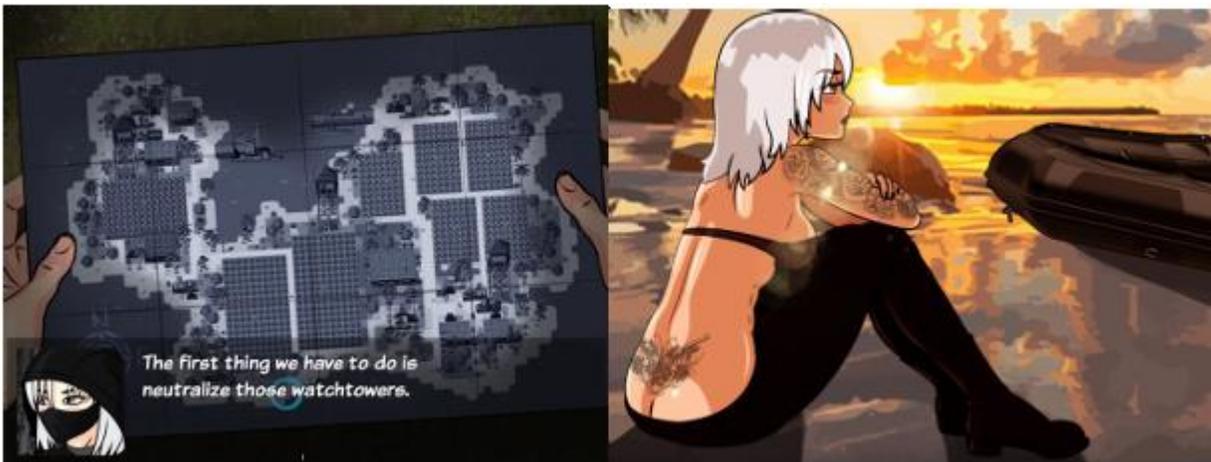


Then you will hear a noise on the terrace, move from that room to the left to get to the terrace and Guiselle will be there, she will give you a new mission of infiltration, so they will both go by yacht in stealth mode at night to a new island to end their objectives, which is a drug plantation of which the narcos They profit

MISSION 4

The mini-game is based on eliminating watchtowers and guards at your leisure. Around you, you must plant bombs without being seen by enemies in a limited margin of time throughout the island, the idea is not to let you see the guards annihilating them one to one and put the bombs on the objects marked with shine, even in the pastures.

Once the sneakers are in place, the enemy island will explode and the mission will end.



Enjoying the comforts of home

When you return home, messages will arrive from Lili and her friends urging you to Again



Talk to the girls in the pool and there will be a mini game of massaging the moms (Shelby) and younger sister of Sharon (Shirley), follow the mechanics of moving around with the keyboard arrows continuously, until you change the dialog by interacting in both women, he brings out more dialogues until the massage is over.



You can continue to interact with Sharon in the Pool, if you do you and she will go to a secluded place where she will give you oral sex.

LEGAL RIGHTS

After this, the police will arrest you and interrogate you at the station for being the Suspect in the death (of the guy who attacked little Kiki at Galeón Restaurant red), a beautiful new policewoman named Fernanda will flirt with you, the lawyer He will intercede to get you out of the station and you go back to the girls' main house Sam, Lilli, Emma, Molly.

As soon as you arrive Emma was masturbating for you, then they go out to ride waves between the 4 characters.

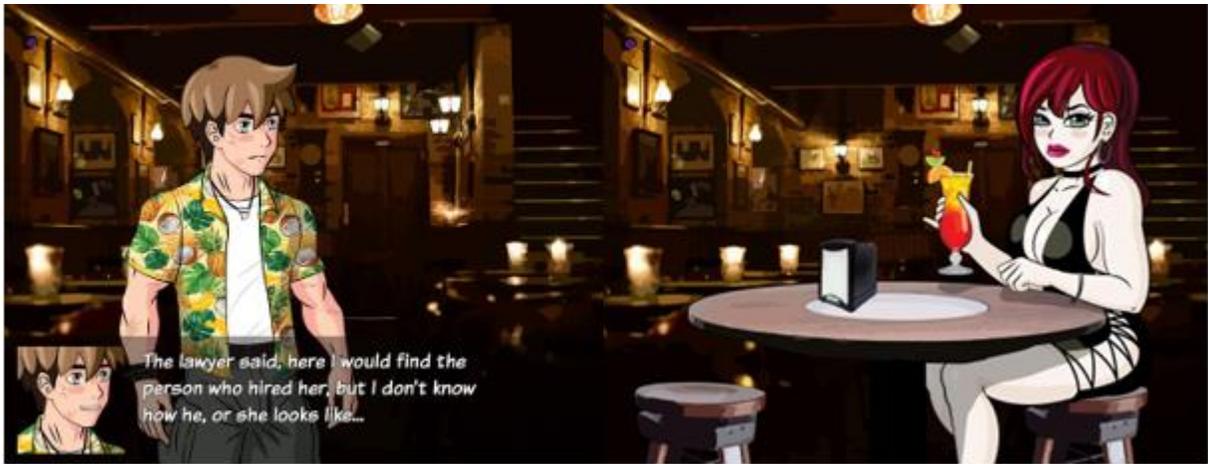


Once your motorcycle is recovered "when you enter the girls' house", you can go to visit Former ex-girlfriends:

- 1). If you go to the Island Bakery 1, Sara will be in the kitchen and you will have a date new on the beach.
- 2). If you go to the supermarket on island 1, Camila will make you wait as a cashier while She gives you oral sex, as she hides behind the counter and you attend clients.
- 3). If you go back to the protagonist's house he can have sex with Sharon in the shower
You can also advance the time of day if you are at home and go up to the second Entering the double bed, the idea is to explore the house with different times and sites and fornicate with Sharon like rabbits.

UNKNOWN APPOINTMENT

When you can, go to Roy's Bar on Island 2, in the evening on this You will narrate adventures of what happened and a strange girl will buy you some drinks



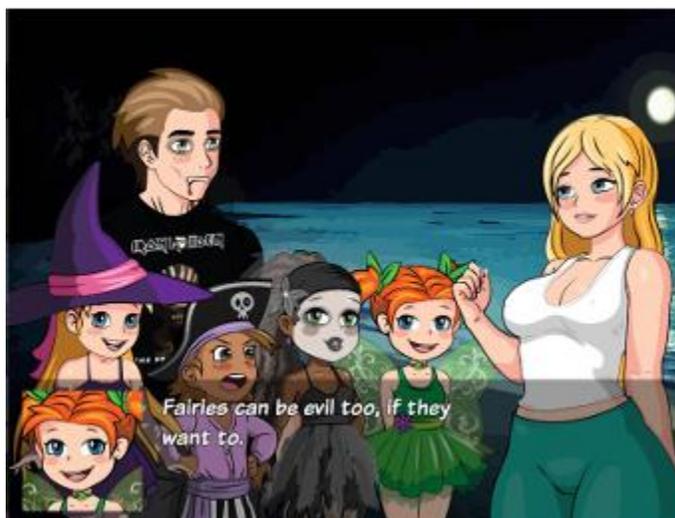
They will have a walk on the beach with the girl after a few too many drinks.

There is an extra character that only appears 1 time on Halloween and the truth is somewhat tedious to get (if you don't know Island 1 like the back of your hand), it's all about Eirlys.



To do this, you must go to the computer in your room and activate the Halloween event, to Scroll through the PC USA with the arrow keys on your keyboard.

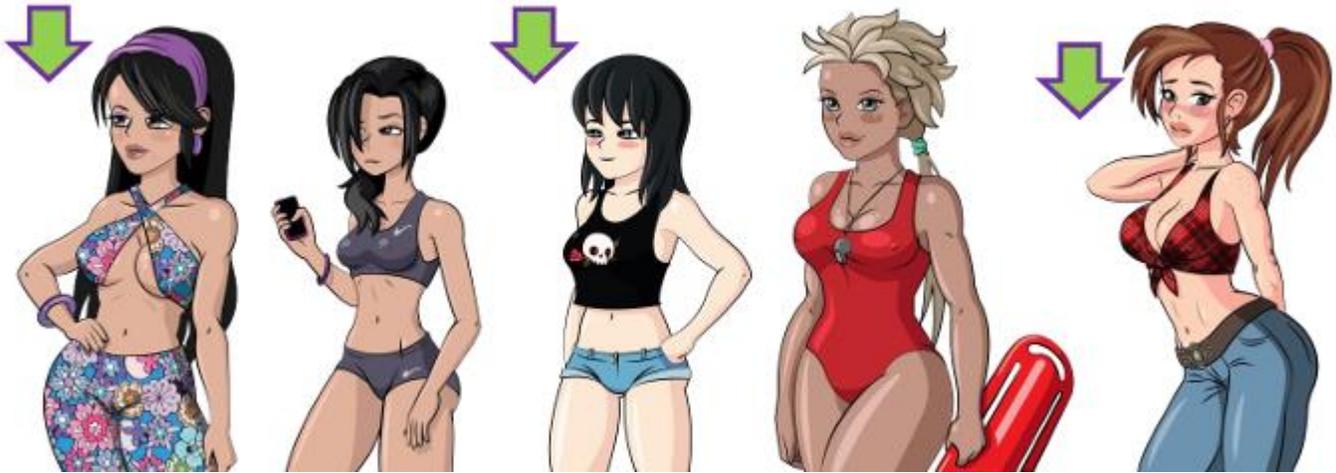
In this event you must go with the girls of the island to ask for candy at all the houses in the sector, so to locate you better I add a map with the route



- | | | | | |
|------------------------|-----------------------|---------------------------|---------------------|---------------|
| 1/ Jacky's House | 2/ Bakery | 3/ Hardware Store | 4/ Jenny Police | 5/ Restaurant |
| 6/ Mechanic's workshop | 7/ Hairdresser | 8/ sale of fish | 9/ Casa de Verónica | |
| 10/ Gigi's House | 11/ Elizabeth's House | 12/ the Lighthouse, Clara | 13/ Girls' House | |

After that, go riding a motorcycle with Eirlys, she will take you to her apartment and you will have sex with her (there is a multiple option that asks you to Record), I don't know what influences the end, so it's better to create a separate starting slot and not overwrite the main.

There are other extra characters that were left in the project (green arrow), The neighbor **Veronica**, his daughter Vanesa, the younger sister of your ex-girlfriend Laura called **Yuli**, as well as like a hotel lifeguard co-worker named Keala



I add that we want to know more about Farmer Abigail, because the effort of cultivating digging and planting seeds deserves its good reward XD.



P.S. Lucy's mother, Mayor Marisa is beautiful and you can tell she has it sexual desire to the protagonist / we know that Giselle is complicated to animate because her tattoos so no problem / But that cute little creature of the man called **Tia**, it deserves its good and well-deserved wallow until dawn.



Hey you, Mr. Programmer, I'm calling to inform you that you owe me a sex scene In a second update, I heard that there are people who don't like to suffer so much for the warship event and they were left without their bone jackpot me, XD. To the I will do less oral sex to the protagonist and let him do anal to me... I'll continue to be virgin vaginally until marriage if you so wish for a third update. Att, Emma.

Credits



Guía versión en español



This game is developed and produced by El Tanque, Mauricio Fuentes

English guide: BEN CARR Ver. Spanish guide: JANUS MOLINOVSKY

PS. Translation from Spanish version by: Kalendon using MS Word Translator function.