

This walkthrough will not tell you what you should do! I designed this game to be an RPG, it is supposed to be played multiple times and has lots to do! x

This guide will tell you what each option does and how to unlock every achievement

I suck at making guides, I retard at guides.

I also good at jokes! How to get 1000 Pikachu on bus?

Poke 'em on!

Speech Checks

The first perk you should buy is **the bonus xp – speech checks** one.

Some speech checks will have two speech checks, for example: (Charisma: Level 2 and Sexual: Level 2), these count as two separate checks as it will give the characters who it is directed to +1 for both skills.

In regards to achievements, using a speech check in front of 4 characters, will give you +4 NOT +1 to the corresponding achievement. **FOR EXAMPLE:** The achievement “Do 25 speech checks”, in the case of 4 people being in the scene, the speech will count as +4 NOT +1.

Speech checks will not always grant attraction and may sometimes give MINUS attraction. this is not always a bad thing, because doing a level 3 sexual check for example may lead to other sequences later! which may give other rewards!

GAME START

MARS INTRO HAPPENS

YOU ARE BORN/HOSPITAL SCENES

Max's statement

GRADUATION CEREMONY – YOU TAKE CONTROL

Menu will pop asking you if you want to change relation of Nikki/Ruby

NOW THE FOLLOWING ENCYCLOPAEDIA PAGES WILL BE UNLOCKED:

- 'CaesarCorp Mars Mission'
- 'CAESARCORP'
- 'MAX CAESAR'
- 'CAESAR EAGLE'
- 'PURPLE TUESDAY'
- 'CAESARCORP PILLS'
- 'QUIETTOWN'
- 'WANGHAI CITY'
- 'HUDSON'

- 'MAYOR of quiettown'
- 'KAREN WOOD'
- 'APRIL FOX'
- 'RUBY'
- 'NIKKI'
- 'TAYLOR'
- 'CAESARCORP DRONE'

YOU WILL ALSO GET **500 FREE EXP!**

Now buy the perk – Bonus xp (speech checks)

- "(Appreciative) Having a personal trainer in the family always helps! Thanks Nikki"
 - o \$ Nikki_Attraction += 2
- "(Charisma: Level 1) (Joke) Thanks! I finally graduated, which means I'm now qualified to give everyone exercise advice... and ignore it myself!"
 - o \$ HudsonWillowbrook_Charisma_Checks += 1
 - o \$ Ruby_Charisma_Checks += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Nikki_Attraction += 1
 - o \$ HudsonWillowbrook_Attraction += 1
 - o \$ Ruby_Attraction += 1
- "(Appreciative) Thanks [Rubys_Relationship_To_MC]"
 - o \$ Ruby_Attraction += 2

blahblah

- "(Sexual: Level 1) (Suggestive) Athlete or not, I think I've got a few moves that would leave you breathless, sweaty and shaking...":
 - o \$ Nikki_Sexual_Checks += 1
 - o \$ Nikki_Attraction += 1
- "(Charisma: Level 1) (Playful) I may not be able to beat you in a fight, but I'm pretty sure I can outrun you... to the fridge, at least.":
 - o \$ HudsonWillowbrook_Charisma_Checks += 1
 - o \$ Ruby_Charisma_Checks += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Nikki_Attraction += 1
 - o \$ HudsonWillowbrook_Attraction += 2
 - o \$ Ruby_Attraction += 1
- "Say nothing":

blah blah

- "(Aggression) Yes! You stupid cunt! Are you deaf?!":
 - o \$ Ruby_Attraction -= 4

- \$ Villain_Actions_00['villain_action_witness_01'] = "Called Ruby a stupid cunt"
 - \$ Ruby_VillainActionsWitnessed += 1
 - \$ MC_Morality_Villain += 1
- "(Calm but Resigned) Like I said... Yes.":
 - \$ Ruby_Attraction += 1
- "Say nothing":
 - \$ Ruby_Attraction -= 1
- "(Assertive, Challenge) [Rubys_Relationship_To_MC], I took them. But you need to stop treating me like I'm some fragile thing that's going to break. I'm not a kid anymore.":
 - \$ Ruby_Challenge_intro += 1
 - \$ Ruby_Attraction -= 1

blah blah

- (Reluctant Agreement) If we must!
 - \$ Ruby_Attraction -= 1
- (Eager Acceptance) Yeah, I'm in.
 - \$ HudsonWillowbrook_Attraction += 1
 - \$ Ruby_Attraction += 1
 - \$ TaylorWillowbrook_Attraction += 1
- say nothing

blah blah

- "(Charisma: Level 1) (Playful, Teasing) goddamn city slicker!":
 - \$ Ruby_Charisma_Checks += 1
 - \$ HudsonWillowbrook_Charisma_Checks += 1
 - \$ Nikki_Charisma_Checks += 1
 - \$ TaylorWillowbrook_Charisma_Checks += 1
 - \$ Nikki_Attraction -= 1
 - \$ HudsonWillowbrook_Attraction += 2
 - \$ TaylorWillowbrook_A
- "(Charisma: Level 1) (Dry Humour) don't worry, I've got you covered. Hudsons been marinating the lawn all morning, so the salad should be extra tasty today."
 - \$ Ruby_Charisma_Checks += 1
 - \$ HudsonWillowbrook_Charisma_Checks += 1
 - \$ Nikki_Charisma_Checks += 1
 - \$ TaylorWillowbrook_Charisma_Checks += 1
 - \$ Nikki_Attraction += 1
 - \$ HudsonWillowbrook_Attraction += 2
 - \$ TaylorWillowbrook_Attraction += 2
 - \$ Ruby_Attraction += 1
- Say nothing

blah blah

blah blah

- "(Direct, Frustrated) Who the fuck are monty and billy?!":
 - o \$ Ruby_Attraction -= 1
- "(Charisma: Level 2) (Dry, Playful) Who the fuck are monty and billy?!":
 - o \$ Ruby_Attraction += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ Ruby_Charisma_Checks += 1
- "Say nothing":

blah blah

now ruby, Hudson and nikki leave leaving you and taylor alone

blah blah

- "(Charisma: Level 1) (Sarcastic, Joke) It's like that store was the one building in town that was too ugly for the destruction to bother with. Even the debris thought it looked better left alone."
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Attraction += 1
- "(Charisma: Level 1) (Imaginative, Playful) Maybe the gowns are enchanted!":
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Attraction += 1
- "(Charisma: Level 1) (Imaginative, Playful) Maybe the gowns are enchanted!":
 - o \$ TaylorWillowbrook_Successful_Intellect += 1
 - o \$ TaylorWillowbrook_Attraction += 2
- "Say nothing":

blah blah

- walk around
 - o \$ TaylorWillowbrook_Attraction += 2
 - o **CTRL F = go to "Walk Around Option"**
- give in gowns
 - o \$ TaylorWillowbrook_Attraction -= 1
 - o **CTRL F = go to "Give in Gowns Option"**

BIG CHOICE!

Give in Gowns Option

blah blah

- "Say nothing":
- "(Charisma: Level 1) (Teasing) Nom? That's the best you've got? I've seen more enthusiasm from a sleepy sloth.":

- \$ TaylorWillowbrook_Attraction += 1
- \$ TaylorWillowbrook_Charisma_Checks += 1
- "(Challenge) Where's mine!?"
 - **SEE BELOW!**

IF YOU SAID "Where's Mine!?"

blah blah

- "(Frustration, Resentful) Greedy cunt!":
 - \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - \$ TaylorWillowbrook_Attraction -= 2
 - \$ Villain_Actions_00['villain_action_witness_05'] = "Called Taylor a greedy cunt during GRADUATION"
 - \$ MC_Morality_Villain += 1
- "(Charisma: Level 2) (Playful, Bold) Beg for it":
 - \$ TaylorWillowbrook_Attraction += 3
 - \$ TaylorWillowbrook_Charisma_Checks += 1
- "(Sexual: Level 2) (Bold, Flirt) Beg for it? I'll do better than that. I'll get on my knees, and I won't stop until you're a quivering mess, screaming 'YES!' 'YES!' 'YES!'":
 - \$ TaylorWillowbrook_Sexual_Checks += 1
- "Say nothing":
 - \$ TaylorWillowbrook_Attraction += 1

Now the **Give in Gowns** option sequence has ended!

you peel your gown off and hand it to taylor.

blah blah

Now red haired HILLBILLY comes!

CTRL F = go to "Red Haired HILLBILLY"

#####

#####

Walk Around Option

blah blah

Camera hillbilly sequence

blah blah

- "(Fussy, Irritated) Protest":
 - \$ TaylorWillowbrook_Attraction -= 1
 - **see below**

- "Say nothing":
- "(Confident) Another one!":
 - o \$ TaylorWillowbrook_Attraction += 1

“say nothing” and **“another one”** lead to the same outcome, camera guy takes more photos of taylor then leaves.

IF YOU "Protested"

blah blah

- "(Charisma: Level 2) (Savage, Roast) At least I ain't built like a deflated whoopee cushion someone left on a porch swing for a decade next to a pack of expired condoms!":
 - o \$ TaylorWillowbrook_Attraction += 2
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o **leads to the camera guy leaving quietly, no more photos**
- "Do nothing":
 - o **leads to the camera guy taking more photos of Taylor then leaving**
- "(Sexual: Level 2 AND Charisma: Level 2) (Lewd, Roast) Funny, I was just thinking your camera's the only thing around here with a lens wider than your mom's pussy! Bitch!":
 - o \$ TaylorWillowbrook_Sexual_Checks += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Attraction += 3
 - o **leads to the camera guy leaving quietly, no more photos**
- "(Hostile, Threatening) Careful old man... I'll smack you in front of everybody! I dont giva a fuck!!":
 - o \$ MC_Morality_Villain += 1
 - o \$ TaylorWillowbrook_Attraction -= 1
 - o \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - o **SEE BELOW**

if you said: **"(Hostile, Threatening) Careful old man... I'll smack you in front of everybody! I dont giva a fuck!!"**

blah blah

- "Watch (Curious, Passive)":
 - o **Taylor smacks the old man, you two leave**
- "(Impulsive, Hostile) Punch the old man":
 - o \$ TaylorWillowbrook_Attraction -= 1
 - o \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - o \$ MC_Morality_Villain += 1
 - o \$ Villain_Actions_00['villain_action_witness_07'] = "You punched the old man with the camera at your graduation after he made fun of you and objectified Taylor!"
 - o **you smack the old man, you two leave**
- "(Intellect: level 2) (Diplomatic) Step in between them before Taylor swings, and remind the man what day it is, and how he's ruining it":
 - o \$ TaylorWillowbrook_Attraction += 2
 - o \$ TaylorWillowbrook_Successful_Intellect += 1
 - o **the man leaves quietly**

The first two options will to you and taylor returning the Caps 'n Gowns office. you peel off your gown and hand it to here...

blah blah

Now red haired HILLBILLY comes!

CTRL F = go to "Red Haired HILLBILLY"

IF THE OLD HILLBILLY WITH CAMERA:

- LEFT QUIETLY
- TOOK MORE PHOTOS OF TAYLOR AND LEFT

Blah blah

Now you have one more activity you can do

- go to the wild horses
 - o GO TO "WILD HORSES"
- go to the food and drink
 - o GO TO "FOOD AND DRINK"

"WILD HORSES"

blah blah

- "You have no idea what the problem is!":
 - o \$ TaylorWillowbrook_Attraction -= 1
- "(Intellect: Level 1) (Horse Handling) You'd helped Hudson with the farm's horses long enough to recognize the problem immediately.":
 - o \$ Figured_out_Horse_Problem = 1
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ TaylorWillowbrook_Successful_Intellect += 1

If you said: "(Intellect: Level 1) (Horse Handling) You'd helped Hudson with the farm's horses long enough to recognize the problem immediately."

blah blah

- "(Charisma: Level 1) (Sarcastic, Cheeky) I'm thinking we're about three seconds away from witnessing an R-rated nature documentary!":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
- "Yep!":

If you said: "(Intellect: Level 1) (Horse Handling) You'd helped Hudson with the farm's horses long enough to recognize the problem immediately."

blah blah

- "(Charisma: Level 1) (Sarcastic, Cheeky) I'm thinking we're about three seconds away from witnessing an R-rated nature documentary!":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
- "Yep!":

blah blah

You meet the "british girl" lol

blah blah



- "(Charisma: level 1) (Witty, Sarcastic) Before they launch a music career as the world's first all-gay boyband and make history with their debut single 'Neigh-bourly Love?'":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ BritishGirl_Attraction += 1
 - o \$ BritishGirl_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
- "(Charisma: level 2 and Sexual: Level 1) (Playful, Crude) Before they prematurely ejaculate and cover us all in a tidal wave of horse cum, making this the hottest, stickiest and most memorable graduation day ever?":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ BritishGirl_Attraction += 2
 - o \$ BritishGirl_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ BritishGirl_Sexual_Checks += 1
 - o \$ TaylorWillowbrook_Sexual_Checks += 1
- "(Charisma: Level 2) (Teasing) That depends, do any of them like blondes?":
 - o \$ BritishGirl_Charisma_Checks += 2
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ BritishGirl_Attraction += 1
- "Sure! (Helpful)":
 - o \$ BritishGirl_Attraction += 1
- "Say nothing":

blah blah

- "(Cautious, Pragmatic) We don't have time for this, sorry. And besides, this doesn't seem very safe.":
 - o \$ BritishGirl_Attraction -= 1
 - o \$ TaylorWillowbrook_Attraction += 1
 - o blah blah
 - o sequence ends
 - o blah blah
 - o **Now red haired HILLBILLY comes!**
 - o **CTRL F = go to "Red Haired HILLBILLY"**
- "(Helpful) Sure thing, will find these items for you! (Hidden Object Minigame)":
 - o \$ BritishGirl_Attraction += 1
 - o **SEE BELOW**

Helping the british girl

You **successfully** complete the hidden object minigame

\$ Hidden_Object_MINIGAME += 1

\$ TaylorWillowbrook_Attraction += 1

\$ BritishGirl_Attraction += 4

\$ MC_Morality_Hero += 1

\$ TaylorWillowbrook_HeroActionsWitnessed += 1

\$ BritishGirl_HeroActionsWitnessed += 1

\$ Hero_Actions_00[hero_action_witness_02] = "Helped the british girl with her horse problem"

It's very easy! If you have trouble I will grab you by zee pussy and toss you off zee earth!

The girl gives you two new inventory items that you can use later!

- "(Charisma: level 1) (Flirtatious, Confident) Thanks, I was hoping for a kiss from the cute British girl but these are okay too I guess!":
 - o \$ BritishGirl_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Attraction -= 1
- "(Appreciative) Thanks, that's really kind of you!":
 - o \$ BritishGirl_Charisma_Checks += 1
- "(Charisma: Level 2 and Sexual: Level 1) (Provocative, Playful) Joke about spraying the 'mare in Heat' on Taylor":
 - o \$ BritishGirl_Attraction += 1
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ BritishGirl_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
- "Say nothing":
 - o \$ BritishGirl_Attraction -= 1

blah blah

sequence ends

blah blah

Now red haired HILLBILLY comes!

CTRL F = go to "Red Haired HILLBILLY"

“FOOD AND DRINK”

blah blah

- "Say nothing":
- "(Charisma: Level 1 and Sexual: Level 1) (Flirtatious, Cheeky) Wow, you're really fixated on me fitting into things. Should I be concerned? Flattered? Or should I just start charging you for the fantasy?":
 - o \$ TaylorWillowbrook_Charisma_Checks += 1
 - o \$ TaylorWillowbrook_Sexual_Checks += 1
 - o blah blah
 - o sequence ends
 - o blah blah
 - o **Now red haired HILLBILLY comes!**
CTRL F = go to “Red Haired HILLBILLY”
- "(Sexual: Level 3) (Vulgar, Lewd, Crude) Forget the donut hole! I'd stretch your hole wide open. Bet you'd make prettier noises than your laugh too!":
 - o \$ TaylorWillowbrook_Attraction -= 3
 - o \$ TaylorWillowbrook_Sexual_Checks += 1
 - o \$ MC_Morality_Villain += 1
 - o \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - o blah blah
 - o sequence ends
 - o blah blah
 - o **Now red haired HILLBILLY comes!**
CTRL F = go to “Red Haired HILLBILLY”
- "(Impulsive, Playful) No! But I bet it will fit in my mouth! (Snatch the donught from her hand and shove it in your mouth.)"
 - o \$ TaylorWillowbrook_Attraction += 1
 - o **see below**

if you said: "(Impulsive, Playful) No! But I bet it will fit in my mouth! (Snatch the donught from her hand and shove it in your mouth.)"

- "Do nothing":
- "(Intellect: Level 1) (Quick Thinking, Perceptive) Shove it in her mouth before she can make her move!":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ TaylorWillowbrook_Successful_Intellect += 1
 - o \$ Shoved_Donut_taylors_mouth = 1

blah blah

sequence ends

blah blah

Now red haired HILLBILLY comes!

CTRL F = go to "Red Haired HILLBILLY"

Red Haired HILLBILLY

blah blah

- "(Aggressive, Impulsive, Reckless) throw a punch":
 - o \$ TaylorWillowbrook_Attraction += 1
 - o \$ intro_punch_3_people_in_face += 1
 - o **See below**
- "(Fearful, Dependent) what do you think we should do Taylor? Im scared!":
 - o \$ TaylorWillowbrook_Attraction -= 2
- "(Intellect: Level 1) (Quick Thinking) Spray him with the 'Mare in Heat': **(YOU NEEDED TO HELP THE BRITISH GIRL)**
 - o \$ TaylorWillowbrook_Successful_Intellect += 1
 - o \$ TaylorWillowbrook_Attraction += 2
 - o \$ Inventory_Horse_Stimulant -= 1
 - o \$ sprayed_hillbily_intro = 1

if you did: "(Aggressive, Impulsive, Reckless) throw a punch":

blah blah

- make a vow for revenge
 - o REQ for a future achievement when you get revenge
- just run

continue from all sequences above

blah blah

- "(Comforting) Hey, don't let that guy get to you":
 - o \$ TaylorWillowbrook_Attraction += 2
- "(Critical, Victim blame) You know, Taylor, I have to say, I'm a little surprised you didn't see that coming":
 - o \$ MC_Morality_Hero -= 1
 - o \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - o \$ Villain_Actions_00['villain_action_witness_03'] = "Victim blamed taylor and caled her a whore"
 - o \$ TaylorWillowbrook_Attraction -= 3
- say nothing
 - o \$ TaylorWillowbrook_Attraction += 1

blah blah

- "(Compassion) We should help him":
 - o \$ TaylorWillowbrook_HeroActionsWitnessed += 1
 - o \$ MC_Morality_Hero += 1
 - o \$ Hero_Actions_00['hero_action_witness_01'] = "Helped old man in intro"
 - o \$ TaylorWillowbrook_Attraction += 2
- "(Apathy, Frustration) ignore the man!":

blah blah

- "(Reckless, Impulsive) Punch him":
 - o \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - o \$ intro_punch_3_people_in_face += 1
 - o \$ MC_Morality_Villain += 1
 - o \$ Villain_Actions_00['villain_action_witness_04'] = "Punched the old man in face in intro"
- "Just leave":

blah bahhhh baaaaaaaah baaaahh! im turning into a sheep help! baaaaaaa!

Now the farm flashback happens realtime! no flashback!!!

NOW THE FOLLOWING ENCYCLOPAEDIA PAGES WILL BE UNLOCKED:

- 'MYSTERIOUS ALIEN FLOWER'
- 'PORTAL'
- 'PORTAL FREAKS'

you pass out

wanghai city scene

you wake up, with april and ruby in the scene

alone with ruby

- "(Intellect: Level 1) (Deception) You take a deep breath, trying to sound as intellectual and convincing as possible, drawing on your knowledge of sports science to reinforce your explanation.":
 - o \$ Ruby_Successful_Intellect += 1
 - o \$ Ruby_Attraction += 1
- "(Charisma: Level 1) (Witty, Deflective) I'm not allergic, I'm just passionately expressing my dislike for certain plants through excessive histamine release.":
 - o \$ Ruby_Charisma_Checks += 1
- "(Hesitant, Unsure) Uh... I think it was an allergic reaction? Taylor said something like that. I don't really know. I guess... I'm allergic.":

blah blah

- "(Defiance, Assertive) I want to stop taking the pills. I've made up my mind. You can't change it.":
 - o \$ Ruby_Challenge_intro += 1
 - o \$ Ruby_Attraction -= 1
 - o \$ Told_Ruby_Desire_to_come_off_pills = 1
- "Say nothing":

blah blah

ruby leaves, nikki comes

blah blah

- "(Charisma: Level 1) (Playful, Witty) Toothpick? Sure, but that just means I can sneak into tight spaces and pop out when you least expect it. Better watch your back!":
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o **see below**
- "Say nothing":

- \$ Nikki_Attraction -= 1

if you said: "(Charisma: Level 1) (Playful, Witty) Toothpick? Sure, but that just means I can sneak into tight spaces and pop out when you least expect it. Better watch your back!":

blah blah

- "(Sexual: Level 2) (Cheeky, Flirty) You're right, I'll have a hard time getting around that big juicy booty!":
 - \$ Nikki_Attraction += 2
 - \$ Nikki_Sexual_Checks += 1
- "(Challenging, Playful) Guess we'll find out!":
 - \$ Nikki_Attraction += 1
- "Say nothing":

blah blah

- "(Vulnerable, Trust) Tell her about your desire to come off the pills!":
 - \$ Nikki_Attraction += 1
 - \$ Told_Nikki_Desire_to_come_off_pills = 1
 - dialogue changes depending on if you told this to ruby too!
- "Continue":

blah blah

nikki leaves, taylor comes

- "(Pleading) Tay, please! I get it. This is all really messed up. But we can face it together. You don't have to run away!":
- "(Hostile) You always been a selfish bitch! You know that?":
 - \$ TaylorWillowbrook_Attraction -= 2
 - \$ MC_Morality_Villain += 1
 - \$ TaylorWillowbrook_VillainActionsWitnessed += 1
 - \$ Villain_Actions_00['villain_action_witness_02'] = "Called taylor a selfish bitch intro"
- "Say nothing":
 - \$ TaylorWillowbrook_Attraction -= 1

blah blah

day ends

Hudson wakes you up

blah blah

Hudson leaves, ruby comes

- "(Challenging) How can you hate them so much when I'm on their pills?":
 - o \$ Ruby_Challenge_intro += 1
 - o \$ Ruby_Attraction -= 1
- "Continue":

blah blah

NOW THE FOLLOWING ENCYCLOPAEDIA PAGES WILL BE UNLOCKED:

- 'CAESARCORP ANDROID'

Now you are at the hospital

- (charisma: Level 1) (Confident & Playful) Born ready. Let's dazzle these doctors with my charm and confusing symptoms. I like to keep 'em guessing.
 - o \$ Ruby_Charisma_Checks += 1
 - o \$ Ruby_Attraction += 1
- stoic
 - o \$ Ruby_Attraction += 1
- say nothing

blah blah

- "(Altruistic, Gentle) Help her up":
 - o \$ Ruby_Attraction += 1
 - o \$ SusanJones_Attraction += 4
 - o \$ MC_Morality_Hero += 1
 - o \$ Ruby_HeroActionsWitnessed += 1
 - o \$ SusanJones_HeroActionsWitnessed += 1
 - o \$ Hero_Actions_00['hero_action_witness_03'] = "Helped susan first time"
- "(Anxious, Suprised) Do nothing":
- "(Mean-Spirited, Irritable) Watch where you're going!! Dumb bitch!":
 - o \$ Ruby_VillainActionsWitnessed += 1
 - o \$ SusanJones_VillainActionsWitnessed += 1
 - o \$ SusanJones_Attraction -= 5
 - o \$ Ruby_Attraction -= 2
 - o \$ MC_Morality_Villain += 2
 - o \$ Villain_Actions_00['villain_action_witness_09'] = "INTRO: Called Susan dumb bitch 1"
- "(Unhinged, Chaotic) Laugh hysterically!":
 - o \$ MC_Morality_Villain += 1
 - o \$ SusanJones_Attraction -= 1

- \$ Ruby_VillainActionsWitnessed += 1
- \$ Ruby_Attraction -= 1
- \$ SusanJones_VillainActionsWitnessed += 1
- \$ Villain_Actions_00['villain_action_witness_09'] = "INTRO: Laughed like a maniac after susan fell"

if you help Susan you will not meet Brooklyn here!

IF YOU DID NOT HELP Susan

blah blah there will always be changes in dialogue, so I will not write that in this guide jsyk. just try every option.

- "(Petty, Defiant, Frustrated) No! I don't think I will!":
 - \$ BrooklynODonnell_Attraction -= 3
 - \$ SusanJones_Attraction -= 1
- "(Reluctant agreement) Yeah, yeah, alright.":
 - \$ BrooklynODonnell_Attraction += 1
 - \$ SusanJones_Attraction += 1
- "(Friendly, Cooperative) Sure! I'll help":
 - \$ BrooklynODonnell_Attraction += 1
 - \$ SusanJones_Attraction += 1

If you don't help here, your mom will drag you away in which case scroll to **THIRD FLOOR**

IF YOU WERE RUDE TO BROOKLYN (ruby drags you away) the below **not** happen for you. Like I said above... scroll to **THIRD FLOOR**

otherwise... here you will be alone with susan

- "Go to the third floor":
 - scroll to **THIRD FLOOR**
- "Talk to susan more":
 - if you met Brooklyn AT ALL! Susan will run away!
 - scroll to **THIRD FLOOR**
 - if you did not meet Brooklyn (you helped Susan the first time)
 - **SEE BELOW**

You did not meet Brooklyn (you helped Susan the first time) (YOU ARE NOE ALONE WITH SUSAN)

- "(Charisma: Level 2) (Flirty, Teasing) I'm still here because I couldn't look away. Your eyes are kind of... Mesmerizing."
 - o \$ SusanJones_Attraction += 4
 - o \$ SusanJones_Charisma_Checks += 1
 - o Susan will run away!
 - o scroll to **THIRD FLOOR**
- "(Charisma: Level 1) (Witty) Yeah, I'm still here. I was waiting for Cyclone Susan to pass. I didn't want to get swept away by the storm."
 - o \$ SusanJones_Attraction += 1
 - o \$ SusanJones_Charisma_Checks += 1
- "I'm just waiting for my [Rubys_Relationship_To_MC]":
 - o **SCROLL to the BOX1A**
- "Say nothing":
 - o you leave
 - o scroll to **THIRD FLOOR**

BOX 1A: IF YOU said "I'm just waiting for my [Rubys_Relationship_To_MC]":

blah blah

- "(Subtle, reflective) I think she was probably around your age when she had me...":
 - o \$ SusanJones_Attraction += 1
 - blah blah
 - "(Defensive) What!? She was 18!":
 - "You nod, feeling a little embarrassed":
- "(Charisma: Level 1) (Witty, Playful) It's my mystery illness. I look like I stopped aging at 16! But don't worry, I'm not actually a vampire!":
 - o \$ SusanJones_Charisma_Checks += 1
 - o \$ SusanJones_Attraction += 2
- "(Proud) Yeah, my [Rubys_Relationship_To_MC]'s a stunning woman. I've always thought she's one of the most beautiful people I've ever met... And I'm not just saying that because she's my [Rubys_Relationship_To_MC]!":
 - o **SCROLL to the BOX1B**
- "Say nothing":

BOX 1B: if you said = "(Proud) Yeah, my [Rubys_Relationship_To_MC]'s a stunning woman. I've always thought she's one of the most beautiful people I've ever met...

blah blah

- "(Reassuring) "It's fine. Honestly, she'd probably be flattered."
 - o \$ SusanJones_Attraction += 1
- "(Charisma: Level 2 and Sexual: Level 1) (Flirty, Bold) I think you're being a bit too hard on yourself. After all, it's only natural to notice a pair of great bouncing breasts. Speaking of which, I think yours are pretty nice too."
 - o \$ SusanJones_Attraction += 3
 - o \$ SusanJones_Charisma_Checks += 1
 - o \$ SusanJones_Sexual_Checks += 1
 - o **SUSAN FAINTS!**
- "Say nothing":

Now as long as susan **has not** run away, or **FAINTED/COLLAPSED**, see below, **OTHERWISE**, scroll to **THIRD FLOOR**

blah blah

- "(Surprised) Whoa! How do you know I graduated?!":
- "Continue":

blah blah

- "(Charisma: Level 1) (Playful) That's okay, you're a gold medallist in the art of destruction! I've seen you take down a whole desk of equipment with one swipe of your arm!":
 - o \$ SusanJones_Attraction += 2
 - o \$ SusanJones_Charisma_Checks += 1
- "(Sexual: Level 2) (Subtle, Edgy) We're both naturals at sucking at sports. I wonder if that translates to other activities that involve sucking."
 - o \$ SusanJones_Sexual_Checks += 1
 - o \$ SusanJones_Attraction -= 1
 - o **SUSAN FAINTS!**
- "Say nothing":

THIRD FLOOR

BLAH BLAH

Here you meet the brick! you wanna slap his fat fokin belly don't ya!!!! Yeaaaaaa I see you lookin at it, ya fokin belly lover!!!!!!

ohhhh yeaaaaaaa!!!!!!!

<insert all the memes here>

*slams head on keyboard!

Okay! Let's get back to making this walkthrough!

- "(Angry) "What the hell is wrong with you? You can't just appear like that you fucking ape!! Are you trying to give me a heart attack?":
 - o \$ TheBrick_Attraction -= 1
- "(Charisma: Level 2) (Sarcastic, Witty) Okay, either you're here to kill me, recruit me, or sell me suspiciously cheap cyberwar. Can we skip to the part where you tell me which? I've got plans!":
 - o \$ TheBrick_Attraction += 1
 - o \$ TheBrick_Charisma_Checks += 1
- "(Tense, Calculating) Say nothing":

blah blah

- "(Curiosity, Fear) What the heck are you?!"
- "(Charisma: Level 2) (Nervous-Humour) Put that thing away, man! I'm starting to think you're trying to blind me with your big fat belly. It's like a solar eclipse in here!"
 - o \$ TheBrick_Charisma_Checks += 1
 - o \$ TheBrick_Attraction += 2
- "(Hostile, Derisive) You are as ugly as you are fat! Did you know that!? Bitch?!"
 - o \$ TheBrick_Attraction -= 3
 - o \$ MC_Morality_Villain += 1
 - o \$ TheBrick_VillainActionsWitnessed += 1
 - o \$ Villain_Actions_00['villain_action_witness_10'] = "Called The Brick a fat, ugly bitch..."
 - o **See box 1C**
- "(Tense, Observing) Say nothing":

BOX 1C: if you said = "(Hostile, Derisive) You are as ugly as you are fat! Did you know that!? Bitch?!"

blah blah

- "(Sincere, Vulnerable) Apologize":
 - o \$ TheBrick_Attraction += 1
- "(Frustrated, Impulsive) try to physically move him":
 - o \$ TheBrick_Attraction += 1
- "Say nothing":

Now Kai comes

- "(Assertive, Cold-Headed) You might wanna dial down the condescension, kid. It's not as cute as you think it is."
 - o \$ KaiWang_Attraction -= 2
 - o \$ TheBrick_Attraction += 2
- "(Charisma: Level 1) (Mocking, Witty) Let me guess... You're the brains, and he's the biceps? Cute setup."
 - o \$ TheBrick_Charisma_Checks += 1
 - o \$ KaiWang_Charisma_Checks += 1
 - o \$ KaiWang_Attraction += 1
- "(Psychological) Say nothing...":

blah blah

- "(Resigned, Pragmatic) You don't really want to talk to this guy, but what the hell else are you going to do?! You decide to talk with him...":
- "(Curious, Intrigued) He seems interesting... You want to get to know him better... And his giant friend.":

blah blah

- "(Mocking) Why do you have a bodyguard?":
 - o \$ KaiWang_Attraction -= 1
- "(Curious) Why do you have a bodyguard?":

blah blah

- "Wang Enterprises? Wanghai City? Nope, not ringing any bells.":
- "I've heard of Wanghai city! And CaesarCorp! but never Wang enterprises":
- "(Frustrated, Confused) I have no idea what the hell you're talking about!":

blah blah

- "(Admiring, Approving) Mods like that? It's not just tech! It's art! I don't get how anyone could not want this.":
 - o \$ KaiWang_Attraction += 3
 - o \$ TheBrick_Attraction += 2
 - o \$ Pro_Robots_AND_Augmentation += 2
- "(Reserved, Cautious) They look impressive, no doubt... But in this town, people are more into simplicity. No tech in your bones, just farmland and fresh air.":
 - o \$ KaiWang_Attraction -= 1
 - o \$ Anti_Robots_AND_Augmentation += 1
- "(Blunt, Judgemental) No offense, but where I come from, we still like being human.":
 - o \$ TheBrick_Attraction -= 2
 - o \$ KaiWang_Attraction -= 4
 - o \$ Anti_Robots_AND_Augmentation -= 2
- "Say nothing":

blah blah

- "Nope!":
- "Yes!":
 - o here you can ask him questions if you want

blah blah

now you meet ike and brooklyn

blah blah

Now huge branching paths! When I say huge I mean BIGGER THAN HORSE COCK AND BBC COMBINED!!!

if you met Brooklyn but you helped her and Susan pick up the papers on the floor

blah blah

- "(Charisma: Level 2) (Flirty, Smooth) Susan might be clumsy, but I think you're the one who's really got me stumbling. Every time I look at you, I feel like I'm losing my balance":
 - o \$ BrooklynODonnell_Charisma_Checks += 1
 - o \$ BrooklynODonnell_Attraction += 4
 - o \$ IkeODonnell_Attraction -= 1
- "(Charisma: Level 1) (Witty) Hero of loose paperwork, at your service. Got any more disasters you need saving from?":
 - o \$ BrooklynODonnell_Attraction += 1

- \$ BrooklynODonnell_Charisma_Checks += 1
 - \$ IkeODonnell_Charisma_Checks += 1
- "(Sexual: Level 1) (Playful, Suggestive) Rescuing papers is my warm-up. You ever need help with something... Hands-on, just say the word.":
 - \$ BrooklynODonnell_Sexual_Checks += 1
 - \$ BrooklynODonnell_Attraction += 1
 - **see below**
- "Say nothing":

if you said"(Sexual: Level 1) (Playful, Suggestive) Rescuing papers is my warm-up. You ever need help with something... Hands-on, just say the word.":

- "(Teasing) Well, Brooklyn, I think it's pretty obvious what I mean by hands-on. But I'll let you figure it out.":
 - \$ BrooklynODonnell_Attraction -= 1
 - \$ IkeODonnell_Attraction -= 1
- "Play coy":
 - \$ BrooklynODonnell_Attraction += 1
- "(Sexual: Level 4) (Seductive, Bold) I'm talking about getting my hands all over you, Brooklyn. I want to feel your breasts, your hips, your thighs. I want to taste your skin and explore every inch of your body.":
 - *tbh, this is for second play through...*
 - \$ IkeODonnell_Attraction += 4
 - \$ BrooklynODonnell_Attraction -= 1
 - \$ BrooklynODonnell_Sexual_Checks += 1
 - **see below**
- "(Mysterious, Teasing) Say nothing":

if you said "(Sexual: Level 4) (Seductive, Bold) I'm talking about getting my hands all over you, Brooklyn. I want to feel your breasts, your hips, your thighs. I want to taste your skin and explore every inch of your body.":

blah blah

- "(Humble, Sincere) You feel guilty":
 - \$ BrooklynODonnell_Attraction += 2
 - \$ IkeODonnell_Attraction -= 1
- "(Calculating, Manipulative) You dont care!":
 - \$ BrooklynODonnell_Attraction += 1
 - \$ IkeODonnell_Attraction -= 1
 - \$ BrooklynODonnell_VillainActionsWitnessed += 1
 - \$ IkeODonnell_VillainActionsWitnessed += 1
 - \$ MC_Morality_Villain += 1
 - \$ Villain_Actions_00['villain_action_witness_11'] = "yes you did this!"

PATHS MERGE

if you met Brooklyn but you WERE RUDE TO HER, ruby drags you away

blah blah

\$ IkeODonnell_Attraction += 1

blah blah

- "Apologize":
 - o \$ BrooklynODonnell_Attraction += 1
- "(Provocative, Aggressive) Susan is a dumb bitch":
 - o \$ MC_Morality_Villain += 1
 - o \$ BrooklynODonnell_Attraction -= 2
 - o \$ IkeODonnell_Attraction += 2
 - o \$ IkeODonnell_VillainActionsWitnessed += 1
 - o \$ BrooklynODonnell_VillainActionsWitnessed += 1
 - o \$ Villain_Actions_00['villain_action_witness_12'] = "you did this!"
- "(Intellect: Level 2) (Direct, Pragmatic) Tough love":
 - o \$ BrooklynODonnell_Attraction -= 1
 - o \$ BrooklynODonnell_Successful_Intellect += 1
 - o \$ IkeODonnell_Attraction += 4
 - o \$ IkeODonnell_Successful_Intellect += 1
- "Say nothing":

PATHS MERGE

now all three paths merge

- you were rude to Brooklyn, you ruby drags you away
- you help Brooklyn and Susan with the fallen papers and shit
- you never met Brooklyn because you helped Susan straight away!

blah blah

- "(Charisma: Level 1) (Sarcastic, Playful) Charmed, really. I always dreamed of meeting a possum and its handler":
 - o \$ IkeODonnell_Charisma_Checks += 1
 - o \$ BrooklynODonnell_Charisma_Checks += 1
 - o \$ IkeODonnell_Attraction -= 2
 - o \$ BrooklynODonnell_Attraction += 2
- "(Charisma: Level 2) (Flirty) Red hair, quick hands, and you handle your brother like a pro... Tell me, Brooklyn... You always this dangerous?": **(THIS WILL NOT BE HERE IF YOU MET BROOKLYN WHEN SUSAN DROPS HER STUFF)**

- \$ BrooklynODonnell_Charisma_Checks += 1
 - \$ BrooklynODonnell_Attraction += 3
- "(Charisma: Level 1 and Sexual: Level 2) (Subtle, Playful) You grab ears like that, I gotta wonder what else you're good at handling.": **(THIS WILL NOT BE HERE IF YOU MET BROOKLYN WHEN SUSAN DROPS HER STUFF)**
 - \$ IkeODonnell_Charisma_Checks += 1
 - \$ BrooklynODonnell_Charisma_Checks += 1
 - \$ BrooklynODonnell_Sexual_Checks += 1
 - \$ BrooklynODonnell_Attraction += 1
 - \$ IkeODonnell_Attraction -= 1
- "(Confrontational, Concern) That soda can could have really hurt someone!! It barely missed me!!":
- "Say nothing":

blah blah

- "(Straightforward, Philosophical) It's their body, their call. Doesn't mean I have to agree, but it's not my place to interfere.":
 - \$ BrooklynODonnell_Attraction += 1
 - \$ IkeODonnell_Attraction -= 1
- "(Bold, Unapologetic) Hell, they're the future. If you're not on board, you're just holding onto a dying world. If I could I would!":
 - \$ Pro_Robots_AND_Augmentation += 2
 - \$ BrooklynODonnell_Attraction -= 1
 - \$ IkeODonnell_Attraction -= 3
- "(Cold, Condescending, Genocidal) You think turning yourself into a machine makes you stronger? You're just surrendering what little humanity you have left!":
 - \$ BrooklynODonnell_Attraction -= 2
 - \$ BrooklynODonnell_VillainActionsWitnessed += 1
 - \$ IkeODonnell_Attraction += 3
 - \$ IkeODonnell_VillainActionsWitnessed += 1
 - \$ Anti_Robots_AND_Augmentation -= 2
 - \$ MC_Morality_Villain += 1
 - \$ Villain_Actions_00['villain_action_witness_13'] = "you did this!"
- "(Concerned, Calm) I don't know... There's something unnatural about it.":
 - \$ Anti_Robots_AND_Augmentation += 1
 - \$ IkeODonnell_Attraction += 2
 - \$ BrooklynODonnell_Attraction += 1
- "Say nothing":

blah blah

- "(Inquisitive) Ask about his jumper":
 - \$ IkeODonnell_Attraction += 1

- "Continue...":

Now ruby arrives

Version ends

NOW THE V0.20 WILL BE BLENDED HERE!

The only thing before the major august update (3000 renders plus) will be the gym sequence, it will no longer be a flashback. And I will add sexy scenes to it too. And some other story inconsistencies will be fixed too...

I will post an updates walkthrough for next part soon.

Achievements

- **get Ruby to negative attraction before reaching the hospital**
 - self-explanatory
 - negative means -1 or below
 - if you have a hard time getting this one, please don't have any kids!
- **challenge ruby 3 times**
 - **instance 1**
 - **CLICK ON:** "(Assertive, Challenge) [Rubys_Relationship_To_MC], I took them. But you need to stop treating me like I'm some fragile thing that's going to break. I'm not a kid anymore.":
 - This happens at the beginning of the ceremony, Hudson leaves to get the girls leaving you and ruby alone.

- instance 2
 - **CLICK ON:** "(Defiance, Assertive) I want to stop taking the pills. I've made up my mind. You can't change it.":
 - This happens after the farm flashback when you wake up on Taylor's bed.
- instance 3
 - **CLICK ON:** "(Challenging) How can you hate them so much when I'm on their pills?":
 - This happens the following day, ruby comes back to the morning that morning to pick you up for your appointment at the hospital. In the barn livingroom, the news is playing something about CaesarCorp.
- Alternatively, CTRL F: "\$ Ruby_Challenge_intro += 1"
 - remove the ""
 - SEARCH: \$ Ruby_Challenge_intro += 1
- **Get Taylor to say "fuck you" to you**
 - This is a level 3 sexual check, it should be done on your second playthrough, since you can get more EXP from completed achievements...
 - this happens during the graduation ceremony when alone with Taylor. make sure you choose to "walk around" and then go for the "food and drink" option, **NOT THE** "wild horses".
 - **CLICK ON:** "(Sexual: Level 3) (Vulgar, Lewd, Crude) Forget the donut hole! I'd stretch your hole wide open. Bet you'd make prettier noises than your laugh too!":
- **Don't use any SPEECH CHECKS on graduation day.**
 - self-explanatory
 - Do not use any speech checks before you sleep on Taylor's bed after the farm flashback.
 - the following choices **DO NOT AFFECT** this achievement
 - "(Intellect: Level 1) (Quick Thinking) Spray him with the 'Mare in Heat'":
 - "(Intellect: Level 1) (Quick Thinking, Perceptive) Shove it in her mouth before she can make her move!":
 - "(Intellect: Level 1) (Horse Handling) You'd helped Hudson with the farm's horses long enough to recognize the problem immediately.":
- **Punch an old man**
 - instance 1
 - the old hillbilly with the camera
 - instance 2
 - the old guy carrying the crates after leaving the ceremony with Taylor
- **Get MAXIMUM relation with Taylor before she leaves for her grandmas**
 - max is 19/20

- make sure you do the “walk around” path, and the “wild horses” path, and follow this guide.
- **help the British girl with her horse problem**
 - self-explanatory
- **punch 3 people in the face on graduation day**
 - instance 1: old hillbilly with camera
 - instance 2; Big fat red haired hillbilly
 - instance 3: old guy with the crates
- **Do 5 villain actions checks in front of taylor on graduation day!**
 - choose the “walk around” path. when the camera guy takes a photo, “protest”
 - **click:** "(Hostile, Threatening) Careful old man... I'll stomp you to death in front of everybody! I dont giva a fuck!!":
 - **click:** "(Impulsive, Hostile) Punch the old man":
 - you should now have 2 villain actions
 - follow the story until you leave with taylor
 - **you have to victim blame taylor**
 - follow story until you meet the guy struggling with the crates on the country road
 - **you have to punch him**
 - follow story
 - after farm flashback you wake up on taylor bed, more blah blah until it is just you and taylor in room
 - **call her a selfish bitch**
- The following speech checks are divided into levels
 - **use X speech checks**
 - Level 1: 1 time
 - Level 2: 5 times
 - Level 3: 10 times
 - Level 4: 25 times
 - Level 5: 50 times
 - Level 6: 100 times
 - Level 7: 200 times
 - **use X charisma checks**
 - Level 1: 5 times
 - Level 2: 10 times
 - Level 3: 25 times
 - Level 4: 50 times
 - Level 5: 75 times
 - Level 6: 100 times
 - **use X sexual checks**
 - Level 1: 5 times
 - Level 2: 10 times
 - Level 3: 25 times

- Level 4: 50 times
- Level 5: 75 times
- Level 6: 100 times
- **use X intellect checks**
 - Level 1: 5 times
 - Level 2: 10 times
 - Level 3: 25 times
 - Level 4: 50 times
 - Level 5: 75 times
 - Level 6: 100 times