

Come Right Inn

By FXLS
<https://www.patreon.com/FXLS>

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

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

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

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

Legend

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

More complex values will be written as text instead:

girls kissed +20

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

Bubu  is at least 5
girls kissed is at least 25

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

 Granny
grandmas kissed +20

Icons

: +1 Relationship point : -1 Relationship point

Flow Symbols



Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this

decide something #123

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this

did not decide something #123

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

decided something #123

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

For example let's define some karate belts and assign each one to a numerical value:

0 ➡ white belt #78, 1 ➡ yellow belt #78, 2 ➡ orange belt #78

If in the code the condition checks that the value must be at least 1 (*karate_belt* >= 1)

It will be listed like this: *karate belt: [yellow, orange] #78*

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

agree #55

Reversed decisions that do not impact the story (yet) will be displayed like this:

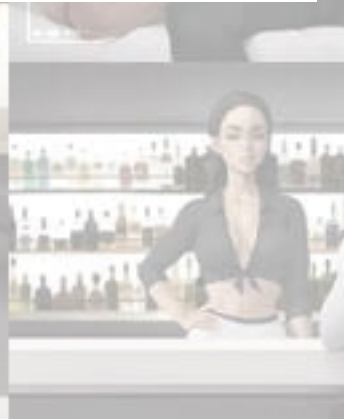
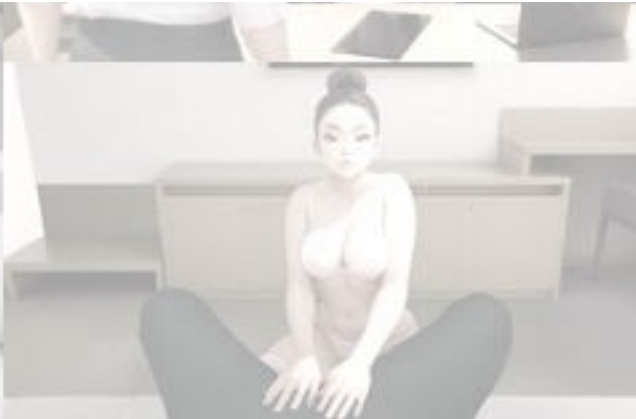
did not agree #55

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

Enjoy the game!

Table of Contents

Introduction	1
Table of Contents	2
Episode 1	3
Episode 2	4
Episode 2 - Part 2	5
Episode 3	6
Cheat without a MOD	7



Come Right Inn Episode 1

Interview

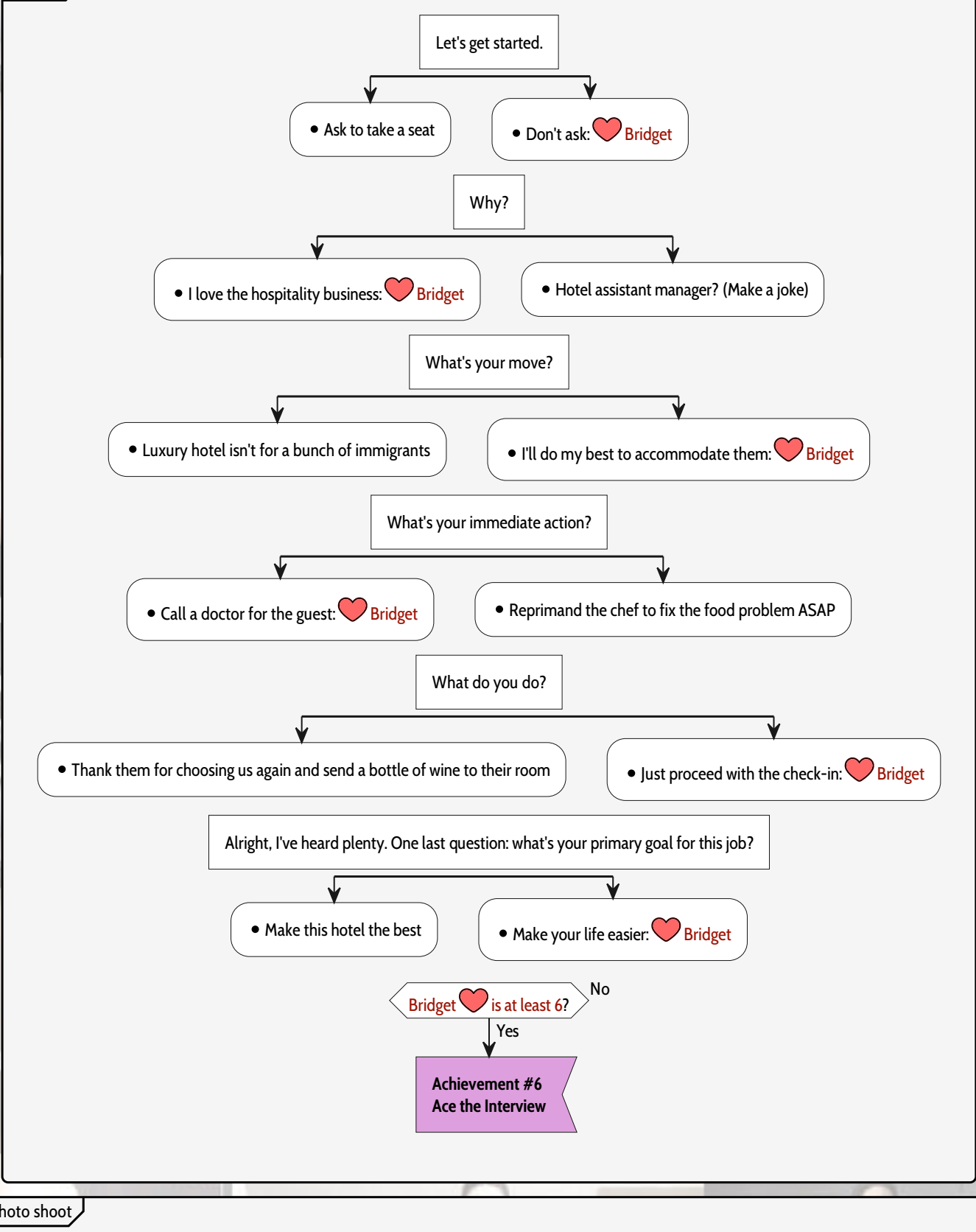
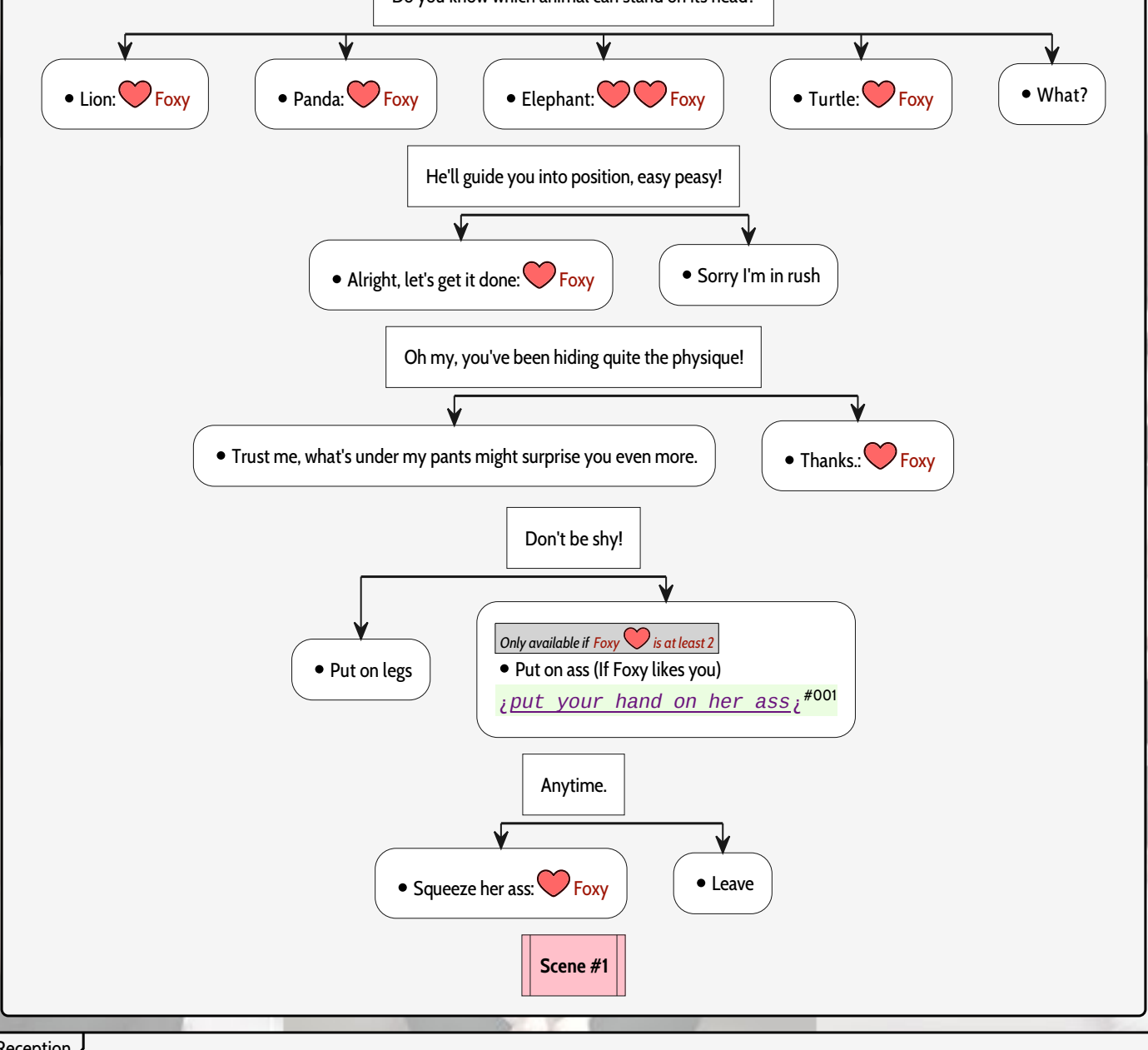
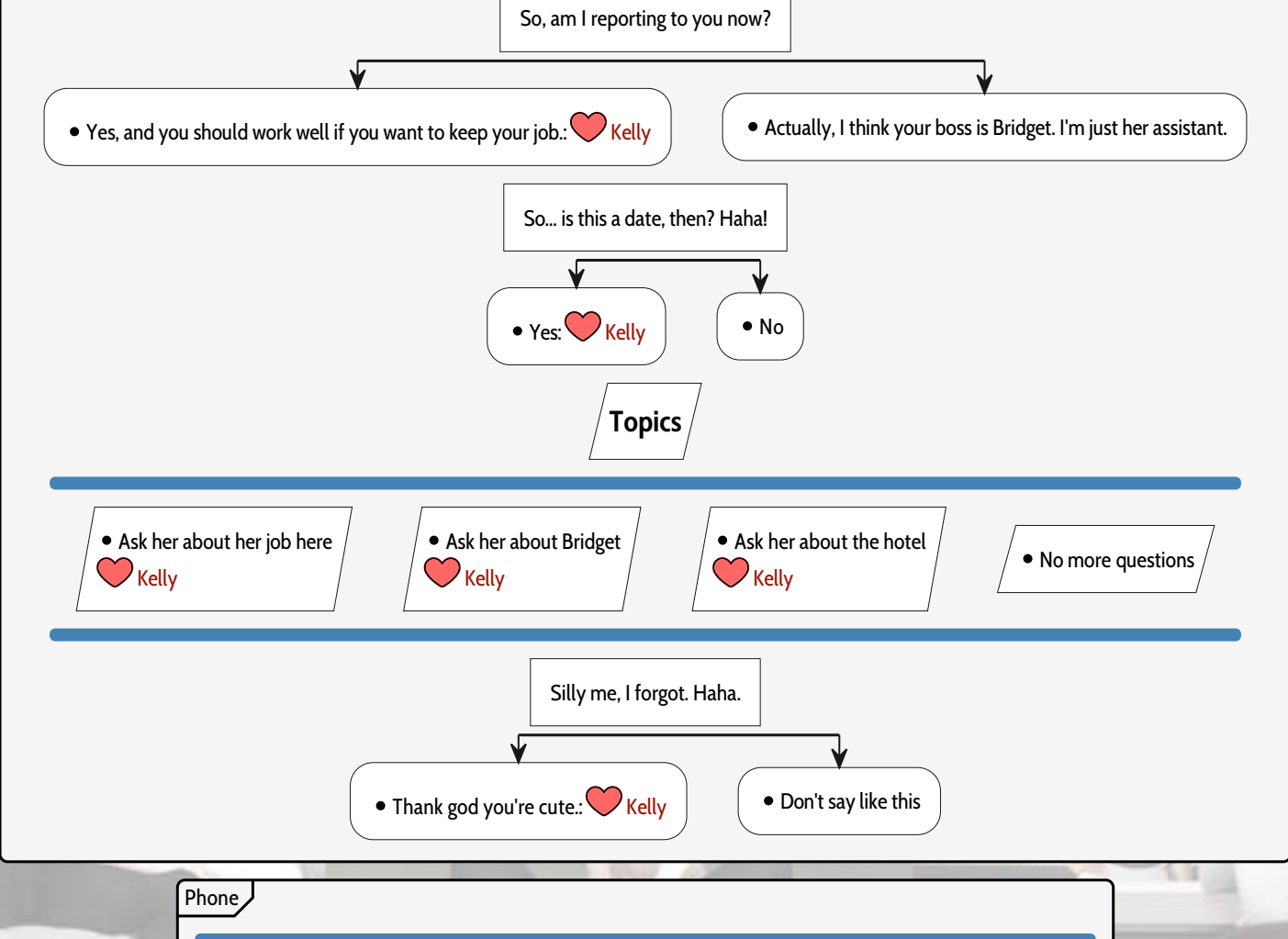


Photo shoot



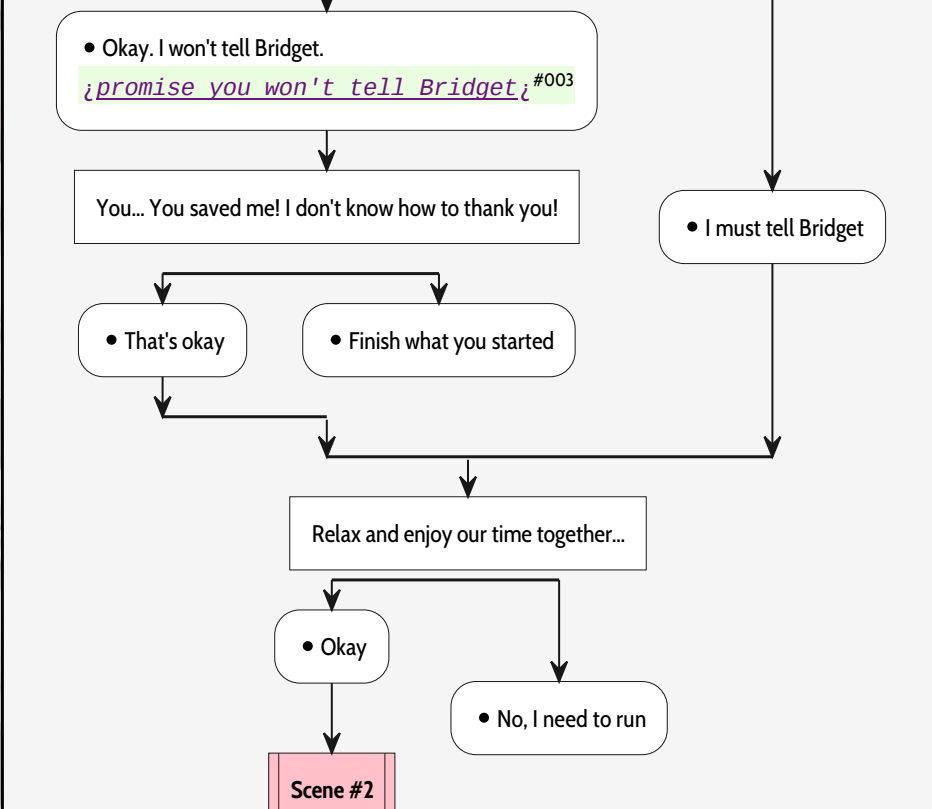
Reception



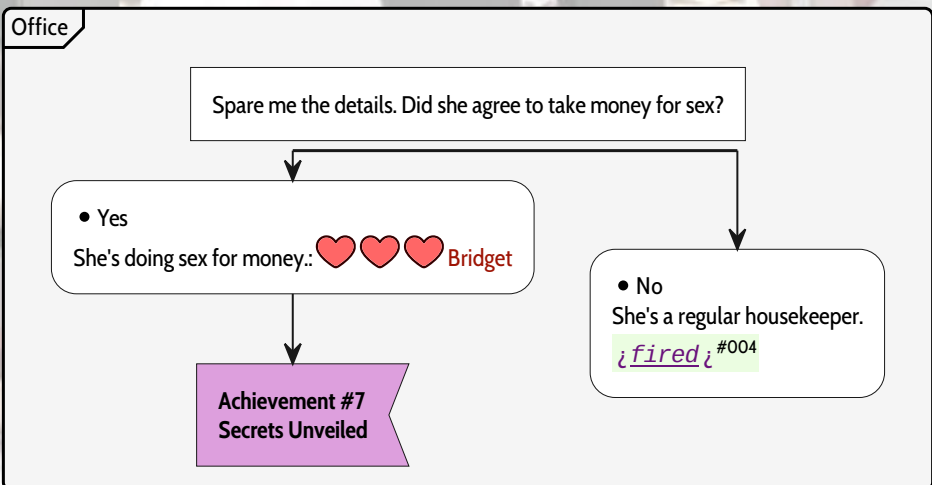
Phone



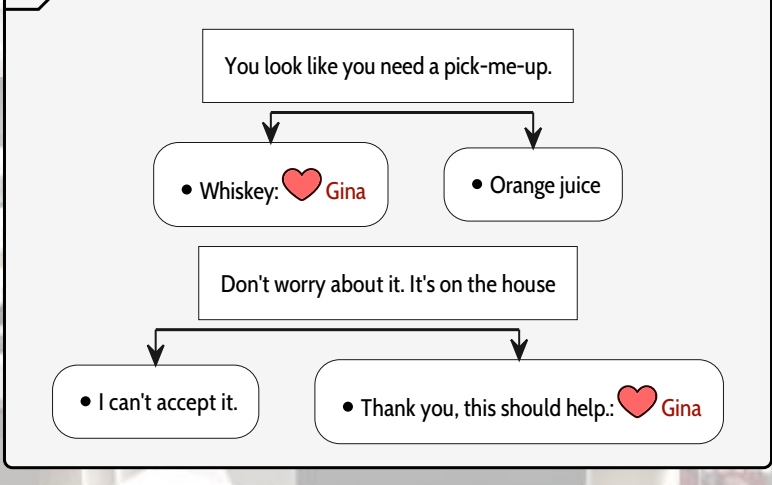
Room



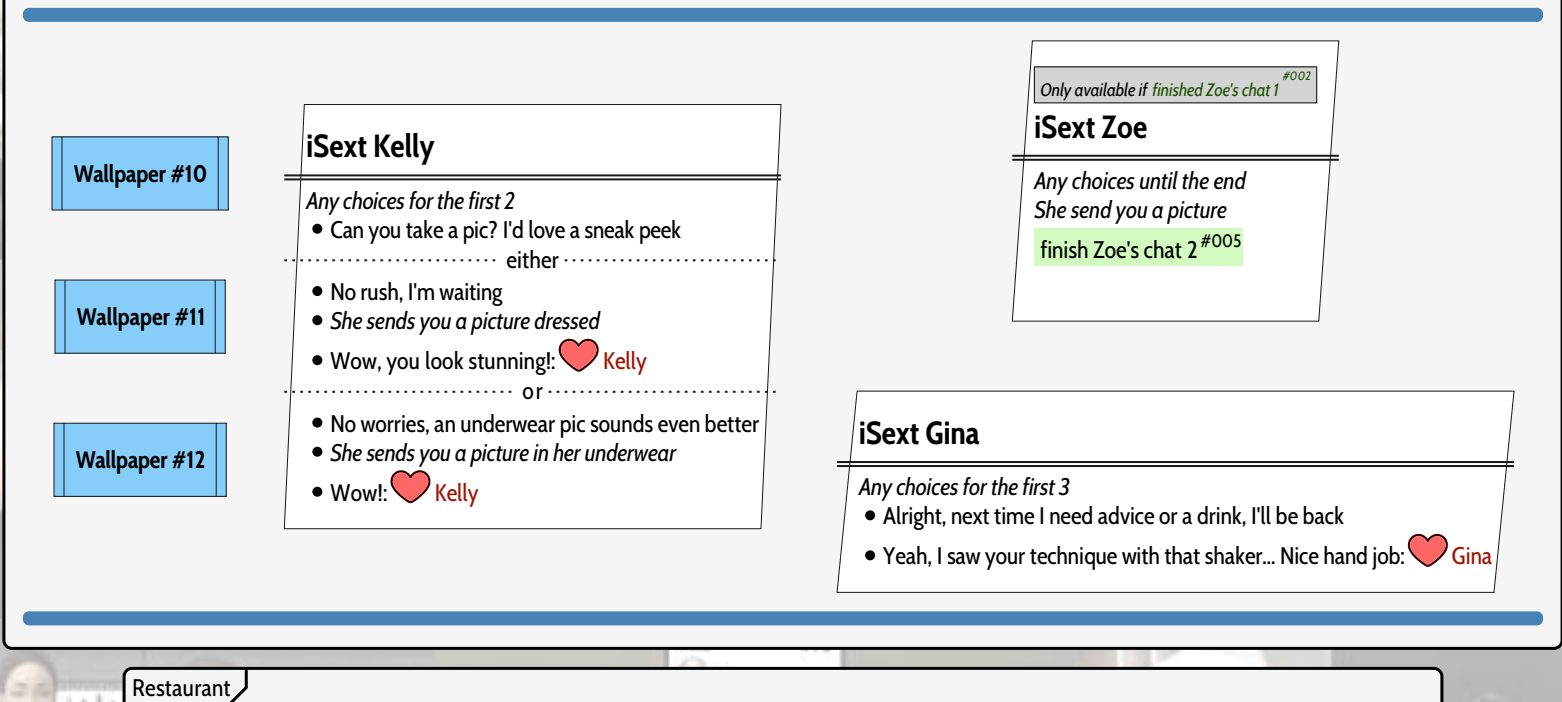
Office



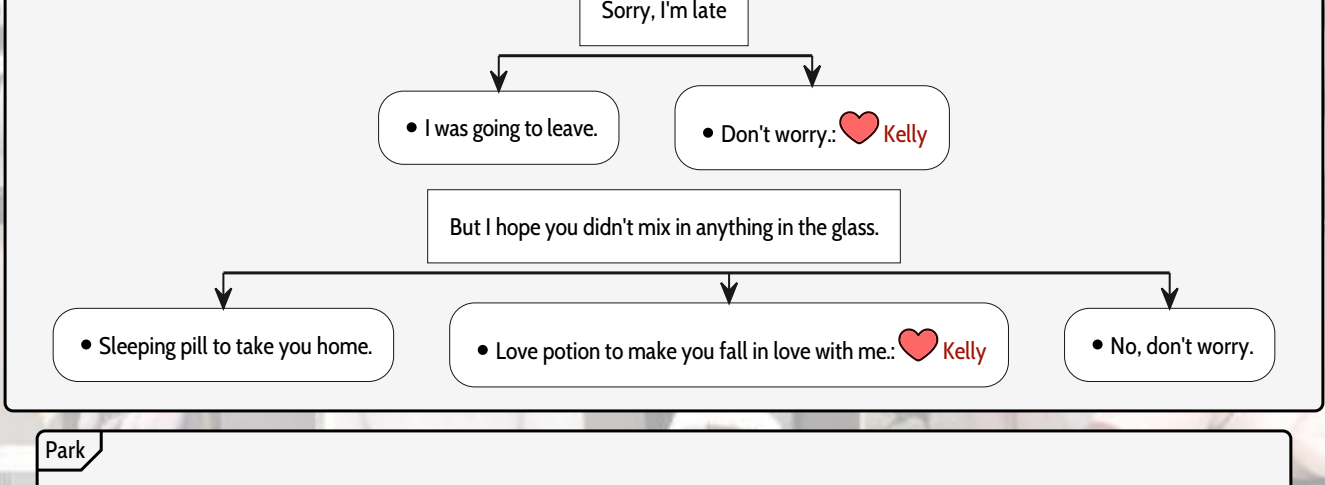
Bar



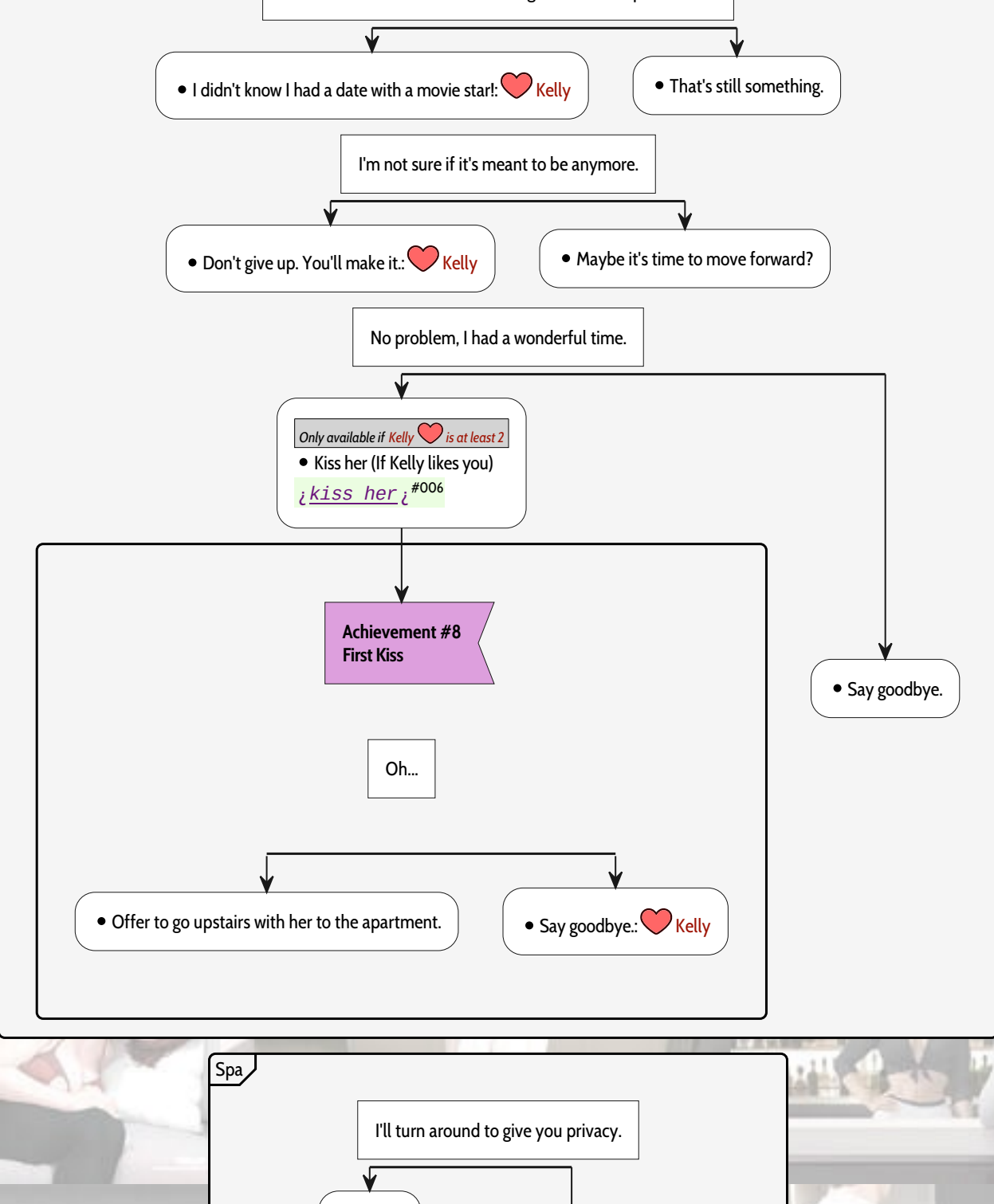
Phone



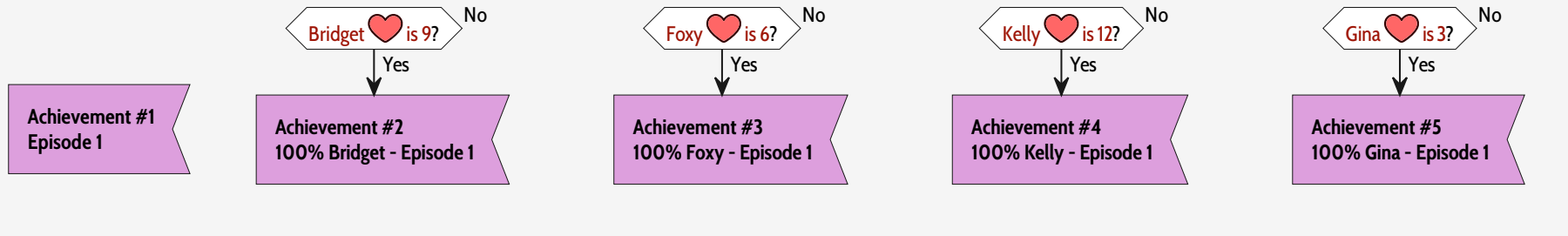
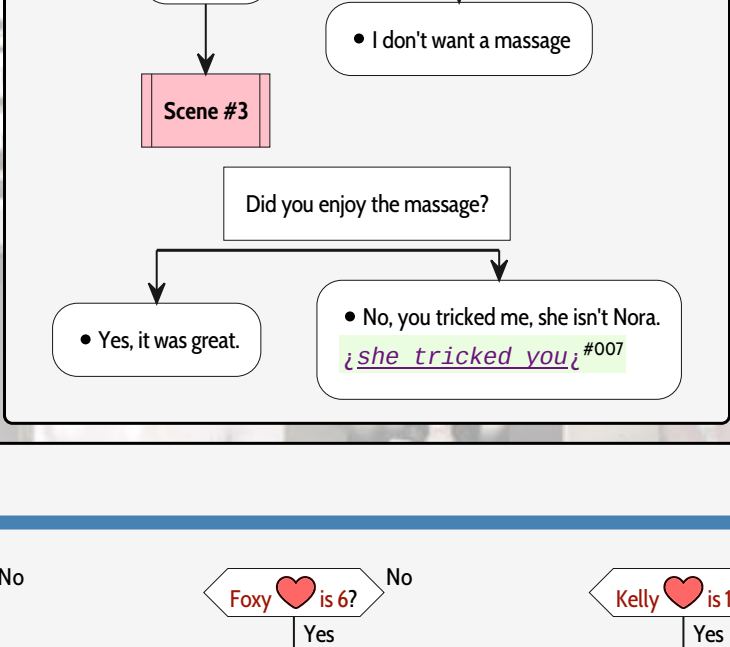
Restaurant



Park



Spa



Come Right Inn Episode 2

Reset

Current ❤️ is reset at the beginning of each episode.
Total ❤️ per character is tracked in a different variable.

Max ❤️ up to now	Current ❤️	Max ❤️ this episode
12	Kelly ❤️ ➡️ 0	5
3	Gina ❤️ ➡️ 0	6
6	Foxy ❤️ ➡️ 0	5
9	Bridget ❤️ ➡️ 0	7
	Mira ❤️ ➡️ 0	2
	Vanessa ❤️ ➡️ 0	2

Office

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

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

• What happened there?

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

• Go with Vanessa

• Stay with Bridget: ❤️ Bridget

Lobby

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

• Enter the conversation: ❤️ Kelly

enter the conversation #008

• Stay away

Guess he got what he deserved!

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

• You can't handle things like that.

move Morihiro to a different room #009

Oh no, that's terrible!

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

accuse Kelly #010

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

Thank you, Ryan. That means a lot.

• Ask her out

ask her out #011

• Leave

Bar

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

• I don't think so.

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

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

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

• No, I'm not interested.

reject her #013

Foxy

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

• Deal: ❤️ Foxy

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

Scene #4

Achievement #16
Restroom Romance

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

• She's my sister: ❤️ Foxy

tell her Gwen is your sister #014

• I'm just curious

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

• Naked: ❤️ Foxy

• Homeless: ❤️ Foxy

• Dead

• What?

Beach

• Step aside

• Stay in place: ❤️ Mira

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

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

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

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

• Enter the conversation: ❤️ Gina

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

• Mr. Nishikuni

• Mr. Higashikuni: ❤️ Gina

• Mr. Kunikawa

• Mr. Higashimanko

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

• Of course: ❤️ Gina

• Sorry, I can't

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

• Apply to her back #016

apply to her back

• Apply to her legs #017

apply to her legs

• Apply to her ass

- Only if did not apply lotion to Gina's back #016 or did not apply lotion to Gina's legs #017
- First time:
 - apply to her ass* #018
- Second time:
 - Finish applying
- Otherwise
 - Gina lets you apply lotion on her ass
 - Can change position and choose again

• Finish applying

Scene #5

Anything else on your mind?

• Ask her out: ❤️ Gina

• Leave

Phone

Wallpaper #13

Wallpaper #14

Wallpaper #15

Wallpaper #16

Wallpaper #17

Wallpaper #18

iSext Foxy

Any choices for the first 3

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

• She sends you another picture: Foxy ❤️

iSext Zoe

Only if finished Zoe's chat 2 #005

Any choices till the end

She send you a picture

finish Zoe's chat 3 #019

iSext Vanessa

- Don't worry, I'm on the case. I won't give up
- I highly doubt that. You make anything look good.
- I'm sure all of them are fine: Vanessa ❤️
- She sends you a picture
- Any choices till the end

iSext Gina

Gina did not get angry at you #015.

Any choices for the first 2

Gina got angry at you #015.

Any choices for the first 4

- Easy. I've got a whole arsenal of stories, jokes, and random facts that'll make your book look like a nap: Gina ❤️
- Any choices till the end

iSext Kelly

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

Any choices till the first 2

• *Kelly calms down* #020

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

- Got any plans for tonight?
- Of course! What are we watching?

• ask her out? #012

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

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

- Sounds fun. What are you doing right now?
- Now you're making it hard to focus.
- All I can think about is you in some cute lingerie... so distracting
- Oh, come on, Kelly! You're not making this any easier
- I'm not sure I'd do it right.

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

- She sends you a picture
- Any choices till the end

Come Right Inn Episode 2 - Part 2

Gym

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

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

• Continue

Scene #6

Know anyone there who might be good enough to headhunt?

• Yes
know someone to headhunt #021

• No

Do you know an Alice from there?

• No, I don't recall

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

• Yes, why?

• There might be a mix-up
i don't recall Alice #022

• Oh, Alice! I thought you said Alex

Did you encourage her to apply?

• Yes

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

• I forgot about it

Only available if *don't know someone to headhunt* #021
• That was before I started here: ❤️ Bridget

Only available if *know someone to headhunt* #021
• I wasn't aware she had sent in an application: ❤️ ❤️ Bridget

Achievement #17
Smooth Operator

• No

And? Who took it? Give me a name.

• Kelly

• Gina

• Habson

• I don't know

• Someone else

Answer
• waitress
• thewaitress
• waiter
• thewaiter
❤️ Bridget

Answer
• you
• bridget
❤️ ❤️ Bridget

Answer
Anything else

Achievement #18
Bracelet Detective

Penthouse

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

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

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

• Alright... fine

• No: ❤️ Mira

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

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

• Look around the penthouse

• Sneak a peek

Achievement #19
Peeping Pro

• Push the door open more

• Push the door open more

• Push the door open more
i Vanessa catches you #023

• Walk away

• Walk away

• Walk away

• Turn back

• Wait here

Scene #7

Can you come over again tomorrow night?

• Sure. I'd be happy to: ❤️ Vanessa

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

Is Bridget somehow involved in the disappearance of my bracelet?

• Yes
i Bridget was involved #024

• No

Lobby

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

• I've had enough of your complaints
i be rude #025

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

Kelly

Maybe. Is that a problem?

• Kiss her: ❤️ Kelly

Scene #8

Is it important?

• Pick up: ❤️ Bridget
i answer #027

• Ignore

• Leave
i reject her #026

Bridget ❤️ is 7? No
Yes

Achievement #10
100% Bridget - Episode 2

Foxy ❤️ is 5? No
Yes

Achievement #11
100% Foxy - Episode 2

Kelly ❤️ is 5? No
Yes

Achievement #12
100% Kelly - Episode 2

Achievement #9
Episode 2

Gina ❤️ is 6? No
Yes

Achievement #13
100% Gina - Episode 2

Mira ❤️ is 2? No
Yes

Achievement #14
100% Mira - Episode 2

Vanessa ❤️ is 2? No
Yes

Achievement #15
100% Vanessa - Episode 2

Come Right Inn
Episode 3

Reset

Current ❤️ is reset at the beginning of each episode.
Total ❤️ per character is tracked in a different variable.

Max ❤️ up to now	Current ❤️	Max ❤️ this episode
17	Kelly ❤️ ➡ 0	5
9	Gina ❤️ ➡ 0	4
11	Foxy ❤️ ➡ 0	1
16	Bridget ❤️ ➡ 0	3
2	Mira ❤️ ➡ 0	2
2	Vanessa ❤️ ➡ 0	3

Office

And you, Ryan? What did you do with that information?

- Nothing: ❤️ Kelly
- I told Kelly to move him to a different room

Ryan, did you step in and try to fix this part of the problem at least?

- Yes: ❤️ Bridget
- Nope

And what exactly are you trying to say?

- I'm not doing it
- I need something in return: ❤️ Bridget
¿steal the documents¿ #028

Staff room

But... he might have muttered something like, "Bad service isn't the problem anymore—I just need to survive my stay."

- Next time you have one of your genius ideas, check with me first: ❤️ Gina
- The idea had potential, just some bad luck. Good try, Kelly

Spa

Scene #9

Staff room

Feels like the end of my world.

- You were trying to help. That's what matters: ❤️ Kelly
- Enough, Kelly. Next time, you follow my lead

So, how do you know about Gwen?

- She's... my sister: ❤️ Gina
¿tell her about Gwen¿ #029
- I've heard some things

Spa

I see.

- Guess I was wrong about you. You're not just some spoiled rich kid: ❤️ Mira
- Yeah, you're definitely a spoiled rich kid

All you have to do is keep my little college problem between us... and I'll show you exactly how good it can be.

- Alright... I won't say a word to Vanessa
- You really think your half-baked seduction is gonna change my mind?: ❤️ Mira
¿make her take care of Morihiko¿ #030

Achievement #27
Crisis Averted

Phone

iSext Bridget

Any choices for the first 4 or 5

- So it is something you don't want anyone to know. Now I have to find out. Don't tell me—it's pottery
- She sends you a picture
- Damn... Didn't expect that. You look incredible: Bridget ❤️

Only if finished Zoe's chat 3 #029

iSext Zoe

Any choices till the end

- She send you a picture
- ¿finish Zoe's chat 4¿ #031

iSext Foxy

Any choices for the first 4

- Nope, just trying to summon the Foxy I know
- Then my job here is done. Miss your sunshine, Foxy: Foxy ❤️
- She sends you a picture
- Any choices till the end

iSext Gina

Any choices till the end

- Gina ❤️

iSext Kelly

Any choices for the first 3

- Okay, okay. Deep breath. Stand tall. Smile like you just got free tacos. You've got this
- Luck officially wished! Now go charm the life out of them
- She sends you a picture
- Like the reason they won't even need to audition anyone else: Kelly ❤️
- Good luck!

iSext Vanessa

Any choices till the end

- She send you a picture

Staff room

Of course, go ahead.

- Sneak a peek: ❤️ Gina
- Do nothing

Scene #10

I was auditioning for the main girl—she's the only alive cheerleader left, and she has to prove that humans can still be cool, too.

- That's the dumbest thing I've ever heard: ❤️ Kelly
- That actually sounds kinda awesome

I thought something was going on between us, but now... with you and Gina... do you like her?

- I don't feel that way about Gina. It's you, Kelly. It's always been you: ❤️ Kelly
¿fuck Kelly¿ #032
- I won't lie — Gina interests me. But Kelly, you and I... We're just friends

Scene #11

Achievement #28
Just the Two of Us

Penthouse

Drink?

- I'm good, thanks
- Sounds good: ❤️ Vanessa

So, what do you say? Would you go out with her?

- Yeah, sure: ❤️ Vanessa
¿accept to go out with Mira¿ #033
- I'm not sure it's a good idea

You've got so much potential, but you're holding yourself back. Trust me... Just let me show you how easy it could be... if you just relax.

- Let her continue: ❤️ Vanessa
¿fuck Vanessa¿ #034
- Stop her

Scene #12

Achievement #29
Champagne & Sins

Safe

The code for the safe was in Vanessa's Instacum post



8991

You open the safe?

No

Yes

- Take some money
¿take some money¿ #035
- Leave it and walk away

Bug

The following variable is always set, even if you walk away or don't open the safe at all.
¿take some money¿ #035

Bridget ❤️ is 3?

Kelly ❤️ is 5?

Foxy ❤️ is 1?

Achievement #20
100% Bridget - Episode 3

Achievement #22
100% Kelly - Episode 3

Achievement #21
100% Foxy - Episode 3

Achievement #26
Episode 3

Gina ❤️ is 4?

Mira ❤️ is 2?

Vanessa ❤️ is 3?

Achievement #23
100% Gina - Episode 3

Achievement #24
100% Mira - Episode 3

Achievement #25
100% Vanessa - Episode 3

Come Right Inn Ep.3
Walkthrough rev 1.2

Cheat without a MOD

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

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

The easiest way to enable it is to use the Universal Ren'Py Mod from Ox52.
Download it from the webpage: <https://Ox52.dev/mods/Universal-Ren-Py-Mod-1000>, then unzip it and drop the rpa file in the game folder.

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

Character variables

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

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

Game Decisions Variables

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

label	set variable	unset variable	check current value
<i>¿put your hand on her ass¿</i> #001	foxy_ass = True	foxy_ass = False	foxy_ass
finish Zoe's chat 2 #002	facts["fact 1"]["state"] = True	facts["fact 1"]["state"] = False	facts["fact 1"]["state"]
<i>¿promise you won't tell Bridget¿</i> #003	sophie_promised = True	sophie_promised = False	sophie_promised
<i>¿fired¿</i> #004	fired = True	fired = False	fired
finish Zoe's chat 2 #005	facts["fact 2"]["state"] = True	facts["fact 2"]["state"] = False	facts["fact 2"]["state"]
<i>¿kiss her¿</i> #006	kelly_kissed = True	kelly_kissed = False	kelly_kissed
<i>¿she tricked you¿</i> #007	said_melora_tricked = True	said_melora_tricked = False	said_melora_tricked
<i>¿enter the conversation¿</i> #008	spoke_with_morihiro = True	spoke_with_morihiro = False	spoke_with_morihiro
<i>¿move Morihiro to a different room¿</i> #009	told_to_move_morihiro = True	told_to_move_morihiro = False	told_to_move_morihiro
accuse Kelly #010	kelly_got_angry = True	kelly_got_angry = False	kelly_got_angry
ask her out #011	asked_kelly_out = True	asked_kelly_out = False	asked_kelly_out
ask her out #011	facts["fact 4"]["state"] = True	facts["fact 4"]["state"] = False	facts["fact 4"]["state"]
<i>¿reject her¿</i> #013	rejected_foxy = True	rejected_foxy = False	rejected_foxy
<i>¿tell her Gwen is your sister¿</i> #014	told_foxy = True	told_foxy = False	told_foxy
Gina gets angry #015	gina_got_angry = True	gina_got_angry = False	gina_got_angry
apply to her back #016	applied_to_back = True	applied_to_back = False	applied_to_back
apply to her legs #017	applied_to_legs = True	applied_to_legs = False	applied_to_legs
<i>¿apply to her ass¿</i> #018	applied_to_ass = True	applied_to_ass = False	applied_to_ass
finish Zoe's chat 3 #019	facts["fact 3"]["state"] = True	facts["fact 3"]["state"] = False	facts["fact 3"]["state"]
<i>¿Kelly calms down¿</i> #020	facts["fact 5"]["state"] = True	facts["fact 5"]["state"] = False	facts["fact 5"]["state"]
know someone to headhunt #021	anyone_to_headhunt = True	anyone_to_headhunt = False	anyone_to_headhunt
<i>¿don't recall Alice¿</i> #022	alice_dont_remember = True	alice_dont_remember = False	alice_dont_remember
<i>¿Vanessa catches you¿</i> #023	vanessa_noticed = True	vanessa_noticed = False	vanessa_noticed
<i>¿Bridget was involved¿</i> #024	told_about_bridget = True	told_about_bridget = False	told_about_bridget
<i>¿be rude¿</i> #025	was_rude_to_morihiro = True	was_rude_to_morihiro = False	was_rude_to_morihiro
<i>¿reject her¿</i> #026	rejected_kelly = True	rejected_kelly = False	rejected_kelly
<i>¿answer¿</i> #027	picked_up = True	picked_up = False	picked_up
<i>¿steal the documents¿</i> #028	deal_with_bridget = True	deal_with_bridget = False	deal_with_bridget
<i>¿tell her about Gwen¿</i> #029	told_gina_about_gwen = True	told_gina_about_gwen = False	told_gina_about_gwen
<i>¿make her take care of Morihiro¿</i> #030	made_a_deal_with_mira = True	made_a_deal_with_mira = False	made_a_deal_with_mira
<i>¿finish Zoe's chat 4¿</i> #031	facts["fact 6"]["state"] = True	facts["fact 6"]["state"] = False	facts["fact 6"]["state"]
<i>¿fuck Kelly¿</i> #032	sex_kelly = True	sex_kelly = False	sex_kelly
<i>¿accept to go out with Mira¿</i> #033	agreed_to_go_out_with_mira = True	agreed_to_go_out_with_mira = False	agreed_to_go_out_with_mira
<i>¿fuck Vanessa¿</i> #034	sex_vanessa = True	sex_vanessa = False	sex_vanessa
<i>¿take some money¿</i> #035	took_vanessas_money = True	took_vanessas_money = False	took_vanessas_money

Unlock scenes

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

number	unlock	lock	check current value
1	persistent.menu_scenes[scene 1]['scene_unlocked'] = True	persistent.menu_scenes[scene 1]['scene_unlocked'] = False	persistent.menu_scenes[scene 1]['scene_unlocked']
2	persistent.menu_scenes[scene 2]['scene_unlocked'] = True	persistent.menu_scenes[scene 2]['scene_unlocked'] = False	persistent.menu_scenes[scene 2]['scene_unlocked']
3	persistent.menu_scenes[scene 3]['scene_unlocked'] = True	persistent.menu_scenes[scene 3]['scene_unlocked'] = False	persistent.menu_scenes[scene 3]['scene_unlocked']
4	persistent.menu_scenes[scene 4]['scene_unlocked'] = True	persistent.menu_scenes[scene 4]['scene_unlocked'] = False	persistent.menu_scenes[scene 4]['scene_unlocked']
5	persistent.menu_scenes[scene 5]['scene_unlocked'] = True	persistent.menu_scenes[scene 5]['scene_unlocked'] = False	persistent.menu_scenes[scene 5]['scene_unlocked']
6	persistent.menu_scenes[scene 6]['scene_unlocked'] = True	persistent.menu_scenes[scene 6]['scene_unlocked'] = False	persistent.menu_scenes[scene 6]['scene_unlocked']
7	persistent.menu_scenes[scene 7]['scene_unlocked'] = True	persistent.menu_scenes[scene 7]['scene_unlocked'] = False	persistent.menu_scenes[scene 7]['scene_unlocked']
8	persistent.menu_scenes[scene 8]['scene_unlocked'] = True	persistent.menu_scenes[scene 8]['scene_unlocked'] = False	persistent.menu_scenes[scene 8]['scene_unlocked']
9	persistent.menu_scenes[scene 9]['scene_unlocked'] = True	persistent.menu_scenes[scene 9]['scene_unlocked'] = False	persistent.menu_scenes[scene 9]['scene_unlocked']
10	persistent.menu_scenes[scene 10]['scene_unlocked'] = True	persistent.menu_scenes[scene 10]['scene_unlocked'] = False	persistent.menu_scenes[scene 10]['scene_unlocked']
11	persistent.menu_scenes[scene 11]['scene_unlocked'] = True	persistent.menu_scenes[scene 11]['scene_unlocked'] = False	persistent.menu_scenes[scene 11]['scene_unlocked']
12	persistent.menu_scenes[scene 12]['scene_unlocked'] = True	persistent.menu_scenes[scene 12]['scene_unlocked'] = False	persistent.menu_scenes[scene 12]['scene_unlocked']

Unlock wallpapers

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

number	unlock	lock	check current value
1	wallpapers[wp0] = {"unlocked": True}	wallpapers[wp0] = {"unlocked": False}	wallpapers[wp0]
2	wallpapers[wp1] = {"unlocked": True}	wallpapers[wp1] = {"unlocked": False}	wallpapers[wp1]
3	wallpapers[wp2] = {"unlocked": True}	wallpapers[wp2] = {"unlocked": False}	wallpapers[wp2]
4	wallpapers[wp3] = {"unlocked": True}	wallpapers[wp3] = {"unlocked": False}	wallpapers[wp3]
5	wallpapers[wp4] = {"unlocked": True}	wallpapers[wp4] = {"unlocked": False}	wallpapers[wp4]
6	wallpapers[wp5] = {"unlocked": True}	wallpapers[wp5] = {"unlocked": False}	wallpapers[wp5]
7	wallpapers[wp6] = {"unlocked": True}	wallpapers[wp6] = {"unlocked": False}	wallpapers[wp6]
8	wallpapers[wp7] = {"unlocked": True}	wallpapers[wp7] = {"unlocked": False}	wallpapers[wp7]
9	wallpapers[wp8] = {"unlocked": True}	wallpapers[wp8] = {"unlocked": False}	wallpapers[wp8]
10	wallpapers[wp9] = {"unlocked": True}	wallpapers[wp9] = {"unlocked": False}	wallpapers[wp9]
11	wallpapers[wp10] = {"unlocked": True}	wallpapers[wp10] = {"unlocked": False}	wallpapers[wp10]
12	wallpapers[wp11] = {"unlocked": True}	wallpapers[wp11] = {"unlocked": False}	wallpapers[wp11]
13	wallpapers[wp12] = {"unlocked": True}	wallpapers[wp12] = {"unlocked": False}	wallpapers[wp12]
14	wallpapers[wp13] = {"unlocked": True}	wallpapers[wp13] = {"unlocked": False}	wallpapers[wp13]
15	wallpapers[wp14] = {"unlocked": True}	wallpapers[wp14] = {"unlocked": False}	wallpapers[wp14]
16	wallpapers[wp15] = {"unlocked": True}	wallpapers[wp15] = {"unlocked": False}	wallpapers[wp15]
17	wallpapers[wp16] = {"unlocked": True}	wallpapers[wp16] = {"unlocked": False}	wallpapers[wp16]
18	wallpapers[wp17] = {"unlocked": True}	wallpapers[wp17] = {"unlocked": False}	wallpapers[wp17]
19	wallpapers[wp18] = {"unlocked": True}	wallpapers[wp18] = {"unlocked": False}	wallpapers[wp18]
20	wallpapers[wp19] = {"unlocked": True}	wallpapers[wp19] = {"unlocked": False}	wallpapers[wp19]
21	wallpapers[wp20] = {"unlocked": True}	wallpapers[wp20] = {"unlocked": False}	wallpapers[wp20]
22	wallpapers[wp21] = {"unlocked": True}	wallpapers[wp21] = {"unlocked": False}	wallpapers[wp21]
23	wallpapers[wp22] = {"unlocked": True}	wallpapers[wp22] = {"unlocked": False}	wallpapers[wp22]

Unlock achievements

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

number	title	unlock	lock	check current value
1	Episode 1	achievement.grant("ac1")	achievement.clear("ac1")	achievement.has("ac1")
2	100% Bridget - Episode 1	achievement.grant("ac2")	achievement.clear("ac2")	achievement.has("ac2")
3	100% Foxy - Episode 1	achievement.grant("ac3")	achievement.clear("ac3")	achievement.has("ac3")
4	100% Kelly - Episode 1	achievement.grant("ac4")	achievement.clear("ac4")	achievement.has("ac4")
5	100% Gina - Episode 1	achievement.grant("ac5")	achievement.clear("ac5")	achievement.has("ac5")
6	Ace the Interview	achievement.grant("ac6")	achievement.clear("ac6")	achievement.has("ac6")
7	Secrets Unveiled	achievement.grant("ac7")	achievement.clear("ac7")	achievement.has("ac7")
8	First Kiss	achievement.grant("ac8")	achievement.clear("ac8")	achievement.has("ac8")
9	Episode 2	achievement.grant("ac9")	achievement.clear("ac9")	achievement.has("ac9")
10	100% Bridget - Episode 2	achievement.grant("ac10")	achievement.clear("ac10")	achievement.has("ac10")
11	100% Foxy - Episode 2	achievement.grant("ac11")	achievement.clear("ac11")	achievement.has("ac11")
12	100% Kelly - Episode 2	achievement.grant("ac12")	achievement.clear("ac12")	achievement.has("ac12")
13	100% Gina - Episode 2	achievement.grant("ac13")	achievement.clear("ac13")	achievement.has("ac13")
14	100% Mira - Episode 2	achievement.grant("ac14")	achievement.clear("ac14")	achievement.has("ac14")
15	100% Vanessa - Episode 2	achievement.grant("ac15")	achievement.clear("ac15")	achievement.has("ac15")
16	Restroom Romance	achievement.grant("ac16")	achievement.clear("ac16")	achievement.has("ac16")
17	Smooth Operator	achievement.grant("ac17")	achievement.clear("ac17")	achievement.has("ac17")
18	Bracelet Detective	achievement.grant("ac18")	achievement.clear("ac18")	achievement.has("ac18")
19	Peeping Pro	achievement.grant("ac19")	achievement.clear("ac19")	achievement.has("ac19")
20	100% Bridget - Episode 3	achievement.grant("ac20")	achievement.clear("ac20")	achievement.has("ac20")
21	100% Foxy - Episode 3	achievement.grant("ac21")	achievement.clear("ac21")	achievement.has("ac21")
22	100% Kelly - Episode 3	achievement.grant("ac22")	achievement.clear("ac22")	achievement.has("ac22")
23	100% Gina - Episode 3	achievement.grant("ac23")	achievement.clear("ac23")	achievement.has("ac23")
24	100% Mira - Episode 3	achievement.grant("ac24")	achievement.clear("ac24")	achievement.has("ac24")
25	100% Vanessa - Episode 3	achievement.grant("ac25")	achievement.clear("ac25")	achievement.has("ac25")
26	Episode 3	achievement.grant("ac26")	achievement.clear("ac26")	achievement.has("ac26")
27	Crisis Averted	achievement.grant("ac27")	achievement.clear("ac27")	achievement.has("ac27")
28	Just the Two of Us	achievement.grant("ac28")	achievement.clear("ac28")	achievement.has("ac28")
29	Champagne & Sins	achievement.grant("ac29")	achievement.clear("ac29")	achievement.has("ac29")