

**Grandma's House**

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

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

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

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

**Legend**

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

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

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

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

**Icons**

: +1 Relationship point   : -1 Relationship point

**Flow Symbols**

 Skip until the next section

**Decision labels**

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

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

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

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

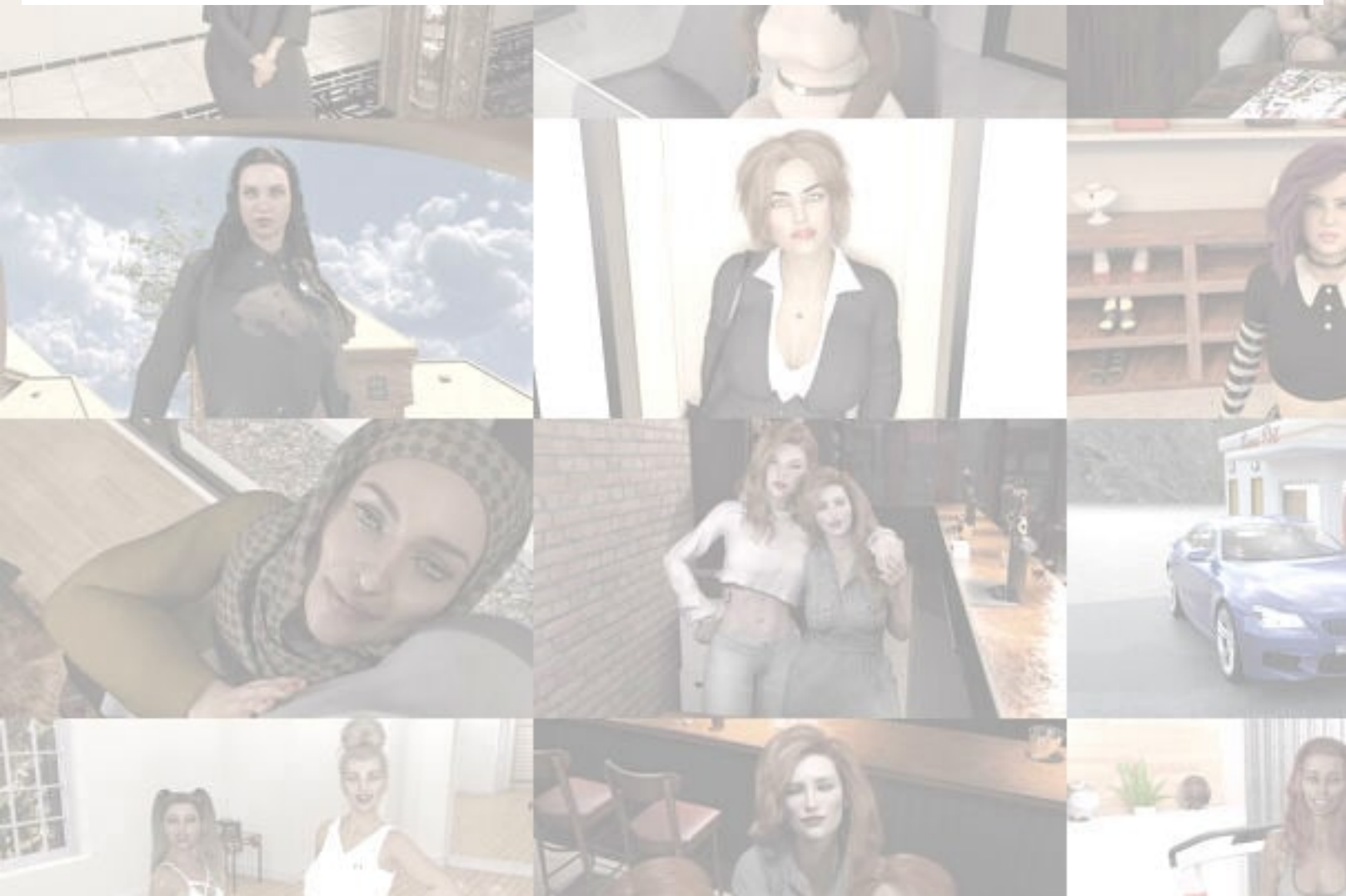
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:  
*agree* #55  
Reversed decisions that do not impact the story (yet) will be displayed like this:  
*did not agree* #55

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

Enjoy the game!

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# Grandma's House V0.82

Barn

Scene #1

Ophelia ❤️ is at least 1?

No

Yes

Scene #2

Mhm...

- Facefuck them

*facefuck them* #297

- Don't

Annabelle ❤️ is 0

Home

Twins ❤️ is at least 1?

No

Yes

Scene #3

\*Laughs\* The clock's ticking, where were we?

- Keep going

*keep going* #298

- Let her rest

# Grandma's House V0.83

Home

Scene #4

\*ZZZ\*

- Breed her

*fuck her in her sleep* #299

- Go back to sleep

Well... For that one I would like to be awake the first time.

- Finger her ass

*finger her ass* #300

Count on it.

- Have her clean your fingers

*clean your fingers* #301

- Don't

- Don't

Train

You both grab onto the rails as the train gets going.

- Publicly grope Asami

*grobe her in public* #302

- Don't

Scene #5

Shop

But still a pervert.

- Show off Asami's outfit to the women outside

*show off Asami* #303

Scene #6

into watersports with Asami #184?

No

Yes

\*Heavy Breathing\* I would hate that...

- Give her a drink

*give her a drink* #304

- Don't

- Don't

Isabella ❤️ is 0

Isabella

Scene #7

Spa

kissed Misses Lee #072?

No

Yes

Scene #8

Mhm...

- Finger her

*finger her* #305

- Don't

A final goodbye for him to watch his wife be impregnated by a virile young man.

- Yes

*accept* #306

- No

Grandma's House 0.83  
Walkthrough rev 1.28

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 |
|-------------|----------------------------------|--------------------------|----------------|---------------------|
| aalPoints   | Aaliyah relationship points      | aalPoints = value        |                | aalPoints           |
| abPoints    | Abby relationship points         | abPoints = value         |                | abPoints            |
| anaPoints   | Annabelle relationship points    | anaPoints = value        |                | anaPoints           |
| btyPoints   | Betty relationship points        | btyPoints = value        |                | btyPoints           |
| cPoints     | Catherine relationship points    | cPoints = value          |                | cPoints             |
| copPoints   | Sandra relationship points       | copPoints = value        |                | copPoints           |
| deanPoints  | Dean Nelson relationship points  | deanPoints = value       |                | deanPoints          |
| docPoints   | Priya relationship points        | docPoints = value        |                | docPoints           |
| elaPoints   | Elaine relationship points       | elaPoints = value        |                | elaPoints           |
| fiPoints    | Fiona relationship points        | fiPoints = value         |                | fiPoints            |
| helgaPoints | Helga relationship points        | helgaPoints = value      |                | helgaPoints         |
| imoPoints   | Imogene relationship points      | imoPoints = value        |                | imoPoints           |
| isaPoints   | Isabella relationship points     | isaPoints = value        |                | isaPoints           |
| jadaPoints  | Jada relationship points         | jadaPoints = value       |                | jadaPoints          |
| jamPoints   | Jamila relationship points       | jamPoints = value        |                | jamPoints           |
| jasPoints   | Jasmine relationship points      | jasPoints = value        |                | jasPoints           |
| josPoints   | Josianne relationship points     | josPoints = value        |                | josPoints           |
| kayPoints   | Kayla relationship points        | kayPoints = value        |                | kayPoints           |
| krnPoints   | Karen relationship points        | krnPoints = value        |                | krnPoints           |
| lPoints     | Elizabeth relationship points    | lPoints = value          |                | lPoints             |
| lilPoints   | Lily relationship points         | lilPoints = value        |                | lilPoints           |
| linaOrgasms | Lina orgasms                     | linaOrgasms = value      |                | linaOrgasms         |
| linaPoints  | Lina relationship points         | linaPoints = value       |                | linaPoints          |
| maidPoints  | Shizuka relationship points      | maidPoints = value       |                | maidPoints          |
| massPoints  | Aiko relationship points         | massPoints = value       |                | massPoints          |
| mblPoints   | Mabel relationship points        | mblPoints = value        |                | mblPoints           |
| milaPoints  | Mila relationship points         | milaPoints = value       |                | milaPoints          |
| minPoints   | Minnie relationship points       | minPoints = value        |                | minPoints           |
| nbrPoints   | Natalia relationship points      | nbrPoints = value        |                | nbrPoints           |
| nnPoints    | Allison relationship points      | nnPoints = value         |                | nnPoints            |
| ophPoints   | Ophelia relationship points      | ophPoints = value        |                | ophPoints           |
| pavPoints   | Paveena relationship points      | pavPoints = value        |                | pavPoints           |
| plyPoints   | Polly relationship points        | plyPoints = value        |                | plyPoints           |
| riPoints    | Riona relationship points        | riPoints = value         |                | riPoints            |
| shwPoints   | Shawna relationship points       | shwPoints = value        |                | shwPoints           |
| smarPoints  | Sister Maria relationship points | smarPoints = value       |                | smarPoints          |
| snPoints    | Monica relationship points       | snPoints = value         |                | snPoints            |
| sophPoints  | Sophia relationship points       | sophPoints = value       |                | sophPoints          |
| svtPoints   | Svetlana relationship points     | svtPoints = value        |                | svtPoints           |
| tyaPoints   | Tanya relationship points        | tyaPoints = value        |                | tyaPoints           |
| twnPoints   | Twins relationship points        | twnPoints = value        |                | twnPoints           |
| yvPoints    | Yvonne relationship points       | yvPoints = value         |                | yvPoints            |
| zelPoints   | Zelda relationship points        | zelPoints = value        |                | zelPoints           |

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>¿facefuck them¿</i> #297         | day135opheliaAnnabelleFacefuck = 1 | day135opheliaAnnabelleFacefuck = 0 | day135opheliaAnnabelleFacefuck |
| <i>¿keep going¿</i> #298            | day135ellaContinue = 1             | day135ellaContinue = 0             | day135ellaContinue             |
| <i>¿fuck her in her sleep¿</i> #299 | day136jamilaSleepSex = 1           | day136jamilaSleepSex = 0           | day136jamilaSleepSex           |
| <i>¿finger her ass¿</i> #300        | day136jamilaFingerAss = 1          | day136jamilaFingerAss = 0          | day136jamilaFingerAss          |
| <i>¿clean your fingers¿</i> #301    | day136asamiCleanFingers = 1        | day136asamiCleanFingers = 0        | day136asamiCleanFingers        |
| <i>¿grope her in public¿</i> #302   | day136asamiGrope = 1               | day136asamiGrope = 0               | day136asamiGrope               |
| <i>¿show off Asami¿</i> #303        | day136asamiParade = 1              | day136asamiParade = 0              | day136asamiParade              |
| <i>¿give her a drink¿</i> #304      | day136asamiDrink = 1               | day136asamiDrink = 0               | day136asamiDrink               |
| <i>¿finger her¿</i> #305            | day136leeFinger = 1                | day136leeFinger = 0                | day136leeFinger                |
| <i>¿accept¿</i> #306                | day136leeCuckLee = 1               | day136leeCuckLee = 0               | day136leeCuckLee               |

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.day135annabelleSex = 1       | persistent.day135annabelleSex = 0       | persistent.day135annabelleSex       |
| 2      | persistent.day135opheliaAnnabelleBJ = 1 | persistent.day135opheliaAnnabelleBJ = 0 | persistent.day135opheliaAnnabelleBJ |
| 3      | persistent.day135redheadGangbang = 1    | persistent.day135redheadGangbang = 0    | persistent.day135redheadGangbang    |
| 4      | persistent.day136jamilaMorningFun = 1   | persistent.day136jamilaMorningFun = 0   | persistent.day136jamilaMorningFun   |
| 5      | persistent.day136asamiTrain = 1         | persistent.day136asamiTrain = 0         | persistent.day136asamiTrain         |
| 6      | persistent.day136asamiShaming = 1       | persistent.day136asamiShaming = 0       | persistent.day136asamiShaming       |
| 7      | persistent.day136isabellaSex = 1        | persistent.day136isabellaSex = 0        | persistent.day136isabellaSex        |
| 8      | persistent.day136leeFinger = 1          | persistent.day136leeFinger = 0          | persistent.day136leeFinger          |