

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 also good at jokes! How to get 1000 Pikachu on bus? I found a giant bussy in garden

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
 - o British girl attraction +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!

“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!
 - if you did say this to ruby earlier then...
 - \$ Nikki_Attraction += 1
- "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 += 1
 - o \$ Villain_Actions_00['villain_action_witness_09'] = "INTRO: Called Susan dumb bitch 1"
- "(Unhinged, Chaotic) Laugh hysterically!":
 - o \$ MC_Morality_Villain += 1

- \$ 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 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 and you go to appointment

eventually one of three things will happen

- **if you challenge ruby three times (You get a separate achievement for this too)**
 - o blah blah
 - "(Conciliatory, Apologetic) Apologize":
 - \$ Ruby_Attraction += 5
 - "(Aggressive, Defiance) Oh my god, [Rubys_Relationship_To_MC]! Just shut the fuck up!"
 - \$ Ruby_Attraction -= 4
 - \$ Achievement_19_Ready_To_Unlock = 1
 - \$ AprilFox_VillainActionsWitnessed += 1
 - \$ Ruby_VillainActionsWitnessed += 1
 - \$ AprilFox_Attraction -= 1
 - \$ MC_Morality_Villain += 1
 - "(Vulnerability, Honest) But it's not your life. It's mine. And I'm the one who wakes up every day feeling like I'm drowning. You can't just keep... managing me like a patient."
 - \$ Ruby_Attraction += 1
 - \$ AprilFox_Attraction += 2
 - "(Inner resolution) Say nothing":
- **You told nikki about your desire to come off pills**
 - o blah blah
 - "(Vulnerability) I feel alone.":
 - \$ AprilFox_Attraction += 1
 - \$ Ruby_Attraction += 1
 - "(Unapologetic, Defiant) I can talk to my [Nikki_Relationship_To_MC] if I want to. That's not betrayal...":
 - \$ AprilFox_Attraction += 3
 - \$ Ruby_Attraction += 1
 - "(Calling out, Assertive) I do tell you..." (This option only appears if you told Nikki of your desire to come off pills)
 - \$ AprilFox_Attraction += 2
 - \$ Ruby_Attraction += 1
 - "(Inner resolution) Say nothing":
 - \$ Ruby_Attraction -= 1
- **none of the above**
 - o nothing, continue below

More talking here, April will eventually ask if you have any questions...

- "Yes!!":
 - ask her every question for an achievement
- "Nope!":

Now you leave hospital and some linear story sequences play here.

Eventually you go back home...

nikki in the shower now

- "(Impatient) HEY! How long you gonna be?":
 - \$ Nikki_Attraction -= 1
- "(Frustrated Retreat) Don't say anything, just go back into your room":
- "(Intrusive, Voyeuristic) Just go in":
 - \$ MC_Morality_Villain += 1
 - \$ Just_Went_in_nikki_Shower = 1
 - \$ Nikki_VillainActionsWitnessed += 1
 - if you go in, you will see a scene and eventually get another two options
 - "(Retreat, Reflection) Leave":
 - "(Voyeuristic Persistence) Stay":

Scene plays out and eventually go back into your room and flop onto your bed... Nikki eventually comes in too. Different dialogue depending on if you saw her or not.

- "(Downplaying the Situation) Play dumb":
 - \$ Nikki_Attraction -= 1
- "(Charisma: Level 2) (Deflection, Sarcasm) Depends. Are we talking spiritually, emotionally, or just you being your usual exhibitionist self?":
 - \$ Nikki_Charisma_Checks += 1
 - \$ Nikki_Attraction += 1
- "(Charisma: Level 3) (Teasing, Objectifying) Yeah, I noticed your towel's definitely fighting a losing battle with those thick thighs and that big ass.":
 - \$ Nikki_Charisma_Checks += 1
 - \$ Nikki_Attraction += 3
- "(Stonewalling) Say nothing":
 - \$ Nikki_Attraction -= 1
- "(Charisma: Level 3, Sexual: Level 2) (Knowing Innuendo, Teasing) You've got that calm that comes after a good, long ride. Must have been a wicked shower!" **(THIS OPTION WILL ONLY APPEAR IF YOU SAW NIKKI WITH FUNNY HUGE HUMAN TOY)**
 - \$ Nikki_Charisma_Checks += 1
 - \$ Nikki_Sexual_Checks += 1
 - \$ Nikki_Attraction += 2
 - \$ Nikki_Innuendo_HugeCock_revenge += 1
 - Do four of these to get a scene and a quest later

more talking here blah blah

If you told nikki about your desire to come off pills AND ruby confronted you about it...

- "Continue":
- "(Subtle defiance) Tell her how [Rubys_Relationship_To_MC] told you already that they had an argument":
 - o \$ Nikki_Attraction += 3
 - If you tell nikki you will get some more options here...
 - "(Curious) What's your problem with [Rubys_Relationship_To_MC]? I feel like this is more than just about me":
 - "(Appreciation, Affection) Thanks Nikki":
 - o \$ Nikki_Attraction += 2
 - "(Frustration, Confrontation) You shouldn't have told her!!!":
 - o \$ Nikki_Attraction -= 2
 - "(Desire for peace) Say nothing":

Continuing on from all three possibilities above

blah blah

- "(Charisma: Level 1) (Witty, Sarcasm) Ah, so you're telling me the afternoon's the secret VIP hour? And I'm the guest of honor?":
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
- "(Charisma: Level 2) (Cheeky) No morning workouts? Probably because your big ass needs time to wake up and remind everyone who's boss.":
 - o \$ Nikki_Attraction += 3
 - o \$ Nikki_Charisma_Checks += 1
- "(Charisma: Level 1, Sexual: Level 2) (Knowing Innuendo, Teasing) Afternoon workouts sound perfect, gives you a chance to catch your breath after your early morning horse rides"
 - o \$ Nikki_Innuendo_HugeCock_revenge += 1
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Nikki_Sexual_Checks += 1
- "Say nothing...":

blah blah

nikki will bring up ana, you can think of her here if you want.

- "Think of Ana":
- "Continue":

blah blah

- "(Freudian slip, Unintentional hinting) Man, I'm so pumped right now, I feel like I could ride a horse all day." **ONLY IF YOU SAW HER WITH HUGE SILLY TOY IN SHOWER**
 - o \$ Nikki_Innuendo_HugeCock_revenge += 1
 - o \$ Nikki_Attraction -= 1
- "(Charisma: Level 1) (Self-Depreciation, Humble acceptance) So what you're saying is... I'm about to become hot, employable, and slightly less pathetic? Damn, dreams do come true.":
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
- "(Appreciation) Thanks, nikki!":
 - o \$ Nikki_Attraction += 1
- "(Conflicted) Say nothing":

blah blah

you and nikki now walk to the gym

- "(Disinterest) Say nothing":
- "(Provocative) You sound like [Rubys_Relationship_To_MC].":
 - o \$ Nikki_Attraction -= 2
- "(Charisma: Level 1) (Subtle Flirting, Teasing) I think the drones are just trying to keep up with you, Nikki. You're like a one woman parade, and they're just trying to get in on the action.":
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Nikki_Attraction += 1
- "(Charisma: Level 2) (Flirting, Cheeky, Bold) I think the drones are just jealous of the perfect sphere they see in front of them. I mean, who needs a football shaped drones when you've got a perfectly rounded ass?":
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Nikki_Attraction += 1

blah blah

ana comes and the three of you now walk to gym together

- "(Charisma: Level 2) (Playful jab, Witty) Easy. I just pretend she's an audiobook titled 'Relentless Plant-Based Judgment: Volume 12.'":
 - o \$ Ana_Attraction += 2
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Ana_Charisma_Checks += 1
- "(Open-Mindedness) She's really convincing, huh? I'm starting to think I might actually turn vegan sooner or later.":
 - o \$ Ana_Attraction -= 2
 - o \$ Nikki_Attraction += 2

- "(Sexual: Level 3) (Knowing Innuendo, Bold) If vegan protein powers her, then that pounding's got to be what keeps her galloping through the day." **ONLY IF YOU SAW HER WITH HUGE SILLY TOY IN SHOWER**
 - o \$ Nikki_Sexual_Checks += 1
 - o \$ Ana_Attraction += 1
 - o \$ Nikki_Innuendo_HugeCock_revenge += 1
- "(Indifferent, Avoidance) Say nothing":
 - o \$ Ana_Attraction -= 1

BLAH BLAH

here you see beggar

- "(Compassion, Naïve) Give him some change":
 - o \$ MC_Morality_Hero += 1
 - o \$ Ana_HeroActionsWitnessed += 1
 - o \$ Nikki_HeroActionsWitnessed += 1
 - o \$ Ana_Attraction -= 2
 - o \$ Nikki_Attraction += 1
 - o \$ money -= 5
- "(Hostility, Callous) Don't":
 - o \$ Nikki_Attraction -= 1
 - o \$ Ana_Attraction += 2
 - o \$ MC_Morality_Villain += 1
 - o \$ Nikki_VillainActionsWitnessed += 1
 - o \$ Ana_VillainActionsWitnessed += 1
- "(Gentle Rejection) don't ":
 - o \$ Ana_Attraction += 1
- "(Uncertainty, Frozen in thought) say nothing":

blah blah

now in the gym, ana eventually leaves and you meet hans

- "(Appreciative) Thanks, Hans. I appreciate it.":
 - o \$ Hans_Attraction += 1
- "(Intellect: Level 2) (Confidence, Passion) I might be skinny right now, but I've got the brains to back it up! Biomechanics, recovery, programming... I know how to build muscle smarter than half the people here.":
 - o \$ Nikki_Successful_Intellect += 1
 - o \$ Hans_Successful_Intellect += 1
 - o \$ Nikki_Attraction += 2
 - o \$ Hans_Attraction += 1
- "(Charisma: Level 2) (Self-Deprecating humour, Confidence) I may look like I skipped leg day... and chest day... and all the days, but I've got a degree in turning underdogs into legends. Think of me as a before picture... with a master plan.":
 - o \$ Nikki_Charisma_Checks += 1

- \$ Hans_Charisma_Checks += 1
- \$ Nikki_Attraction += 1
- \$ Hans_Attraction += 2
- "Say nothing":

blah blah

hans leaves, and you meet chris with ana

now you go to hans office and do exam!

you need 4 correct responses to pass, and 6 to get an achievement:

- "I'm passionate about helping others reach their fitness goals and seeing them succeed.":
- "A great coach listens, adapts workouts, and motivates clients consistently.":
- "I encourage them, adjust the plan to their needs, and celebrate small wins.":
- "I can squat with perfect form and explain each step clearly.":
- "I have a sports science degree!":
- "I design fun, varied workouts, track progress, and build a supportive community.":

blah blah

back in the gym you approach ana and chris

- "(Sexual: level 1) (Knowing Innuendo, Provocative) Broomstick or not, I've got a certain charm that's hard to resist. And I'm willing to bet that with a little bit of exercise, I can get you to bend to my will... or at least, to my broomstick.":
 - \$ Chris_Attraction += 1
 - \$ Ana_Sexual_Checks += 1
 - **GO TO BOX3A**
- "(Soppy, Whiny, Annoying) Hey, watch it, Ana! I may not be as bulky as you'd like, but I've got the heart of a warrior and I just proved it by passing that interview. I'm more than just a 'broomstick'!":
 - \$ Ana_Attraction -= 1
 - \$ Chris_Attraction += 2
- "(Charisma: Level 2) (Playful, Witty) Broomstick, huh? I think that's the nicest thing you've ever said to me, Ana. I'm starting to think you have a secret soft spot for skinny guys with a penchant for passing interviews. Don't worry, your secret is safe with me.":
 - \$ Chris_Charisma_Checks += 1
 - \$ Ana_Charisma_Checks += 1
 - \$ Chris_Attraction += 1
 - \$ Ana_Attraction += 1
 - **GO TO BOX3B**
- "(Mysterious, Disarm) Say nothing":
 - \$ Ana_Attraction -= 1
 - \$ Chris_Attraction -= 1

BOX 3A: if you said = "(Sexual: level 1) (Knowing Innuendo, Provocative) Broomstick or not, I've got a certain charm that's hard to resist. And I'm willing to bet that with a little bit of exercise, I can get you to bend to my will... or at least, to my broomstick.":

blah blah

- "(Tease & Dodge) Play coy":
 - o \$ Ana_Attraction += 1
- "(Sexual: Level 4) (Dominant, Challenging, Unfiltered) I'm talking about bending you over, those long legs of yours smashing against that dumbbell rack as I show you what a real workout looks like. You game?":
UNLOCKS NEW SCENE LATER
 - o \$ Ana_Sexual_Checks += 1
 - o \$ Ana_Attraction += 4
- "(Mysterious, Disarm) Say nothing":
 - o \$ Said_Nothing_00 += 1
 - o \$ Chris_Attraction += 1

BOX 3B: if you said = "(Charisma: Level 2) (Playful, Witty) Broomstick, huh? I think that's the nicest thing you've ever said to me, Ana. I'm starting to think you have a secret soft spot for skinny guys with a penchant for passing interviews. Don't worry, your secret is safe with me.":

blah blah

- "Charisma: Level 1) (Confident, Smooth, Sappy) It's a date then. Let's start with dinner, and I'll let you order for me. No need to convince me, I'm already sold on the idea of spending time with you
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Chris_Attraction += 2
 - o \$ Ana_Attraction += 1
- "(Charisma: level 2) (Disarming, Flirting) You're so cute when you're trying to intimidate me... So go ahead, bring on the protein shakes and the tough love. I'm ready to be transformed into the man of your dreams...":
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Chris_Attraction += 1
 - o \$ Ana_Attraction += 2
- "(Sexual: Level 3) (lewd, Bold) I've already got a huge tree trunk hiding in my pants, and it's been waiting for the right moment to fuck you senseless.": **UNLOCKS NEW SCENE LATER**
 - o \$ Ana_Sexual_Checks += 1
 - o \$ Ana_Attraction += 4
- "(Mysterious, Disarm) Say nothing":
 - o \$ Ana_Attraction -= 1
 - o \$ Chris_Attraction -= 1

Ana leaves and you are now alone with chris, next options don't really matter so just
ROLEPLAY

- "(Blunt) Honestly? She's a pain in the ass. Always making fun of me, always bossing people around. Not exactly my type.":
- "(Admiring) Yeah, she's pretty hot. She's so mean to me and doesn't take crap from anyone. I kind of like that.":
- "(Uncertain) I don't know yet. There's something about her... but she's complicated. I'm not sure what to make of it.":
- "Say nothing":

blah blah

you lift barbell off of chris

\$ Chris_Attraction += 5

\$ Ana_Attraction += 3

\$ Nikki_Attraction += 2

\$ Hans_Attraction += 1

\$ Chris_SuperPowers_Witnessed += 1

\$ Nikki_SuperPowers_Witnessed += 1

\$ Ana_SuperPowers_Witnessed += 1

\$ SuperStrength_Power_TIMES_USED += 1

blah blah

now in hans office again, but with nikki too

- "(Protective instinct) I didn't want to worry you, to be honest. It was a weird situation, and I didn't want to make a big deal out of it.":
 - o \$ Nikki_Attraction += 2
 - o \$ Hans_Attraction += 1
- "(Sheer forgetfulness) I'm so sorry, Nikki. I think I just forgot to mention it with everything that's been going on.":
 - o \$ Hans_Attraction += 1
- "(Downplaying the experience) I didn't think it was worth bringing up, to be honest.":
 - o \$ Hans_Attraction += 3
- "(Charisma: Level 1) (Witty) I didn't want to brag about my morning, but I guess the cat's out of the bag now. Or should I say, the glob's out of the van? Sorry, I had to. But seriously, it was a weird morning, and I'm just glad we're all safe and sound.":
 - o \$ Hans_Charisma_Checks += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Hans_Attraction += 2
- "(Conflicted, Hesitant) Say nothing":

- \$ Nikki_Attraction -= 1

blah blah

- "(Open-minded) Maybe she gets a bad rep. I mean... her dad's the real monster, right?":
- "(Tense, Conspiratorial) I don't trust Victoria Caesar...":
 - \$ Anti_CaesarCorp += 1
 - \$ Hans_Attraction -= 2
- "(Intellect: Level 2) Globs!!":
 - \$ Nikki_Successful_Intellect += 1
 - \$ Hans_Successful_Intellect += 1
 - \$ Nikki_Attraction += 1
 - \$ Hans_Attraction += 1
- "(Hopeful, Idealistic) I don't get why everyone's freaking out. If the rumours are true and Victoria Caesar's really here, maybe that's a good thing.":
 - \$ Pro_CaesarCorp += 1
 - \$ Hans_Attraction += 2
- "Continue":

blah blah

now back in gym with ana and nikki

FOUR POSSIBLE SCENES NOW

1. **IF YOU SAID:** "(Sexual: Level 4) (Dominant, Challenging, Unfiltered) I'm talking about bending you over, those long legs of yours smashing against that dumbbell rack as I show you what a real workout looks like. You game?":
 - a. **SEE BOX 3C**
2. **IF YOU SAID:** "(Sexual: Level 3) (lewd, Bold) I've already got a huge tree trunk hiding in my pants, and it's been waiting for the right moment to fuck you senseless.":
 - a. **SEE BOX 3D**
3. IF ANA ATTRACTION IS 5 OR MORE
 - a. \$ Ana_Attraction += 1
4. ANYTHING ELSE
 - a. **SEE BOX 3E**

BOX 3C:

blah blah

- "(Charisma: Level 2, Sexual: Level 1) (Confident, Cocky) Well, Ana, I think it's clear that I'm a man of my word. And if you're looking for a demonstration of my workout skills... or other skills, for that matter... I'm more than happy to oblige."
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Ana_Sexual_Checks += 1
 - o \$ Ana_Attraction += 3
- "(Sly, Deflecting) You're bringing that up now? I thought we had an understanding that what happens in the gym, stays in the gym... or at least, that's what I was hoping."
 - o \$ Ana_Attraction += 1
- "(Sexual: Level 3) (Doubling down, Lewd, confident) Ana, you're really bringing up all the good memories now. I have to say, the thought of bending you over that dumbbell rack and pounding you into oblivion is still pretty tempting."
 - o \$ Nikki_Attraction -= 1
 - o \$ Ana_Attraction += 3
 - o \$ Ana_Sexual_Checks += 1
 - o Nikki splashes Ana and you get achievement
- "(Cool & Unreadable) Say nothing":
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction += 1

BOX 3D:

blah blah

- "(Charisma: Level 2) (Playful, Deflecting) Wow, Ana. That's twice now you've brought up my dick in public. You sure you're not in love?":
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction += 2
- "(Sexual: Level 2) (Raw, Direct, Doubling down) Say the word, and I'll pin you down right here. You'll find out just how serious I was the first time."
 - o \$ Ana_Sexual_Checks += 1
 - o \$ Ana_Attraction += 2
 - o \$ Nikki_Attraction += 1
 - o NIKKI SPLASHES YOU HERE AND YOU GEWT ACHIEVMENT
- "(Dismissive, Defensive) Deny":
- "(Cool & Unreadable) Say nothing":
 - o \$ Ana_Attraction -= 1

BOX 3E:

blah blah

- "(Darkly confident, Threatening) Maybe I did bitch. You wouldn't want to mess with me now, would you bitch?":
 - o \$ MC_Morality_Villain += 1
 - o \$ Ana_VillainActionsWitnessed += 1
 - o \$ Nikki_VillainActionsWitnessed += 1
 - o \$ Nikki_Attraction -= 1
 - o \$ Ana_Attraction -= 1
- "(Stoic) I don't know how I did it. But it's done":
 - o \$ Ana_Attraction += 1
 - o \$ Nikki_Attraction += 1
- "(Charisma: Level 1) (Mocking) Look at you, strutting around like you own the place. Newsflash: being tall and loud doesn't make you strong. Maybe try lifting more than your ego sometime":
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction += 1
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Nikki_Charisma_Checks += 1
- "(Mysterious, Rigid) Say nothing":
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction += 1

continuing on from all possibilities above

walking back home

you see the CA guy: you can ask him more questions if you want

- "Wait! I have more question!": (you get achievement if you ask him every question)
 - o "Who was in the sleek sports car?"
 - "(Intellect: Level 3) ...":
 - \$ Nikki_Successful_Intellect += 1
 - \$ Ana_Successful_Intellect += 1
 - \$ Ana_Attraction += 2
 - \$ Nikki_Attraction += 2
 - "Continue":
 - o "Why do you think the globs snuck into the vans in the first place"
 - o "We live just down the road, are we in any danger?"
 - o "How dangerous are these Globs really? Like... have they hurt anyone yet?"
 - o "Why is CaesarCorp handling this and not the government?"
 - o "Any weaknesses? "
 - You can use this information later...
 - o "No more questions.":
- "Let him leave":

Now back home

Dinner scene with nikki and ana

- "(Stoic) I'll live."
 - o \$ Nikki_Attraction += 1
- "(Charisma: Level 1) (Playful Confrontation) Ana, you drop lines like that and expect me to eat in peace?":
 - o \$ Ana_Attraction += 1
 - o \$ Nikki_Attraction += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Ana_Attraction += 1
- "(Charisma: Level 2, Sexual: Level 1) (Flirty, Suggestive) You trying to kill me, Ana? Because this whole choking-on-potatoes thing feels suspiciously like foreplay."
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction += 1
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Ana_Sexual_Checks += 1
- "(Flustered) Say nothing":

blah blah

nikki and ana want to play cards and start to leave the kitchen

IF YOU MADE RIDING DILDO INNUENDOS ALL 4 TIMES

- "Rinsing off before we saddle up to play some cards? Count me in! Just take it easy in the shower...":
 - o \$ Nikki_Attraction -= 5
 - o \$ Ana_VillainActionsWitnessed += 1
 - o \$ Ana_Attraction -= 1
 - o THIS WILL LOCK YOU OUT OF THE STRIP POKER MINIGAME
 - o It will open a new quest later!
 - o **SEE BOX 3F**
- "Continue":
 - o you play strip poker

IN NIKKIS ROOM

BLAH BLAH

BOX 3F:

blah blah

- "(Passive-Aggressive, Defensive) Go ahead, tell everyone. I'm sure they'll be thrilled to hear your side of the story."
 - o \$ Ana_Attraction -= 1
 - o \$ Nikki_Attraction -= 3
- "(Charisma: Level 2, Sexual: Level 1) (Playful, Deflection) Maybe I just wanted to learn your moves... figured I could use some tips from the best rider in town."
 - o \$ Nikki_Charisma_Checks += 1
 - o \$ Ana_Charisma_Checks += 1
 - o \$ Nikki_Sexual_Checks += 1
 - o \$ Ana_Attraction += 2
 - o \$ Nikki_Attraction += 2
- "(Remorseful) Apologize":
 - o \$ Nikki_Attraction += 1
- "(Resignation) say nothing":

blah blah

After strip poker Minigame OR getting kicked out

scenes change depending on:

- if you got insecure while playing (you got naked before ana/nikki)
- You quit by clicking on quit button
- Nikki kicked you out
- you got horny (say nikki/ana fully nude)

you are outside the house

blah blah

you get ambushed by globs

- "(De-Escalation, Diplomatic) Try to talk to them":
- "(Passive resistance, Defiance) Say nothing":
- "(Intellect: Level 3) (Calculated risk, Resourceful) (Farm Experience...) Try to fight":
 - o \$ VictoriaCaesar_Attraction += 3
 - o \$ VictoriaCaesar_Successful_Intellect += 1
 - o \$ Used_Intellect_to_fight_globs = 1
- "(Hopeful, informed) Try to fight" **(IF YOU KNOW WEAKNESS, you asked the CA guy)**
 - o \$ VictoriaCaesar_Attraction += 3
- "(Defiant, Proudful) Try to fight" **(IF YOU DON'T KNOW WEAKNESS)**

- \$ VictoriaCaesar_Attraction += 2

blah blah

Victoria saves you

- "(Gratefully direct) Yeah, thanks to you. If you hadn't shown up when you did, I'd probably be...well, I don't want to think about it.":
 - \$ VictoriaCaesar_Attraction += 1
- "(Bitter, Resentful) Oh, I'm just peachy. Thanks for asking. I was having a great time almost getting run over by your car and potentially being eaten by those pig things...whatever they were. Just another Tuesday night, right?":
 - \$ VictoriaCaesar_Attraction += 2
- "(Charisma: Level 2) (Witty, Admiring) Oh, I'm fine. Just a little bruised and battered. But I have to say, I'm impressed. I've never seen anyone take down a pair of...whatever those things were...with such style and finesse. You're a regular superhero.":
 - \$ VictoriaCaesar_Attraction += 3
 - \$ VictoriaCaesar_Charisma_Checks += 1
- "(Overwhelmed, Reserved) Say nothing":

blah blah

Dialogue will change depending on if you tried to fight the globs

- **if you fought but DID NOT know weakness**
 - "(Challenging) stubborn courage, huh? Guess that makes two of us. Or are you gonna pretend you don't pick fights with things twice your size too?":
 - \$ VictoriaCaesar_Attraction += 1
 - "(Charisma: Level 1) (Witty, Playful) What can I say? When life gives you genetically enhanced pigmen, you throw punches first and ask questions never.":
 - \$ VictoriaCaesar_Charisma_Checks += 1
 - \$ VictoriaCaesar_Attraction += 1
 - "(Tired Truth) sometimes you just get tired of running. So you stand your ground, even if it's stupid.":
 - "Continue":
- **if you fought but DID know weakness**
 - "(Confessional) I met a CaesarCorp guy earlier..." only if the ca guy told you
 - "(Sexual: Level 1, Charisma: Level 2) (Playful, Innuendo) Globs, hogs, stubborn exes... all the same rules apply. Pull hard enough, and they all squeal."
 - \$ VictoriaCaesar_Sexual_Checks += 1
 - \$ VictoriaCaesar_Charisma_Checks += 1
 - \$ VictoriaCaesar_Attraction += 2
 - "Farm Experience..." if used intellect to fight

- \$ VictoriaCaesar_Attraction += 2
- "(Quiet resilience) Say nothing":

everything continues now...

blah blah

long story sequence until final choice...

- "(Vengeful, Ruthless) No mercy!":
 - changes future stuff (You basically unlock a Glob Companion that can help you fight.)
- "(Pragmatic, Passive) Let him go... He won't get far...":
 - changes very minor future stuff
- "(Passive, unsure, Hesitant) Say nothing":
 - changes very minor future stuff

You pass out...

now flashback scene with Ruby, Maximillion and your dad??

you wake up at the hospital.

scene with April, Ruby, Hudson

- "(Assertive, Confrontational) Get mad"
 - \$ HudsonWillowbrook_Attraction -= 1
 - \$ AprilFox_Attraction -= 1
 - \$ Ruby_Attraction -= 2
- "(Silent Resistance) Say nothing"
 - \$ HudsonWillowbrook_Attraction += 1
 - \$ Said_Nothing_00 += 1
- "(Diplomatic, Appeal to Logic) Victoria... I know you want to leave, but April's right. You should stay tonight. Just one night.":

Now you see maximillion talking to vic: changes depending on how you handled the Glob situation

Ruby, Victoria, April in scene

- "(Conflict Diffusion) April... she's fine! You don't need to force her to stay... she just wants to go.":
 - \$ AprilFox_Attraction -= 3
 - \$ VictoriaCaesar_Attraction += 2
- "(Diplomatic, Appeal to Logic) Victoria... I know you want to leave, but April's right. You should stay tonight. Just one night.":

- \$ AprilFox_Attraction += 2
 - \$ VictoriaCaesar_Attraction += 1
- "(Playful, Teasing) (Charisma: Level 2) Victoria knows her limits better than anyone. Last night was just a... err... one off right?":
 - \$ Ruby_Charisma_Checks += 1
 - \$ VictoriaCaesar_Charisma_Checks += 1
 - \$ AprilFox_Charisma_Checks += 1
 - \$ VictoriaCaesar_Attraction += 1
 - \$ Ruby_Attraction += 1
- "(Passive) Say nothing":

talking to Victoria alone

- "(Deflection through Modesty) ...uh... thanks, I guess.":
- "(Intellect: Level 2) (Quick Thinking) Victoria. It was midnight. You were wearing blackout shades. I could've been naked and you'd have guessed I was a trench coat. Not to mention you have a concussion!":
 - \$ VictoriaCaesar_Successful_Intellect += 1
 - \$ VictoriaCaesar_Suspicion -= 2
- "(Silent Deflection) Say nothing":
 - \$ VictoriaCaesar_Attraction -= 1
 - \$ Said_Nothing_00 += 1
 - \$ VictoriaCaesar_Suspicion += 1

blah blah

- "(Public Knowledge Reminder) Yea I heard... it was all over the news!"
 - \$ VictoriaCaesar_Attraction -= 1
- "(Charisma: Level 1) (Self-Depreciating Humour) Hard pass on the headline: 'Local Nobody Last Seen Entering Caesar Castle! POLICE BAFFLED.' I've seen how this horror movie ends.":
 - \$ VictoriaCaesar_Charisma_Checks += 1
 - \$ VictoriaCaesar_Attraction += 2
- "(Charisma: Level 2) (Playful Fantasy) So what you're saying is... I rescued the princess, and now I get a tour of the castle? Should I bring a sword, or is the dragon optional?":
 - \$ VictoriaCaesar_Charisma_Checks += 1
 - \$ VictoriaCaesar_Attraction += 2
- "(Challenge, Provocation) Staying in a castle is lame":
 - \$ VictoriaCaesar_Attraction -= 1
- "(Validation) staying in a castle is cool":
 - \$ VictoriaCaesar_Attraction += 1
- "Say Nothing":

back home with ruby now

- "(Honesty, Reassurance) I'm fine, I feel stronger."
- "(Confusion, Vulnerability) I don't know"
- "(Emotional guarding) Just nod"
 - o \$ Ruby_Attraction -= 1
 - o \$ Said_Nothing_00 += 1

blah blah

- "(Charisma: Level 2) (Playful Flirting) Wow, you have more curves than a race track!":
 - o \$ Ruby_Attraction += 2
 - o \$ Ruby_Charisma_Checks += 1
- "(Observant, Focused Compliment) I can't believe how solid your thighs are...":
 - o \$ Ruby_Attraction += 2
- "(Reassuring, Neutral) Everything's fine.":
- "(Observant) say nothing":
 - o \$ Said_Nothing_00 += 1
 - o \$ Ruby_Attraction -= 1

now at the graveyard with ruby

- "(Compassion, Absolution & Shared Burden) its not your fault":
 - o \$ Ruby_Attraction += 5
- "(Confrontation, Righteous Anger) You should have told me sooner. I had a right to know!":
 - o \$ Ruby_Attraction -= 2
- "(Withdrawal, Processing) say nothing":

blah blah

you now ask her questions (YOU HAVE TO ASK HER ALL)

- The following questions have other branches to them;
 - o Ask about the scroll
 - "(Suspicious, Anti-CaesarCorp) You're right. CaesarCorp can't be trusted.":
 - \$ Ruby_Attraction += 3
 - \$ Anti_CaesarCorp += 1
 - "(Open-Minded) CaesarCorp don't seem that bad. Wouldn't it be better to give them a chance?":
 - \$ Ruby_Attraction -= 2
 - "(Uncertain) Say nothing":

blah blah

Ruby leaves and you are alone

Now you see the british girl on a crazy horse

- "(Practical, Assistance) Pull on the reigns!!":
 - o \$ BritishGirl_Attraction -= 1
 - o **CONTINUE BELOW**
- "(Aggressive) Stop screaming you fucking idiot!!! You're making it worse!!! Stupid English cunt!":
 - o \$ BritishGirl_Attraction -= 3
 - o \$ MC_Morality_Villain += 1
 - o \$ BritishGirl_VillainActionsWitnessed += 1
 - o \$ Villain_Actions_00['villain_action_witness_18'] = "called the british girl a stupid english cunt"
 - o **CONTINUE BELOW**
- "(Resourceful) Use the horse calming spray.": (IF YOU HAVE IT)
 - o \$ Inventory_Horse_Relaxant -= 1
 - o \$ BritishGirl_Attraction += 2
 - o \$ Hero_Actions_00['hero_action_witness_05'] = "Used horse calmer spray to help the bRITISH GIRL"
 - o \$ MC_Morality_Hero += 1
 - o \$ BritishGirl_HeroActionsWitnessed += 1
 - o
- "(Fatalistic, Resignation) Do nothing":
 - o **CONTINUE BELOW**

IF British girl still on horse...

- "(Courageous, Reactive) Jump! Now! Aim for me, I'll catch you!":
 - o \$ BritishGirl_Attraction += 2
 - o \$ Hero_Actions_00['hero_action_witness_05'] = "CAUGHT the bRITISH GIRL"
 - o \$ MC_Morality_Hero += 1
 - o \$ BritishGirl_HeroActionsWitnessed += 1
- "(Reckless) Jump directly into the horse's path.":
 - o \$ BritishGirl_Attraction += 2
 - o \$ MC_Morality_Hero += 1
 - o \$ Hero_Actions_00['hero_action_witness_05'] = "JUMPED in front of horse"
 - o \$ BritishGirl_HeroActionsWitnessed += 1
- "(Intellect: level 3) (Horse Handling) Intercept with authority":
 - o \$ BritishGirl_Attraction += 3
 - o \$ BritishGirl_Successful_Intellect += 1
 - o \$ MC_Morality_Hero += 1
 - o \$ Hero_Actions_00['hero_action_witness_05'] = "JUMPED in front of horse INTELLECT INTELLECT INTELLECT"

- \$ BritishGirl_HeroActionsWitnessed += 1
- "(Passive) Do nothing":

changes in dialogue depending what you did

all of these options will eventually lead to her falling in the murky water and getting wet

- "(Attracted) She's a mess... A furious, shrieking, completely drenched mess. And kinda cute...":
 - \$ BritishGirl_Attraction += 1
- "(Mocking, Irritated) Her flailing arms, wild hair, and endless complaining make it hard to look at her without rolling your eyes.":
- "(Conflicted) You just... watch, unsure whether to feel drawn to her or just tired of the chaos.":

blah blah

if you met her at the graduation then you get \$ BritishGirl_Attraction += 1

blah blah

- if you caught her
 - \$ BritishGirl_Attraction += 1
- if you used horse calmer
 - \$ BritishGirl_Attraction += 2
- if you intercepted with authority
 - \$ BritishGirl_Attraction += 2

blah blah

the next speech checks only happen if you met her at the graduation...

- "(Deflection via Normalization) Yeah, well, graduation gowns aren't exactly designed to show off the physique.":
 - \$ BritishGirl_Suspicion -= 2
- "(Mysterious, Guarded) It's a long story. You wouldn't believe me if I told you.":
 - \$ BritishGirl_Attraction -= 1
 - \$ BritishGirl_Suspicion += 2
- "(Frustrated, Confrontational) Why is that the part you're latching onto? I just saved your life!" if british_girl_graveyard_Horsecalmer_spray == 1 or british_girl_graveyard_intercept_with_authority == 1 or british_girl_graveyard_caught_her == 1:
- "(Emotional Withdrawal, Resignation) Shrug":

now everything continues whether you met her before or not

she'll get a phone call from her angry boss

blah blah

- "Stare at her with murderous intent."
 - o This will unlock the **MURDER PATH**
 - o \$ MC_Morality_Villain += 1
 - o \$ BritishGirl_VillainActionsWitnessed += 1
 - o \$ Villain_Actions_00['villain_action_witness_19'] = "British = MURDEROUS INTENT 01"
 - o \$ BritishGirl_Attraction -= 1
- "(Softly Encouraging, Helpful) It's okay. What do you need?":
 - o \$ BritishGirl_Attraction += 2
- "(Stoic) What?":
- "(Charisma: Level 3) (Bold, Flirtatious) The view's that good, huh?":
 - o \$ BritishGirl_Attraction += 1
 - o \$ BritishGirl_Charisma_Checks += 1
- "(Silent Competence, Patient) say nothing":

blah blah

- "(Boundary-Setting, Blunt) I'm not a horse expert, and I'm not going to pretend to be one just to make you feel better. You're the one who lost control of them, you deal with it."
 - o \$ BritishGirl_Attraction -= 3
 - o **SHE WILL LEAVE**
 - **if BritishGirl_Attraction <= 10:**
 - **Butterflies attack you! And try to eat you!!!**
 - **otherwise**
 - **they will not attack**
- "(Charisma: Level 1) (Playful) Is that the official horse inspector uniform? Because it's very... wet."
 - o \$ BritishGirl_Attraction += 1
 - o \$ BritishGirl_Charisma_Checks += 1
- "(Charisma: Level 2) (Teasing, Witty) I'm happy to help you with the horses, but I have to warn you... I'm not exactly dressed for the occasion."
 - o \$ BritishGirl_Attraction += 2
 - o \$ BritishGirl_Charisma_Checks += 1
- "(Introspective, Melancholic) Say nothing":
 - o \$ Said_Nothing_00 += 1
 - o \$ BritishGirl_Attraction -= 2
 - o **SHE WILL LEAVE**
 - **if BritishGirl_Attraction <= 10:**

- Butterflies attack you! And try to eat you!!!
- otherwise
 - they will not attack

if british girl has not left

blah blah

- "(Frustrated) Just take them off already! Stop whining like a child!":
 - \$ BritishGirl_Attraction -= 1
- "(Stoic, Honest) If it helps you, then take them off. Otherwise, leave them. It changes nothing for me.":
 - \$ BritishGirl_Attraction += 1
- "(Practical, Blunt) You should take them off.":
 - \$ BritishGirl_Attraction -= 1
- "(Charisma: Level 1) (Reassurance, Playful) Don't worry, you'll still be the most dressed person here even without the jeans...":
 - \$ BritishGirl_Attraction += 1
 - \$ BritishGirl_Charisma_Checks += 1
- Do nothing

blah blah, she cant get her wet jeans off

- "(Attentive, Bold) Here, let me help":
 - See Below
- "(Passive, Silent) Just watch":
 - SHE WILL LEAVE
 - if BritishGirl_Attraction <= 10:
 - Butterflies attack you! And try to eat you!!!
 - otherwise
 - they will not attack

if you helped her with her jeans

- "(Charisma: Level 2) (Dry, irreverent, Bitter) Hey, if he didn't want people drying their clothes on him, he should've stayed alive.":
 - \$ BritishGirl_Attraction += 1
 - \$ BritishGirl_Charisma_Checks += 1
- "(Dismissive, Detached) Don't be... He's been dead my whole life. Never knew him. It's just a stone to me.":
 - \$ BritishGirl_Attraction -= 1
- "(Emotional Withdrawal, Passive) Say Nothing":

now you go to inspect the horses

- "(Intellect: Level 3) (Endocrinology, Physiology) The water has triggered a powerful parasympathetic nervous response. It suppressed their adrenal reaction and induced a sleep state. Their biology is functioning normally, just at a dormant level."
 - o \$ BritishGirl_Successful_Intellect += 1
 - o \$ BritishGirl_Attraction += 3
- "(Dry, Dismissive) I don't know, it seems like they're just sleeping":
 - o \$ BritishGirl_Attraction -= 1
- "(Passive, Fatigued) Say nothing":
 - o \$ BritishGirl_Attraction -= 2

blah blah

Now your powers will slowly start to activate

blah blah

you talk about the artifact

- "(Deflective, Guarded) You promised me a towel!":
 - o **scroll down to towel scene**
- "(Trusting, Sincere) Confide in her."
 - o \$ BritishGirl_Attraction += 3
- "(Brooding) Say nothing":
 - o **scroll down to towel scene**

if you confide in her

here you can show her the artifact and the scroll

- "(Cautious, Controlled) No. but you can look."
 - o \$ BritishGirl_Attraction += 1
- "(Trusting, Hopeful) Give it to her":
 - o \$ BritishGirl_Attraction += 3
- "(Lone wolf, Defensive) Don't let her look at it":
 - o \$ BritishGirl_Attraction -= 2

more blah blah

- "(Confrontational, Suspicious, Blunt) Alright... I have to ask. What the hell are YOU doing here? Quiettown isn't exactly... tourist central."
- "Continue":

more blah blah

- "(Resigned) She said it belonged to my father. Just... handed them over, like it was nothing. But she never told me why. She never tells me anything."
 - o \$ BritishGirl_Attraction += 1

- "(Resentful, Frustrated) Why? Because she's a coward. She drops a bomb on my entire life and then just walks away, leaving me with this... this crap to figure out on my own.":
- "(Stoic, Dismissive) Does it matter? She did. That's all there is to it.":
 - o \$ BritishGirl_Attraction += 2
- "(Withdrawn, Melancholy) Say nothing":

Towel scene

Here she gives you the towel

blah blah

- if BritishGirl_Attraction >= 20:
 - o **Scroll Down to British girl likes you**
- otherwise
 - o **SHE WILL LEAVE**
 - **if BritishGirl_Attraction <= 11:**
 - **Butterflies attack you! And try to eat you!!!**
 - **otherwise**
 - **they will not attack**

After British Girl leaves

You are alone and your power activate but in a different way...

British girl likes you

blah blah

- "(Vulnerable, Yearning, Intimate) Hug her back":
 - o \$ BritishGirl_Attraction += 4
- "(Guarded, Tragic Restraint, Protective) Gently push her away...":
 - o \$ BritishGirl_Attraction -= 2
 - **she leaves**
- "(Confused, Conflicted) Gently push her away...":
 - o \$ BritishGirl_Attraction -= 2
 - **she leaves**
- "(Intrusive Thoughts, Sadistic) You want to kill something... Anything... So why not her?" (**only appears if you chose the murder path earlier**)
 - o \$ BritishGirl_Attraction += 2
 - o \$ BritishGirl_VillainActionsWitnessed += 1
 - o \$ MC_Morality_Villain += 2
 - o \$ Villain_Actions_00['villain_action_witness_20'] = "British = MURDEROUS INTENT 02"

only if you hugged her

- "(Impulsive Romantic, Passionate, Yearning) Kiss her"
 - o \$ BritishGirl_Kiss += 1
 - o \$ BritishGirl_Attraction += 2
- "(Restraint, Conflicted) Don't...":
 - o \$ BritishGirl_Attraction -= 2
- "(Conflicted, Dangerous, Irresistible) Kiss her" **(Murder path ONLY)**
 - o \$ BritishGirl_Attraction += 1
 - o \$ BritishGirl_Kiss += 1

Now everything continues whether you KISSED her or not

blah blah

here you will unlock her Encyclopaedia page

blah blah

Now there are THREE PATHS

- **You have never met the British girl**
 - o Nothing.
- **you saw her but went to the donuts instead**
 - o you will have the option to ask her this if you want
 - "(Curious) ask her about the Graduation Ceremony":
 - this will lead to these options
 - o "(Sexual: Level 1 & Charisma: level 2) (Playful, Flirty) I'm not sure you would have been able to handle four frisky animals at once... especially when one of them is a lot taller and more stubborn than the others.":
 - \$ BritishGirl_Attraction += 1
 - \$ BritishGirl_Charisma_Checks += 1
 - \$ BritishGirl_Sexual_Checks += 1
 - o "(Charisma: Level 2) (Affectionate) I think I would have enjoyed helping you wrangle those horses - and maybe even enjoyed the view of you trying to keep up with them. Either way, I'm glad we met, even if it's in this strange and beautiful place.":
 - \$ BritishGirl_Attraction += 2
 - \$ BritishGirl_Charisma_Checks += 1
 - o "(Reflective, Intimate) Say Nothing":
 - o "(Sexual: Level 2 & Charisma: Level 2) (Teasing) I have to say, I'm surprised a posh girl like you ended up in the middle of a horse orgy - but I'm glad we can laugh about it now.":

- \$ BritishGirl_Attraction += 2
- \$ BritishGirl_Charisma_Checks += 1
- \$ BritishGirl_Sexual_Checks += 1
 - if you kissed her earlier, you can kiss her again here
 - kiss her
 - \$ BritishGirl_Kiss += 1
 - \$ BritishGirl_Attraction += 1
 - dont
- "Continue":
- **you DID NOT go to the donuts and instead went to the British girl and her horses**
 - "(Attentive, Stoic) Say Nothing":
 - "(Charisma: level 1) (Confident but Casual) I think you might be the first person to ever assume that about Taylor and me. Either you're very perceptive, or jealous...":
 - \$ BritishGirl_Charisma_Checks += 1
 - "(Charisma: level 2) (Flirty, Playful Provocateur) British girls are always so polite, but don't worry... Taylor's not my type, but I think I might be developing a fondness for a certain someone who's sitting next to me.":
 - \$ BritishGirl_Charisma_Checks += 1
 - \$ BritishGirl_Attraction += 2
 - "(Charisma: level 3) (Bold Declaration, Selective) I'm flattered that you thought Taylor and I might be more than friends, but I think you'll find that I'm not really the type to settle for just one person... unless, of course, that person is someone truly special.":
 - \$ BritishGirl_Charisma_Checks += 1
 - \$ BritishGirl_Attraction += 1
 - if you kissed her earlier, you can kiss her again here
 - kiss her
 - \$ BritishGirl_Kiss += 1
 - \$ BritishGirl_Attraction += 1
 - dont

Now all options continue to here

more blah blah

fireflies cometh

BEHOLD THE FIREFLY KING! HE HAS COMETH FOR YOUR GIANT RAINBOW COLOURED BALLS FOR HE TOO REQUIRES SOMETHING TO BOUNCE UPON!

not your dick, just your balls jsyk

She zaps you!

NOW NIKKI COMES

- "(Protective, Comforting) Nikki? I'm sure he's looking over you, no matter what":
 - o \$ Nikki_Attraction += 2
- "(Blunt, Cold) He's not coming back Nikki! He's dead! You're just going to have to accept that and move on...":
 - o \$ Nikki_Attraction -= 2
 - BLAH BLAH
 - "(Vulnerable, Remorseful) Apologise":
 - o \$ Nikki_Attraction += 1
 - "(Passive, Quiet) say nothing":
- "(Ambiguous, Reserved) Say Nothing":
 - o \$ Nikki_Attraction -= 1
 - o \$ Said_Nothing_00 += 1

now you go home with nikki

you speak to the artifact (father) for the first time

he gives you superspeed for free

the Skill Tree will open up and you can unlock other stuff if you want

version ends with Ana and Nikki going to the movies.

Version ends...

...

Achievements

- **get Ruby to negative attraction before reaching the hospital**
 - o self-explanatory
 - o negative means -1 or below
 - o if you have a hard time getting this one, please don't have any kids!
- **challenge ruby 3 times**
 - o **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
- Use intellect check 4 times during your graduation
 -
- **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**
- **Make susan run away from you when you first try to talk to her**
 - Only have helped Susan pick up the files AFTER seeing Brooklyn.
- **Make susan collapse**
 - "(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."
 - after saying...
 - "(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]!":
 - "(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."
 - after saying...
 - "(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]!":

- **do 4 villain actions while at the hospital before you appointment**
 - "(Mean-Spirited, Irritable) Watch where you're going!! Dumb bitch!" OR laugh hysterically
 - when Susan drops all the files
 - "(Hostile, Derisive) You are as ugly as you are fat! Did you know that!? Bitch?!":
 - when meeting the brick for the first time
 - cannot be missed
 - "(Calculating, Manipulative) You don't care!":
 - this happens after using the level 4 sexual check on Brooklyn
 - "(Provocative, Aggressive) Susan is a dumb bitch":
 - when talking to Brooklyn, if you did not help Susan and Brooklyn with the files
 - "(Cold, Condescending, Genocidal) You think turning yourself into a machine makes you stronger? You're just surrendering what little humanity you have left!":
 - cannot be missed
- **Get The Brick to belly laugh**
 - Try to physically move the brick
 - AFTER SAYING:
 - "(Hostile, Derisive) You are as ugly as you are fat! Did you know that!? Bitch?!":
 - "(Frustrated, Impulsive) try to physically move him":
- **Complete a level 4 sexual check with Brooklyn**
 - "(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.":
 - After saying...
 - "(Sexual: Level 1) (Playful, Suggestive) Rescuing papers is my warm-up. You ever need help with something... Hands-on, just say the word.":
 - This scene happens if you helped Susan but BROOKLYN IS ALSO PRESENT.
- **Ask Kai every question when meeting him**
 - Self-explanatory...
 - he will ask you if you have anymore burning questions or something... just say yes
- **Get ruby to slap you during your first appointment**
 - SEE ACHIVEMENT: challenge Ruby three times
 - You'll get an option to tell her to shut the fuck up.
 - "(Aggressive, Defiance) Oh my god, [Rubys_Relationship_To_MC]! Just shut the fuck up!":

- **Confronted Ruby during your first appointment and made her realize she was in the wrong.**
 - Must have told Nikki of your desire to come off the pills when on Taylors bed.
 - "(Unapologetic, Defiant) I can talk to my [Nikki_Relationship_To_MC] if I want to. That's not betrayal...":
- **Make ruby apologise to you during your first appointment.**
 - must have told ruby that you want to come off the pills, this happens in taylors bedroom
 - "(Calling out, Assertive) I do tell you..."
- **Ask April every question you can during your first appointment**
 - when april asks if you have any questions just say yes and ask them all
- **Resisted the urge to spy on Nikki**
 - When back home from the hospital, just don't go in.
- **Give the beggar some change**
 - Self-Explanatory
- **Get the perfect score in Hans's exam**
 - "I'm passionate about helping others reach their fitness goals and seeing them succeed.":
 - "A great coach listens, adapts workouts, and motivates clients consistently.":
 - "I encourage them, adjust the plan to their needs, and celebrate small wins.":
 - "I can squat with perfect form and explain each step clearly.":
 - "I have a sports science degree!":
 - "I design fun, varied workouts, track progress, and build a supportive community.":
- **Nikki splashes you with her water bottle during your gym induction**
 - When talking to ana and chris at the gym, click on the option...
 - "(Charisma: Level 2) (Playful, Witty) Broomstick, huh? I think that's the nicest thing you've ever said to me, Ana. I'm starting to think you have a secret soft spot for skinny guys with a penchant for passing interviews. Don't worry, your secret is safe with me.":
 - then click on this option...
 - "(Sexual: Level 3) (lewd, Bold) I've already got a huge tree trunk hiding in my pants, and it's been waiting for the right moment to fuck you senseless.":
 - after this ana will bring this up later with nikki present, then say this...
 - "(Sexual: Level 2) (Raw, Direct, Doubling down) Say the word, and I'll pin you down right here. You'll find out just how serious I was the first time.":
- **Nikki splashes Ana with her water bottle during your gym induction**
 - when talking to ana and chris at the gym, click on the option...
 - "(Sexual: level 1) (Knowing Innuendo, Provocative) Broomstick or not, I've got a certain charm that's hard to resist. And I'm willing to bet that with a little bit of exercise, I can get you to bend to my will... or at least, to my broomstick.":
 - then say...
 - "(Sexual: Level 4) (Dominant, Challenging, Unfiltered) I'm talking about bending you over, those long legs of yours smashing against

that dumbbell rack as I show you what a real workout looks like. You game?":

- after this ana will bring this up later with nikki present, then say this...
 - "(Sexual: Level 3) (Doubling down, Lewd, confident) Ana, you're really bringing up all the good memories now. I have to say, the thought of bending you over that dumbbell rack and pounding you into oblivion is still pretty tempting.":

- **Ask the CaesarCorp Guy every question...**

- When meeting the guy, again... click on asking stuff option and then ask every option!
- If you have trouble with this achievement, you may have brainAIDS.

- **Get nikki to wack you silly with her weird looking totally human toy**

- You needed to have spied on Nikki I the shower, DO NOT LEAVE
 - Then the following innuendoes will be unlocked... Click on ALL 4!
 - "(Charisma: Level 3, Sexual: Level 2) (Knowing Innuendo, Teasing) you've got that calm that comes after a good, long ride. Must have been a wicked shower!"
 - "(Charisma: Level 1, Sexual: Level 2) (Knowing Innuendo, Teasing) Afternoon workouts sound perfect, gives you a chance to catch your breath after your early morning horse rides"
 - "(Freudian slip, Unintentional hinting) Man, I'm so pumped right now, I feel like I could ride a horse all day."
 - "(Sexual: Level 3) (Knowing Innuendo, Bold) If vegan protein powers her, then that pounding's got to be what keeps her galloping through the day."
 - then the following option will unlock!! this happens during the dinner scene with nikki and ana
 - "Rinsing off before we saddle up to play some cards? Count me in! Just take it easy in the shower..."
 - now play until you get to the nikki's bedroom and done!

- **Die...**

- unmissable
- use horse spray to save British Girl (You get the horse spray if you help her at the graduation)
 - Self-Explanatory
 - you will unlock this AFTER she falls in the water, she will mention it a little but late and then it will unlock
- use your intellect to save British Girl (intercept with authority)
 - Self-Explanatory
 - you will unlock this AFTER she falls in the water, she will mention it a little but late and then it will unlock
- catch British Girl
 - Self-Explanatory
 - you will unlock this AFTER she falls in the water, she will mention it a little but late and then it will unlock

- use Stoic options 4 times when interacting with the British girl
 - o Make sure you "walked around" at the graduation. NOT "Give in gowns"
 - "(Stoic) What?":
 - "(Stoic, Honest) If it helps you, then take them off. Otherwise, leave them. It changes nothing for me.":
 - "(Stoic, Dismissive) Does it matter? She did. That's all there is to it.":
 - "(Attentive, Stoic) Say Nothing":
- Meet the British girl for the first time at the graveyard and manage to kiss her
 - o Choose to "Give in Gowns" NOT "Walk Around"
 - Then follow this guide to get 20+ attraction.
- kiss British Girl
 - o Self-Explanatory
 - Follow this guide to get 20+ attraction.
- Call three different people cunts before you unlock your first superpower
 - o first
 - At the graduation when Ruby is asking whether you took pills:
 - "(Aggression) Yes! You stupid cunt! Are you deaf?!":
 - again at the graduation but with Taylor. Choose to "Give in Gowns" NOT "Walk Around"
 - "(Frustration, Resentful) Greedy cunt!":
 - At the graveyard when you first British Girl on crazy horse
 - "(Aggressive) Stop screaming you fucking idiot!!! You're making it worse!!! Stupid English cunt!":
 - o The achievement will unlock after unlock the super power skill tree
- Use your Healing Power to revive British Girl
 - o This sequence can ONLY start AFTER you click on the option:
 - "Stare at her with murderous intent.":
 - then follow the story until get the option to HUG HER! CLICK THIS OPTION
 - o "(Intrusive Thoughts, Sadistic) You want to kill something... Anything... So why not her?"
 - AFTER THIS choose to kiss her...
 - "(Impulsive Romantic, Passionate, Yearning) Kiss her"
 - o the achievement will unlock AFTER you heal her
 - Get attacked by Butterflies
 - o The British Girl NEEDS TO LEAVE
 - She needs to have LESS THAN 10 attraction OR 11 attraction depending on when she leaves

#####

- The following speech checks are divided into levels
 - o 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
- Say Nothing X times
 - Self-explanatory...
 - linked to an ending
 - Say nothing 5 times
 - 100 exp
 - Say nothing 10 times
 - 250 exp
 - ruby+april pinup
 - Say nothing 25 times
 - 500 exp
 - Nikki+ruby pinup
 - Say nothing 50 times
 - 1000 exp
 - Victoria pinup
 - Say nothing 100 times
 - 2500 exp
 - 25xp every time you say nothing
 - Victoria pinup

