
THE HEADMASTER

by Altos & Herdone

GAME GUIDE PART 1: CHAPTER 1 WALKTHROUGH



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(Patreon Release)

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TABLE OF CONTENTS:

Note: Parts of this guide use small codes, like [QM1] to reference other parts of this document. Click [\[here\]](#) for more information.

Introduction to Game Guide Part 1

Introduction to Part 1.....	5
Advice for New Players.....	7

Game Quest Walkthrough (Chapter 1)

Introduction.....	14
Quest Walkthrough Contents.....	15
Chapter 1: Main Quests [QM].....	16
[QM1] Order to the Chaos.....	17
[QM2] If a Headmaster Falls in the Woods.....	19
[QM3] A Man's Work.....	21
Chapter 1: Staff Quests.....	24
[QPOT1a] Teaching Miss Potts (Chapter 1).....	25
[QCHA] Experiments Gone Wild.....	31
[QWIL] Priti as a Picture.....	35
[QSAL1] Sally Learns the Ropes (Chapter 1).....	42
[QRUT] A Troublesome Inspector.....	50
Chapter 1: Student Quests.....	54
[QDEB1] Debbie: Taming a Prefect.....	55
[QRAC1a] Rachel: The Headmaster's Pet (Part 1: Chapter 1).....	59
[QAMY1] Amy: The Spanking Connoisseur (Chapter 1).....	66
[QLUC1] Lucy: Maid for Pleasure (Chapter 1).....	74

INTRODUCTION TO PART 1

Welcome

This game guide is designed to help you play The Headmaster, by Altos and Herdone. In this game, you will play the role of a new headmaster appointed to a private school. You will have to ensure the success of the school at the same time as investigating the mysterious death of the previous headmaster.

To do this, there are multiple tasks that you will need to complete. You will have to keep grades and discipline as high as possible, to prevent a bad ending. You will have to earn money in order to buy the equipment and other resources you require. And you will need to find ways to gain influence with the other teachers in order to win their support, and pass the new school rules you wish to implement.

Game Chapters

The game is currently split into two "chapters". Chapter 1 can be considered the "introduction", and Chapter 2 (which is still in development) is the "middle game". The intention is that once Chapter 2 is complete, then Chapter 3 will be added, which will be the "later game". It is likely that there will also be a Chapter 4, which will be the "end game".

Game Guide Contents

This part of guide explains how to complete all the quests in Chapter 1 of the game – the main quests, teacher quests and student quests. However, it is important to note that this is not a linear game. Instead, you will often find yourself trying to complete several different objectives at once.

Therefore, please use this walkthrough as a guide, not as step-by-step instructions.

You may also wish to refer to the other parts of this game guide.

- **Part 3: Unlocking the Replay Menu Events** provides information about how to unlock and complete all the key events in the game (which are then shown in the game replay menu).
- **Part 4: The Student Punishment Guide** explains how to punish the girls, and increase their punishment levels
- **Part 5: General Reference** gives information on the cheat menu, other general information, such as notes about gaining influence and horniness points, passing rules, and grade management.



Quick Codes

Several parts of this guide use short codes e.g. [QM1] to refer to other parts of this document. You can see these codes beside the heading of each section. You can do a search on this code (include the square brackets) to jump directly to that section of the guide. Most of them are hyperlinked so you should be able to click on them to jump to the relevant section of the document instead.

Please note that some codes will refer to sections in a different volume of this guide. If you are using the complete version of the guide (which includes all 5 volumes) then this will not affect you. However, if you are using separate volumes, then some of the links will no longer work and you will have to do a manual search.

Important Note

This game is still in development. This means that things are likely to change. There are also likely to be bugs. While every effort is made to keep this guide up to date, sometimes changes or bugs slip through.

So if you find things which are wrong, or don't seem to be working, please post a message in the [Discord channel](#) and I'll check it out.

Good luck, and enjoy your time as the new Headmaster!

ADVICE FOR NEW PLAYERS



Your First Game.....8

Punishments.....8

Managing Discipline and Grades.....9

The Start of the Game: What to Do.....11

Easy Mode.....12

Your First Game

Tutorial

The game includes a comprehensive tutorial, which you should complete before using this guide. The tutorial introduces you to the overall story and the main characters, teaches you the basic controls, shows you how to navigate round the school, and introduces you to the main characters.

Discipline and Grades

You should try to keep Discipline and Grades as high as possible. If either of them falls to zero, the game will end. It is very easy to focus on achieving a quest, and forget to keep maintaining your grades and discipline.

Punishments

Classroom Punishments

You improve grades (and discipline) by teaching classes. When a girl misbehaves, you will usually be given the option of punishing her in class, or in your office after school. If you punish her in class, the other girls will learn a lesson and you will usually get 2 Discipline points.

Note: When discipline is low, you will get bonus discipline points, so you can actually get 3 or 4 points for spanking a girl in class: see below for details.

However, because the spanking prevents you from teaching your lesson, grades do not improve. If you punish her after school instead, your lesson will not be interrupted, and you will get 1 Grade point.

There are some special scenes where you will not have any choice. For example, the first time you punish the girls, you will automatically decide to punish them after school. (See below for more details about this.)

Note: later in the game you pass rules that can give you more discipline points. For example, by passing the rule to allow you to remove a girl's skirt before you spank her. See [REFR01](#) for more information about discipline points.

After School Punishments

When you punish a girl after school, you have the option of giving her a private punishment or a public punishment.

If you give her a public punishment, the other girls will see her being punished and you will get 1 Discipline point. If you give them a private punishment you will get no discipline or grade points, but you will get money from the school owners instead.

Bonus Discipline Points

When discipline is low, you will get extra discipline points. This is to reflect the fact that in the early game, the girls are not used to corporal punishment, and it will have a bigger impact on their behavior. This also has a practical purpose, as it helps avoid early-game grinding.

The number of bonus points awarded is based on your current discipline level. If total discipline is 20 or less, you will get +1 bonus points. If total discipline is 10 or less, then you will get +2 bonus points.

See [REFR02](#) for more information about the bonus discipline points.

Managing Discipline and Grades

Stats Management

In summary:

If you need to...	Then do this...
Improve discipline	Teach classes and punish the girls in class.
Improve grades	Teach a classes and punish the girl after school
Get more money	Teach classes and give the girl a private after school punishment.

Evening Grade Change

The number of discipline points you have will have an impact on the school grades. Every evening (except Saturday), you will receive a message about whether the girls did any studying and the grades may go up or down as a result.

Discipline Score	Grade Change
Discipline 01-19	-1 Grade
Discipline 01-19 and the lake open	-2 Grades
Discipline 20-60	no change

Once you have Discipline over 60, you can start to earn grade points in the evening. However, this will not happen until Chapter 2 of the game. See [REFG01](#) for more details about the nightly grade changes.

Training Miss Potts

You are introduced to Miss Potts in the tutorial. You discover she is an inexperienced teacher who has difficulty controlling her class.

Every weekday evening, you will get a message about how well (or badly) Miss Potts was able to control her class. If she was not able to control her class, you will lose some discipline points. The possible messages are:

Message	Grade Change
Miss Potts just about managed to control her class	no change
Miss Potts could not control her class	-1 discipline
Class was so unruly the noise had a disruptive effect	-2 discipline

In order to help Miss Potts control her class, you will need to give her training. This is the first staff quest you will need to complete (see [Teaching Miss Potts, QPOT1a](#) and [QPOT1b](#)). Once she has received training, then it is more likely she will control her class and you will lose less discipline.

At the start of the game, you are likely to lose 4-6 discipline points every week. Once you have completed the first three action points in the Teaching Miss Potts staff quest ([QPOT101](#) to [QPOT103](#)) then you will usually only lose 1-2 points a week.



The Start of the Game: What to Do

Key Priorities

At the start of game, you will lose grades and discipline points every day. Every night your grades will reduce by -1 because the girls are not studying, and your discipline will usually go down by -1 or -2 because Miss Potts cannot control her class.

Your first two priorities therefore need to be **increasing discipline** and **teaching Miss Potts**. You can have both under control in about the first 2 weeks of the game.

Increasing Discipline

The fastest way of increasing discipline is by teaching classes and then spanking the girls in class. You should prioritize this over any other activities, e.g. patrols or teaching sports lessons.

- You can get at least +2 discipline for spanking a girl in class.
As mentioned above, you will get extra bonus discipline points at the start of the game as well.
(This means that you can usually get +6 discipline points each day during the first week.)
- Alternatively, if you choose to punish them after school and give them a public punishment, you can get +1 grades and +1 discipline.
You will get extra bonus discipline points at the start of the game as well.
(this means you can usually get +4 discipline and +2 grades each day during the first week.)

Other Actions

In the evenings, you should teach Miss Potts. You can teach her every night (including weekends) except for Wednesday. You should prioritize this over other evening events e.g. spying on the girls or talking to the other teachers.

At the weekends, do patrols. Focus on actions that increase discipline, even if this reduces your popularity.

By the end of the first 2 weeks, you should have enough discipline that grades are not going down, Miss Potts should be well trained enough that you are not losing a lot of discipline, and you should have enough money (from your first 2 salary payments) that you can start buying stuff. You can then work on the Mr Wilson and Miss Chang staff quests. This will allow you to get influence points that will help you pass school rules.

Easy Mode

When you start a new game, you will be asked if you want to play "normal mode" or "easy mode". Easy mode is designed for beginner players to help them while they get used to the game.

When starting a game in easy mode:

- You get higher starting grades and discipline (15 instead of 10).
- You get some money to start with. This allows you e.g. upgrade the science facilities instead of having to earn money first.
- The cost of some items is reduced. For example, the camera costs \$500 instead of \$1000.
- Some of the negative results from events have been removed or minimized. For example, some of the decisions in normal mode mean you will gain discipline but lose popularity (or vice versa). In easy mode, these are changed so you will just gain stats.
- When grades are low (14 or under) then you will gain bonus grades. For example, teaching a class will give you +2 grades instead of +1.



GAME QUEST WALKTHROUGH

(CHAPTER 1)



Introduction..... 14

Quest Walkthrough Contents..... 15

Chapter 1: Main Quests [QM]..... 16

Chapter 1: Staff Quests.....24

Chapter 1: Student Quests.....54

INTRODUCTION

Using the Walkthrough

This walkthrough is not meant to be followed in strict order. You will find that in order to complete the first main quest, you will need to complete several staff side-quests, which are covered later in the document.

You will also find that you will usually be trying to complete several quests at one time. For example, you may have to save up money to buy an item to allow you to complete one quest, but while you are waiting you might be able to continue with a different quest.

Sometimes, you need to complete part of one quest in order to progress a different quest. For example, you need to upgrade the science facilities in order to persuade Miss Chang (the science teacher) to help you with Mr Wilson's quest.

Therefore, please use this walkthrough as a guide, not as step-by-step instructions.



Quest Walkthrough Contents

Chapter 1: Main Quests [QM]

[QM1] Order to the Chaos.....	17
[QM2] If a Headmaster Falls in the Woods.....	19
[QM3] A Man's Work.....	21

Chapter 1: Staff Quests

[QPOT1a] Teaching Miss Potts (Chapter 1).....	25
[QCHA] Experiments Gone Wild.....	31
[QWIL] Priti as a Picture.....	35
[QSAL1] Sally Learns the Ropes (Chapter 1).....	42
[QRUT] A Troublesome Inspector.....	50

Chapter 1: Student Quests

[QDEB1] Debbie: Taming a Prefect.....	55
[QRAC1a] Rachel: The Headmaster's Pet (Part 1: Chapter 1).....	59
[QAMY1] Amy: The Spanking Connoisseur (Chapter 1).....	66
[QLUC1] Lucy: Maid for Pleasure (Chapter 1).....	74



CHAPTER 1: MAIN QUESTS

[QM]



[QM1] Order to the Chaos.....17

[QM2] If a Headmaster Falls in the Woods.....19

[QM3] A Man's Work.....21

[QM1] Order to the Chaos

Description

Discipline is low and the girls are not studying in their free time. You must assert your authority and bring order to the school.

[QM100] Unlocking this Quest

This staff quest is available from the start of Day 2.

Note: The actions in this quest do not have to be performed in any particular order. So e.g. you can upgrade the science facilities before you teach Miss Potts.

[QM101] Increase Discipline

Full description = (1) Increase Discipline to 20 to prevent grades from declining.

Teach classes and punish students to ensure that your discipline score remains above 20. If discipline falls below 20 again, then you will need to complete this action again.

At the start of the game, you will get 2 discipline points if you punish a student in class, and 1 discipline point if you give them a public after school punishment. See [REFR01](#) for more information.

[QM102] Help Miss Potts control her class

To complete this, you need to complete actions 1-4 in the "Teaching Miss Potts" staff quest ([QPOT101](#) to [QPOT104](#)). This involves visiting Miss Potts in her apartment in the evenings to give her some training.

[QM103] Upgrade the science facilities

Full description = (3) Upgrade the science facilities for Miss Chang. Advance the quest [Experiments Gone Wild](#) to make sure she has everything she needs."

To complete this, you need to complete actions 1-6 in the "Experiments Gone Wild" staff quest ([QCHA01](#) to [QCHA06](#)). This involves buying new equipment for the science classrooms and hiring a new lab technician.

[QM104] Win Mr Wilson to your side

Full description = (4) Win Mr Wilson to your side

To unlock this staff quest, you will need to visit Mr Wilson in his apartment during the evening and agree to steal Priti's password.

To complete this quest, you need to complete actions 1-3 in the "Priti as a Picture" staff quest ([QWIL01](#) to [QWIL03](#)). This involves stealing the social media password of one of the students.

[QM105] Implement a new rule

Full description = (5) Implement a new rule at a weekly meeting of the school board.

At the Friday school board, pass a new school discipline rule. Two new rules are available from the start of the game: the public punishment outfit rule, and the Strict Uniform Policy rule. You will unlock other rules later in the game (e.g. see [QSAL102](#) and [QSAL105](#)).

You need a certain amount of discipline and influence points before you can pass a rule. The Strict Uniform Policy rule (under Uniform policy) has the lowest requirements: you will need 18 Discipline and 4 Influence points to pass this rule.

To gain the influence points, you will need to complete some of the staff quests. See the staff quests "Teaching Miss Potts" ([QPOT102](#)), "Experiments Gone Wild" ([QCHA02](#), [QCHA07](#)) and "Priti as Picture" ([QWIL03](#)) for details about how to achieve the first influence points. See [REF01](#) for a list of all the influence points you can get.

Please note that deciding to open the lake (under Other Rules) does not complete this action.

Fun note: once you have passed the Strict Uniform Policy, you can do underwear inspections on most of the students you see in the hall in the classroom building. (See [SCH03](#) for a particularly fun one on Liz.)

[QM106] Completing this Quest

Once you complete action points 1-5 ([QM101](#) to [QM105](#)), then in the evening you will have the "second dream" event where you have sex with Sarah. (See also [OTH03](#))

If you have not already unlocked the scene, the following weekday morning you will see a scene with Sally and Izzy running. (This scene can also be unlocked if you have previously punished Debbie, see [PDEB02](#)).

[QM2] If a Headmaster Falls in the Woods

Description

The old headmaster was worried he was being followed in the woods. Could he have been murdered? You decide to investigate in case you yourself are in danger.

[QM200] Unlocking this Quest

To unlock this quest, open the Recycle bin on your computer and read the April 15 entry.

[QM201] Ask the staff

Full description = (1) Ask the staff about the old headmaster and see if anyone knows anything about his death.

In the evening, speak to Mr Wilson and ask him about "the old headmaster". If you have not unlocked the "Priti as a Picture" staff quest yet ([QWIL](#)), then you will have an initial conversation with Mr Wilson, and then you will need to visit him the following night before you can ask him about the headmaster.

[QM202] Visit the lake

Full description = (2) Visit the lake in the morning and speak to the groundskeeper about finding the old headmasters body.

At the Friday School Board, choose to open the Lake (see under Other Rules).

Note: you should ensure Discipline is 20+ before you do this, or grades will decrease by -2 every day the Lake is open.

During a weekday morning, go to the lake and speak to Jimmy. Ask about "the old headmaster".

[QM203] Ask Jimmy to show you the spot

Full description = (3) Ask Jimmy to show you the spot where the old headmaster died.

During a weekday morning, go to the lake and speak to Jimmy. Ask about "the old headmaster's body". You can do this immediately after asking about "the old headmaster" ([QM202](#)).

Jimmy will tell you that you'll need to wait for him to clear the way. This quest action will change to "Wait for Jimmy to clear the path" (see [QM204](#), below).

[QM204] Wait for Jimmy to clear the path

Full description = (4) Wait for Jimmy to clear the path into the woods to show you where he found the old headmaster's body.

Complete actions 1-6 from the "A Troublesome Inspector" staff quest ([QRUT01](#) to [QRUT07](#)). The following morning, Jimmy will tell you that the path is now clear, and he will take you to the spot where the headmaster died. You will find his wallet which has a number combination hidden in it.

[QM205] Try using the numbers

Full description = (5) Try using the numbers you found with the safe in your office.

Go to your office and click on the bookcase. You will then be able to unlock the safe and this event will unlock.

[QM206] Ask Miss Chang about BDSM

Full description = (6) Ask Miss Chang what she knows about British Defense System Manufacturers.

Complete the "A Troublesome Inspector" action [QRUT08](#). This involves you opening the old headmaster's safe and reading his notes about the school's owners. You discover a company called British Defense System Manufacturers (BDSM) appears to be involved.

In the evening, speak to Ruth about the notes in the old headmaster's safe. She will take you to her house to have a private discussion. (This action is also required for the Experiments Gone Wild Quest, [QCHA09](#)) During the discussion she will warn you that there is a spy on campus.

[QM207] Spy on Campus

Full description = (5) Miss Chang warned you about a spy on campus. Could there be a connection between the spy and the old headmaster's death? You will need to investigate.

This is not available in the game yet.

[QM3] A Man's Work

Description

Some jobs are best left to a man. Spanking naughty schoolgirls is a prime example.

[QM300] Unlocking this Quest

This quest is unlocked on the first weekday after you complete the "Order to the Chaos" main quest (QM1) and have the second dream event (see OTH03).

The next weekday, you will see a cut scene similar to the "Day 2" introduction, where the headmaster walks into school talking about the need to take a more active role in the punishments of the girls. You will then receive a message saying you have a new main quest.



[QM301] Find out your colleagues' opinions

Full description = (1) Find out your colleagues' opinions on changing the rules at the next meeting of the school board.

At the Friday school board, vote on the Corporal punishment rule "corporal punishments may be carried out on students by any teacher regardless of gender". The discipline and influence requirements will be shown as "?".

Holding this vote will unlock the "a troublesome inspector" staff quest ([QRUT](#)).

[QM302] Earn 3 Influence from Miss Newman

Full description = (2) Earn three influence points from Miss Newman

To complete this, you need to complete actions 1-3 in the "Sally Learns the Ropes" staff quest (see [QSAL101](#) to [QSAL104](#)).

[QM303] Find a way to convince Ruth

Full description = (3) Find a way to convince Ruth to let you spank the girls.

To complete this, you need to complete actions 1-8 in the "A Troublesome Inspector" staff quest ([QRUT01](#) to [QRUT09](#)). This also involves completing actions 1-4 of the "If a Headmaster Falls in the Woods" main quest ([QM201](#) to [QM205](#)).

[QM304] Have at least one Student Enforcer

Full description = (4) Have at least one student enforcer (prefect).
Advance Debbie's Student Quest: Training a Prefect.

You will need to raise Rachel to Punishment Level 5, and assign her a role as a prefect. To do this, you need to complete actions 1-5 in the "Sally Learns the Ropes" staff quest ([QSAL101](#) to [QSF4.6](#)).

[QM305] Have at least one Student Trainee

Full description = (5) Have at least one student trainee (assistant).
Advance Rachel's Student Quest: The Headmaster's Pet.

You will need to raise Rachel to punishment level 3, and assign her a role as your personal trainee. To do this, you need to complete actions 1-5 in Rachel's "The Headmaster's Pet" student quest. See [QRAC100](#) to [QRAC106](#) for details.

[QM306] Hold another vote

Full description = (6) Hold another vote at the school board to allow you to spank the girls.

Once you have Influence 9 and Discipline 40, pass the new Corporal Punishment rule "corporal punishments may be carried out on students by any teacher regardless of gender" at the Friday board meeting.

Once you have successfully passed the rule, you will see the large "How to Discipline a Young Woman" scene (CLA13), where Mr Mykock comes to the school with two other teachers to watch you punish the first girls by yourself.



CHAPTER 1: STAFF QUESTS



[QPOT1a] Teaching Miss Potts (Chapter 1).....25

[QCHA] Experiments Gone Wild.....31

[QWIL] Priti as a Picture.....35

[QSAL1] Sally Learns the Ropes (Chapter 1).....42

[QRUT] A Troublesome Inspector.....50

[QPOT1a] Teaching Miss Potts (Chapter 1)

Description

Miss Potts can't control her class. Fortunately you are an expert in disciplining young woman and have offered to pass on some of your skills.

Note: The Potts Penalty

During every weekday evening, you will get a message about whether Miss Potts was able to control her class or not. If she was unable to control her class, you will lose -1 or -2 discipline. The more you train her, the more likely it is that she will be able to control her class, and you will lose less discipline. For more details about how the Potts Penalty is calculated, please see [REFR03](#).

[QPOT100] Unlocking this Quest

This staff quest is available from the start of Day 2.

[QPOT101] Visit Claire's apartment

Full description = (1) Visit Claire's apartment in the evenings to provide her with basic training.

During the evening, visit Miss Potts' apartment. You can visit her any night (including weekends) except for Wednesdays. You will have an initial conversation where you agree to give her additional training.

You will then need to visit her another 6 times, and choose "continue training". The first 4 lessons will involve you discussing (in order) her need to show confidence; classroom dynamics; the need for consistency; and how she is making progress. The last 2 lessons will involve you giving her a verbal telling off. At the end of the last lesson, you will tell her you will visit her in her classroom to check how she is dealing with the girls.

[QPOT102] Visit Miss Potts's classroom

Full description = (2) Visit the English classroom during school hours to check up on the progress of Miss Potts

Visit Miss Potts' classroom during the day. You will see her managing to control Debbie, and you will receive 1 Influence point.

[QPOT103] Discuss the Next Phase

Full description = (3) Visit Claire's apartment and discuss the next phase of her training.

Visit Miss Potts in the evening again. As before, you can visit her any night (including weekends) except for Wednesdays. You will say she needs a practical lesson in being spanked.

[QPOT104] Dress Up Like a School Girl

Full description = (4) You have convinced Claire to dress up like a school girl so you can spank her. Visit her at her apartment in the evening.

Visit Miss Potts in the evening again. She will be dressed like a school girl. This time, you will spank her.

[QPOT105] Visit Miss Potts for Advanced Training

Full description = (5) Visit Claire's apartment again for more advanced training.

In the evening, visit Miss Potts' apartment again and continue her training. You will give Miss Potts another lesson where she will hold up some books and you will expose her.



[QPOT106] Give Debbie Another Punishment

Full description = (6) To continue Claire's training, you need to convince the school board to change some of the disciplinary rules. Give Debbie another punishment in your office to start the process.

You will need to unlock Sally's staff quest, Sally Learns the Ropes. See the section on "unlocking this quest" (QSAL00) for details. This involves giving Debbie a private punishment. You will not be able to level her up during this punishment, and she will remain at Level 2.

The next weekday morning you will see a scene with Sally and Izzy running, and this action will be completed.

Note: If you have not unlocked Sally's quest by the time that you start the "A Man's Work" main quest (QM3), then it will automatically unlock at that point.

[QPOT107] Advance Debbie's Student Quest

Full description = (6) To continue Claire's training, you need to convince the school board to allow non-regulation clothing to be confiscated.

Advance Sally's staff quest Sally Learns the Ropes until Debbie will let you touch her after a punishment.

You need to unlock the Very Strict Uniform Policy rule that allows you to confiscate clothing. To unlock this rule, you will need to raise Debbie to Level 4 and touching her to unlock the rule. For details, see Sally's staff quest, Sally Learns the Ropes (see [QSAL101](#) to [QSAL104](#)).

[QPOT108] Allow Non-Regulation Clothing to be Confiscated

Full description = (6) To continue Claire's training, you need to convince the school board to allow non-regulation clothing to be confiscated.

Check the proposals list under Review Rules on the office PC to see what you need to pass the rule at the board meeting.

Once you have 6 Influence and 30 Discipline, pass the Very Strict Uniform Policy at the next Friday morning school board meeting. You will find this rule under the Uniform Policy section of the agenda.

[QPOT109] See Miss Potts Punish One of the Girls

Full description = (6) Visit the English Classroom to see Miss Potts punish one of the girls.

After you have passed the Very Strict Uniform Policy, visit Miss Potts' classroom during the day. You will see her forcing Faye to strip to her underwear and demonstrate her aerobics lesson. Afterwards Miss Potts will kiss you and you will get 1 influence point.



[QPOT110] Visit Miss Potts' Apartment Again

Full description = (7) Visit Claire's apartment again to continue her training.

In the evening, visit Miss Potts' apartment again and continue her training. You will then strip her naked, give her a spanking and finger her to orgasm. Miss Potts will then suck your cock.

[QPOT111] Supervise Her Spanking One of the Girls

Full description = (8) Visit the English classroom to supervise Miss Potts spanking one of the girls.

Visit Miss Potts' classroom during the day. You will see Claire make a mistake by punishing Mary in the wrong way. You will then stop the punishment.

[QPOT112] Discuss Mary's Punishment

Full description = (9) Visit Claire's apartment to discuss Mary's punishment.

In the evening, visit Miss Potts' apartment again. You will discuss the punishment and agree to show Miss Potts the wrong way to give a punishment.

[QPOT113] Show her the Wrong Way to Give a Punishment

Full description = (10) Wait until Claire visits you in your office and show her the wrong way to give a punishment.

The following day, you will automatically get a scene in your office where Claire will arrive in a school uniform and you will punish her. This scene will happen immediately after any after-school punishments you have.

The goal of the punishment is to max out her fear. However, if her fear score is greater than her submission score, then she will use her safe word and the scene will end. If Claire uses her safeword, you will automatically get the same scene the following day.

During her punishment, you should insult her, lightly slap her face, inspect her uniform, and tear off her skirt and knickers. Inspect her bra and then tear off the rest of her clothes. Grope her breasts, slap her breasts and take her picture.

After that, change position and force her over your desk. Spank her and do a cavity search. Change position and force her to her knees. Pull your dick out, do a dick slap, make her kiss it and force it in her mouth. Twist her hair or slap her, and force it down further.

Finally, change position and lift her onto your desk, legs in the air, and force her legs apart. You can finger her first or simply penetrate her to complete the punishment. You will then get +1 Influence.

[QPOT114a] Advance Amy and Debbie's Student Quest

Full description = To continue Claire's training you need to advance Amy and Debbie's Student Quests so they can also participate.

Note: you may not see this action. It only appears if you have not progressed Amy and Debbie's Student Quests enough.

You will also need to start Chapter 2 of the game, by fully completing the Main Quest "A Man's Work" (QM3) so that you can punish the girls yourself.

You will then need to progress the student quests for both Debbie and Amy. See [QPOT115](#) and [QPOT116](#) for advancing Debbie's quest, and [QPOT117](#) for advancing Amy's quest.



[QCHA] Experiments Gone Wild

Description

Miss Chang has complained about the lack of science facilities at the school.

[QCHA00] Unlocking this Quest

This staff quest is available from the start of Day 2.

[QCHA01] Upgrade the science classroom

Full description = (1) Upgrade the science classroom by using the construction menu on your computer.

Once you have \$500, buy the "Upgrade science facilities" from the Upgrade Facilities option on your computer.

[QCHA02] Tell Miss Chang about the new equipment

Full description = (2) Tell Miss Chang you have ordered new equipment for her.

In the evening, talk to Miss Chang in her classroom about the New Equipment. This will give you 1 Influence point.

[QCHA03] Check in on Miss Chang's classroom

Full description = (3) Check in on Miss Chang's classroom during school hours.

Mr Mykock will visit you the following morning. He gives you a warning about Miss Chang. He says that an arrangement was made between the school's owners and the government to hold Miss Chang at the school, but she was not allowed to conduct any experiments.

During the day, visit Miss Chang's classroom. You will then see Miss Chang's clothes dissolving solution in action.

[QCHA04] See if Miss Chang needs anything else

Full description = (4) Check back with Miss Chang in the evening to see if there is anything else she needs.

Visit Miss Chang in the evening again and ask her for "further help with the board". She will say she wants you to hire a lab technician. She says that you cannot tell Mykock in case he gets suspicious.

[QCHA05] Ask about hiring a lab technician

Full description = (5) Summon Samantha to your office during school hours and ask about hiring a lab technician.

During the day, use your phone to call Sam into your office and talk about the New Technician. She'll say she needs 3 days. This quest action will change to "Wait a few days" (see [QCHA06](#), below).

[QCHA06] Wait a few days

Full description = (6) Wait a few days for Sam to ask around town and see if there is anyone looking for work.

On day 4, call Sam back into your office and ask about the Lab Technician. She'll say she's found 2 candidates, who you can interview. The first is Anna Dixon, an experienced lab assistant who wants \$100 a week. The second is Trixie Star, an unqualified lap dancer who offers to suck your cock.

Note: Sam needs 3 days, not 3 working days, so if you ask Sam on Thursday you can hold the interviews on Monday.

If you accept Trixie's offer of a blowjob, then you will hire Trixie. If you refuse her offer, you will hire Anna. To unlock this quest, you can select either candidate.

Note: if you select Anna, then you will still appoint Trixie as a dance teacher. The night after you interview Trixie, she will visit you at your apartment. She will offer you a blowjob if you appoint her as the new dance teacher. If you refuse, then in the morning you will get a phone call from Mykock, who tells you that he has hired Trixie as your dance teacher anyway.

[QCHA07] Visit Miss Chang in the Evening

Full description = (7) Visit Miss Chang in the evening and see how she's getting on with her new assistant.

Speak to Miss Chang in her classroom during the evening.

If you have hired Anna, Miss Chang will thank you and you will get 1 Influence Point. See [QCHA10](#) for the next quest action.

If you hire Trixie, then Miss Chang will be very annoyed with you, and says that Trixie is completely useless. Miss Chang says that she won't help you at the school board until you hire someone competent.

This quest action will change to "Summon Trixie to your office" (see [QCHA08](#), below).

[QCHA08] Summon Trixie to your office

Full description = (8) Summon Trixie to your office and figure out what to do with her.

During the day, use your office phone to summon Trixie. You try to fire her but Trixie says that she will then tell Ruth Thomas about the blowjob. You then decided to appoint her as a Dance Teacher and hire Anna, the other candidate, as the lab technician.

Trixie then offers you a blowjob. You can accept Trixie's offer or not, but in both cases Trixie will invite you to visit her in her apartment one evening.

[QCHA09] Visit Miss Chang in the Evening Again

Full description = (9) Visit Miss Chang again in the evening and see how she's getting on with her new assistant.

Speak to Miss Chang in her classroom the evening. Miss Chang will thank you and you will get 1 Influence Point.

[QCHA10] Wait for Miss Chang to ask for assistance

Full description = (10) Wait for Miss Chang to ask for further assistance

Note: if you originally hired Anna (not Trixie), this task is shown as number (8), not (10).

Complete Ruth's staff quest, A Troublesome Inspector, action [QRUT08](#). This involves you opening the old headmaster's safe and reading his notes about the school's owners. You discover a company called British Defense System Manufacturers (BDSM) appears to be involved.

In the evening, speak to Ruth about "the notes in the old headmaster's safe". She will take you to her house to have a private discussion. (This action is also required for the "If a Headmaster Falls in the Wood Quest, [QM206](#)) During the discussion she will ask you to purchase a 3D printer for her.

[QCHA11] Purchase a 3D Printer

Full description = (11) Purchase a 3D printer for Miss Chang. COMING SOON

Note: if you originally hired Anna (not Trixie), this task is shown as number (9), not (11).

This is not available in the game yet.



[QWIL] Priti as a Picture

Description

Mr Wilson the math teacher appears to have an unhealthy fixation on one of the students. A sweet and innocent girl by the name of Priti. He has asked for your help to steal her email password.

[QWIL00] Unlocking this Quest

To unlock this staff quest, you will need to visit Mr Wilson in his apartment during the evening, and agree to steal Priti's social media password. If you do not agree to steal the password, then the quest will not unlock.

[QWIL01] Ask Miss Chang

Full description = (1) Ask Miss Chang if she knows how to steal someone's email password without them knowing.

You will first need to upgrade the science classroom (See the "Experiments Gone Wild" staff quest, [QCHA02](#)). You do not need to have told Miss Chang about the upgrade. (This means you can complete this action before you complete [QCHA02](#)).

In the evening, visit Miss Chang in her classroom and ask about "stealing passwords" and then about "the keylogger program".

[QWIL02] Summon Priti

Full description = (2) Use the phone in your office to summon Priti.

During the school day, use your office phone to call Priti to your office. You talk to Priti about how she ended up at the school and then ask her to set up a social media page for the school. You will then steal her password and social media pictures.

[QWIL03] Deliver Priti's Password

Full description = (3) Deliver Priti's password to Mr Wilson.

Visit Mr Wilson in the evening and talk to him about "Priti's password". You will give him the password, and you will get 1 Influence Point.

[QWIL04] Check back with Mr Wilson

Full description = (4) Check back with Mr Wilson another night to see if there is anything else he needs.

Visit Mr Wilson in the evening and ask for "more help with the board". He will tell you that he wants nude pictures of Priti. You can agree or disagree. If you agree, see [QWIL05](#).

If you disagree, he will ask for a prostitute and Viagra instead. If you have already hired Trixie (either as the lab technician or the dance teacher), see [QWIL11](#) for the next action. If you have not hired Trixie, see [QWIL10](#).

You can change your mind about taking the nude pictures. To do this, visit Mr Wilson in the evening again. Speak to him about the "photos of Priti". If you originally disagreed and now want to take the photos of Priti, tell him "I've decided to help you". If you originally agreed and now want to hire the prostitute instead, tell him "I've changed my mind".

[QWIL05] Purchase a Digital Camera

Full description = (5) Purchase a digital camera and then decide how to obtain high quality naked photos of Priti.

Once you have \$1000, buy the Digital Camera from the Online Shopping | Electronics option on your office computer. It will arrive the following weekday.

You might already have the camera if you have completed the "Sally Learns the Ropes" staff quest (see [QSAL104](#)). If you, this action will automatically be shown as completed. See [QWIL06](#) for the next action.

[QWIL06] Summon Priti to your Office

Full description = (5) Summon Priti to your office then decide how to obtain naked photos of her.

You can then use your phone to summon Priti to your office.

You can then choose to "order her to strip" or "trick her". The "order to strip" option will give you less influence points and will result in you losing a large number of grade, discipline and popularity points. (For details, see [XTRA12](#). See [QWIL08](#) for the next actions if you take this route.)

You should therefore choose to "trick her". You will then take some basic photos of her, and will unlock the ability to purchase the "school swimwear samples". See [QWIL07](#) (below) for the next action.

Note: from this point on, the decisions you make mean that will not see all of the quest actions shown below. This also means that some of the step numbers below might change. For example, step 8 ("figure out a way to get a prostitute") will be shown as step 5 if you initially refused to take the naked pictures of Priti.

[QWIL07] Order swimwear and uniform samples

Full description = (6) Order swimwear and uniform samples for Priti to try on. Then summon her to your office.

Once you have \$1200, buy the School Swimwear Samples from the Online Shopping | Electronics option on your office computer. It will arrive the following weekday. You can then use your phone to summon Priti again and complete the photoshoot.



[QWIL08] Decide whether to hand over the pictures

Full description (if you tricked Priti) = (7) Visit Mr. Wilson and decide whether to hand over the pictures.

Full description (if you forced Priti to Strip) = (6) Speak to Mr Wilson and decide whether to hand over the pictures.

Visit Mr Wilson's apartment in the evening and talk to him about the photos of Priti. You can decide whether to hand them over or not. If you hand them over, you will get 2 influence points and this staff quest will be completed.

If you refuse to hand over the photos, he will ask for a prostitute and some Viagra instead.

If you have already hired Trixie (either as the lab technician or the dance teacher), see [QWIL11](#) for the next action. If you have not hired Trixie, see [QWIL10](#).

Note: If you ordered Priti to strip, you will only get 1 influence point (not 2) if you give Mr Wilson the photos. In the morning, Samantha will tell you that Priti was seen running from your office in tears. Your grades, discipline and popularity will all decrease by 10. If this causes grades or discipline to fall to zero, you will get an immediate bad game ending.

[QWIL09] Need to get Something Else

Full description = You refused to give Priti's pictures to Mr. Wilson. Now, you need to get him something else.

This quest step is automatically shown if you refuse to give the photos to Mr. Wilson. It will be shown as completed. You do not have to carry out any actions.

You can change your mind and give Priti's photos to Wilson even if you initially refused. If you give Wilson the photos, then this line will no longer be displayed in your quest log.

[QWIL10] Figure out a way to get a prostitute

Full description = (8) Figure out a way to get a prostitute for the Math teacher.

In order to complete this, you will need to hire Trixie. See the "Experiments Gone Wild" staff quest ([QCHA06](#)) for details. This action will then change to "Ask Trixie if she knows any local prostitutes" (see [QWIL11](#))

[QWIL11] Ask Trixie if she knows any local Prostitutes

Full description = (8) Ask Trixie if she knows any local prostitutes.

Once you have hired Trixie, use the phone in your office to ask her to come to your office. She will tell you that she knows a suitable escort agency, and you then email the company.

[QWIL12] Wait a Day and Check for a Reply

Full description = (9) Wait a day and check for a reply from the escort agency.

The following day, check your email on your office computer. The agency will tell you that they have a suitable girl called Candy, but she will cost you \$2000. You will then see a picture of Candy.

Note: If you are playing easy mode, the prostitute will only cost \$1200.

[QWIL13] Decide whether to Reply to the Escort Agency

Full description = (10) Decide whether to reply to the escort agency and order the prostitute, or give Mr. Wilson the pictures.

If you do not have \$2000, you will tell yourself that you'll need to save up and then email back at a later date. If you have enough money, you will be asked if you want to transfer the money or not.

Note: If you are playing easy mode, the prostitute will only cost \$1200.

If you do not have enough money, or if you decide not to pay the money, then you can re-read the email at a later date.

Once you have \$2000, pay the money for Candy.

Alternatively, if you decide you don't want to hire the prostitute, you can visit Mr. Wilson in his apartment, talk to him about the photos of Priti, and give him the photos. If you hand the photos over to Mr. Wilson, you will get 2 influence points and this staff quest will be completed.

[QWIL14] Purchase some Viagra

Full description = (11) Purchase some Viagra from the online store.

Once you have \$200, attempt to buy the Viagra pills from the Online Shopping | Health option on your office computer. When you get the option, buy the cheap \$20 pills instead.

Note: You can buy the normal Viagra pills if you wish, but that will mean you will not see the full scene with Candy later.

[QWIL15] Wait for the Viagra to Arrive

Full description = (12) Wait for the Viagra to arrive from the online store.

The pills will arrive the following weekday. (If you order them on Friday or Saturday, they will arrive on Monday).

[QWIL16] Deliver the Pills to Mr Wilson

Full description = (13) Deliver the pills to Mr Wilson and inform him that the prostitute has been ordered.

Once the pills have arrived and you've paid for the prostitute, see Mr Wilson in the evening and tell him that "I have found you a prostitute". If you bought the cheap pills, you should remove the warning label before you hand them over.

Note: if you gave Mr. Wilson the expensive pills, then you do not need to complete the rest of this action. Instead, the quest log action will change to "Visit Mr Wilson Again". See [QWIL17](#) for the next steps.

Game note: if you initially refused to give him the naked pictures of Priti (see [QWIL04](#)), then the quest log action will change to "Visit Mr Wilson Again" (see [QWIL17](#), below). However, you will still need to complete the rest of this action first.

At the end of the following day, you'll be told by Samantha that Mr Wilson didn't show up to his last class of the day. (If it's a weekend, you'll get a phone call from Miss Potts saying Mr Wilson didn't show up to a book club instead.) You'll then automatically go to Mr Wilson's apartment.

You can choose to play through the scene however you want. But to see the full scene, tell Candy that you are Mr Wilson and then later give Mr Wilson another Viagra substitute.

[QWIL17] Visit Mr Wilson Again

Full description = (14) Wait a couple of nights and visit Mr Wilson again.

The following evening, go back to Mr Wilson's apartment and talk about Candy. You will get 2 Influence points. That completes this staff quest.

Note: if you gave Mr. Wilson the expensive pills, you need to wait another day before you can visit Mr. Wilson. If you try to see him the very next evening, you will tell yourself "Mr Wilson will be busy with Candy. I've no desire to see that".

[QWIL18] You've Completed Mr Wilson's Story Line

Full description (if you ordered the prostitute) =

You've completed Mr Wilson's story line.

Full description (if you gave Mr Wilson the pictures of Priti) =

You gave Priti's pictures to Mr Wilson. You've completed Mr Wilson's story line.

Once you have discussed Candy's visit with Mr Wilson, or you have given Priti's pictures to Mr Wilson, then you have completed Mr Wilson's story line.



[QSAL1] Sally Learns the Ropes (Chapter 1)

Description

Sally is already an accomplished disciplinarian and you think she might be ready to learn some of your advanced teaching methods.

Note: Punishing Debbie

To complete this quest, you will need to give Debbie several private punishments. You will initially get the opportunity to punish Debbie either by patrolling the halls or teaching classes.

If you patrol the halls, you will sometimes get a random patrol event where Debbie gives Lucy a wedgie. If you teach classes, you will sometimes get a random event where Debbie is bullying Lucy.

You can only complete these quest actions when giving Debbie a private punishment. You will not be able to progress this quest if you give her a public punishment or punish her in class instead.

[QSAL100] Unlocking this Quest

You will unlock this quest by giving Debbie a private punishment. She will start the punishment at Level 2. You are told that you will not be able to level her up during this punishment but it is still worth giving a severe punishment to earn as much money as possible.

The next weekday morning you will see a scene with Sally and Izzy running. This quest will become unlocked. The option to buy the paddle will be unlocked. The option to propose a new Corporal Punishment rule to remove skirts will become available.

Alternative path: If you have not unlocked this quest by the time that you complete the "Order to the Chaos" main quest (QM1), then it will automatically unlock at the same time as the "A Man's Work" main quest (QM3). The option to buy the paddle and propose the "remove skirts" rule will become available as well.

[QSAL101] Purchase a Paddle

Full description = (1) [Purchase a paddle from the online store.](#)

Once you have \$500, buy the paddle from Online Shopping | Sex Toys option on your office computer. It will arrive the following weekday morning.

[QSAL102] Remove Skirts Rule

Full description = (2) Convince the school board that skirts must be removed for corporal punishments.

Once you have Influence 4 and Discipline 25, pass the new Corporal Punishment rule to remove skirts at the Friday board meeting.

Note: passing this rule is also required as part of Rachel's Student Quest (see [QRAC102](#)) and Amy's Student Quest (see [QAMY02](#)), so you may have already completed this action.



[QSAL103] Catch Debbie misbehaving (Part 1)

Full description = (3) Catch Debbie misbehaving and sentence her to private punishments.

Note: This is a large action, so for clarity it has been split into 2 parts, [QSAL103](#) and [QSAL104](#). But it is part of the same quest action.

Teach classes or do patrols until you see Debbie bullying Lucy and you can give her another private punishment.

At the start of this punishment, you should get a message saying you have everything you need to cause sufficient pain and humiliation.

Debbie will start this punishment at Level 2. Remove her clothing & skirt. Position her with hands above her head, and do a body search. Position her bent over the desk and do a hand spanking (or ruler) spanking and a paddle spanking. Position her over Miss Newman's knee and massage her buttocks. This will unlock a new "massage inner thighs" action. Massage her inner thighs. You will then get a message saying that you have raised Debbie to level 3.

Sally will tell you she is impressed, and you will get 1 Influence point from her.

[QSAL104] Catch Debbie misbehaving (Part 2)

(For part 1 of this action, see [QSAL103](#), above)

Once you have \$1000, buy the Digital Camera from the Online Shopping | Electronics option on your office computer. (You might already have the camera if you have completed the "Priti as a Picture" staff quest (see [QWIL05](#)). The camera will arrive the following weekday.

Once the camera arrives, carry out a patrol. You will see Debbie start to apologize to Lucy, until Cassandra arrives and Debbie bullies Lucy again. When Debbie arrives at your office after school, choose to give her another private punishment.

Note: this patrol event only happens once. If you do not complete it successfully (for example, if you do not have the camera, or you choose to give Debbie a public punishment instead), then see [PDEB06](#) for details of alternative options.

Debbie will start this punishment at Level 3. Remove her clothing & skirt. Position her with hands above her head, do a body search and use the camera to take pictures. Position her bent over the desk and do a ruler spanking and a paddle spanking. Position her over Miss Newman's knee. Massage her inner thighs. This will unlock the "rub pussy" action. Rub her pussy. You will then get a message saying that you have raised Debbie to level 4.

Sally will say she's worried about touching a student's pussy, you will reassure her and you will get 1 Influence point.

At the end of the punishment, tell her to "let me touch you". You will tell her that you are going to do a common trust exercise with her. Touch her hair and face, then touch her arms, then touch her legs, then touch her breasts. This will unlock the ability to propose the Very Strict Uniform Policy rule at the School Board,

which allows you to confiscate clothing. You can also try to touch Debbie's pussy but she will refuse.

The following morning, Miss Newman will ask you if you get turned on by watching her spank the girls. You will admit you do get aroused, and you will get +1 Influence point.

[QSAL105] Confiscate clothing

Full description = (4) Convince the school board to allow you to confiscate clothing that does not fit with the school's uniform policy.

Once you have 6 Influence and 30 Discipline, pass the Very Strict Uniform Policy at the next Friday morning school board meeting. You will find this rule under the Uniform Policy section of the agenda.

[QSAL106] Catch Debbie misbehaving

Full description = (5) Catch Debbie misbehaving in class and then sentence her to another private punishment.

Teach classes until you see Debbie being teased by Donna. Choose to give Debbie a private punishment.

Debbie will start this punishment at Level 4. Remove her clothing & skirt (her panties will also be removed). Position her bent over the desk and do a hand (or ruler) spanking and a paddle spanking.

Position her over Miss Newman's knee and rub her pussy. This will unlock the fingering option. Position her with hands above her head and get Miss Newman to finger her to orgasm. You will then get a message saying that you have raised Debbie to level 5.

At the end of this punishment, you should assign Debbie a role as a prefect, but this is not required to unlock this quest. See [QSAL113](#).

[QSAL107] Find Out What's on Sally's Mind

Full description = (6) Visit the men's showers on a weekday afternoon and find out what's on Sally's mind.

Note: this action will be unlocked when you complete the main quest Order to the Chaos (QM1). The actual quest number may be different depending on which other actions in Sally's quest have been unlocked.

The first time you speak to Sally in the Sports Center changing room, she will apologize for exposing herself to you on Day 1. If you have not already done so, speak to Sally on Monday, Tuesday, Wednesday or Friday afternoon to have this initial conversation.

After you have had the initial conversation, then on Tuesday, Wednesday or Friday afternoon, you can talk to Sally in the changing room in the Sports Center. Initially, you will see Sally standing in front of the lockers. Speak to her about "more about you". After you do this, and after the first Board meeting (which takes place on the first Friday morning), then you will see Sally in her underwear standing in front of the mirror instead. Speak to Sally again, and she will ask you if you have found a set of keys.

[QSAL108] Find Sally's Keys: Steal her Towel

Full description = (6) Find Sally's keys – visit the men's showers on consecutive Monday afternoons and steal her towel.

On Monday afternoon, go to the men's changing room and click on the shower area. You will be told that if you go forward any further Sally will notice you.

Note: If you click on the towel rack and you will be told that there is one big towel and lots of small ones. This step is not required but helps explain the prank you are about to pull.

Click on the shower area, and Sally will ask you wait a couple of minutes. She will then come out of the shower and takes the big towel.

The next Monday afternoon, go to the men's changing room and click on the shower area again. Click on the towel rack, and choose to grab the big towel. Click on the shower area, and Sally will again ask you to wait a couple of minutes. This time, when she comes out, she will be forced to use one of the small towels instead.

If you have already opened the lake, see [QSAL110](#) for the next action. If you have not opened the lake, see [QSAL109](#).

[QSAL109] Find Sally's Keys: Open the Lake

Full description = (6) Find Sally's keys – open the lake at the Friday board meeting and talk with Jimmy there during a weekday.

At the Friday morning School Board, choose to open the Lake (see under Other Rules).

[QSAL110] Find Sally's Keys: Talk with Jimmy

Full description = (6) Find Sally's keys – talk with Jimmy about them at the lake during a weekday.

You should have already completed the "Order to the Chaos" Main Quest (QM1). Once you finished this quest, you had the second dream (OTH03). The first weekday after you had the dream, Samantha told you that the groundskeeper (Jimmy) wants to talk to you about some keys.

Once the Lake is opened, you can speak to Jimmy any weekday morning. Ask him about the missing keys and he will give you Sally's keys.

[QSAL111] Find Sally's Keys: Give her the Keys

Full description = (6) Find Sally's keys - now that you have them, give them to her in the men's showers on a weekday afternoon.

On Monday, Tuesday, Wednesday or Friday afternoon, talk to Sally in the changing room. This time she will be standing naked in front of the mirror. You can choose to give her the keys or throw them to her. (However, the best option is to throw the keys and then admit you were being sneaky.)

[QSAL112] Unlock a New Student Quest

Full description = (7) To progress with Sally you must unlock a new student quest. Do paperwork in your office a few times and patrol the campus a few times.

Note: this action will be unlocked when you give Sally her keys (QSAL111). The actual quest number may be different depending on which other actions in Sally's quest have been unlocked.

You will need to unlock Debbie's Student Quest, Taming a Prefect (QDEB100). This involves doing paperwork in your office until Maxine visits you for the second time, and demands that you stop the use of corporal punishment.

You will then need to do a patrol. You will see Debbie confronting Maxine and then giving her a spanking. (You can either intervene and stop the spanking, or wait and watch Debbie give the spanking.)

The following Sunday afternoon, you will automatically see an event where Maxine holds a protest. Debbie's quest will then unlock.

WARNING: once you have unlocked Debbie's quest, Maxine will keep giving protests every Sunday afternoon. If you break it up, you will lose 2 popularity

points, and if you walk away you will lose 2 discipline points. You will need to make Debbie a prefect to stop the protests (see [QSAL113](#)).

[QSAL113] Advance Debbie's Student Quest

Full description = (7) To progress with Sally you must continue to advance Debbie's Student quest: Teaching a Prefect

Raise Debbie to punishment level 5 (see [PDEB07](#) for details). At the end of Debbie's punishment, you need to assign her a role as your prefect. See [QSAL114](#).

Note #1: This quest action will be completed simultaneously with [QSAL106](#). Both quest actions refer to the same task.

Note#2: if you finger Debbie, the quest action will change to "make sure to give Debbie her promotion" ([QSAL114](#)). If you do not finger Debbie, the quest action will not change, but you still need to promote Debbie to continue. See [QSAL114](#) for the next steps.

[QSAL114] Give Debbie her Promotion

Full description = (7) To progress with Sally make sure to give Debbie her promotion – advance Debbie's Student quest: Teaching a Prefect

At the end of the punishment, you should choose to "Assign Role" to Debbie. Debbie will give you a handjob and you will make her a prefect.

[QSAL115] Give Sally a Demonstration of Your Skill

Full description = (7) Give Sally a demonstration of your skill as a disciplinarian. Teach a sports class on a Thursday afternoon.

Once you have give Sally her keys ([QSAL111](#)), and you have made Debbie a prefect ([QSAL114](#)), teach a sports class on Thursday afternoon.

Note: When you go to the Sports Center on Thursday afternoon, you will see Sally with a group of students. If you talk to her, you will find that she is about to take them on a long run. This step is not required but it does provide some background information for the event.

After the lesson, you will take a shower. Sally will come into the shower with you. You will give her a demonstration of your skills by spanking her and then having sex with her.

Fun note: after you have unlocked the full version of this event, then on Monday afternoons, if you go into the changing room and click on the shower area, then you will be able to join Sally in the shower and have sex with her again.

Advance to Chapter 2

To complete the rest of Sally's staff quest, you need to start Chapter 2 of the game. To do this, you will need to fully completing the Main Quest "A Man's Work" (QM3) so that you can punish the girls yourself.



[QRUT] A Troublesome Inspector

Description

In order to ensure the girls are not being mistreated the government sent an inspector to your school by the name Ruth Thomas. Ruth is determined to prevent you from being able to punish the girls yourself. She is immune to your charms and you will need to find some other way to convince her.

[QRUT00] Unlocking this Quest

This quest is unlocked by holding the initial vote on the Corporal punishment rule "corporal punishments may be carried out on students by any teacher regardless of gender" at the Friday school board. For the initial vote, the discipline and influence requirements will be shown as "?".

[QRUT01] Read the Files in the Recycle Bin

Full description = (1) Read through the files in the Recycle Bin on your office PC.

Open the Recycle bin on your office computer and read the April 15 entry. (You will probably want to read the other entries as well, but you need to read the April 15 file to complete this quest action.)

This will then unlock the "If a Headmaster Falls in the Woods" main quest.

[QRUT02] Visit Ruth in the teachers' lounge

Full description = (1) Go and visit Ruth in the teachers' lounge located in the office building.

Go to the teachers' lounge and speak to Ruth. Ask about "the old headmaster". (You cannot ask Ruth about the old headmaster until the quest is unlocked.)

[QRUT03] Speak to Miss Chang about the password

Full description = (2) Speak to Miss Chang about getting the password to the old headmaster's computer.

In the evening, talk to Miss Chang in her classroom about "the old headmaster's password".

[QRUT04] Spike Sally's drink

Full description = (3) Spike Sally's drink with the shrinking potion formula while she's in the shower (Monday afternoon in the men's changing rooms).

The first time you speak to Sally in the Sports Center changing room, she will apologize for exposing herself to you on Day 1. If you have not already done so, speak to Sally on Monday, Tuesday, Wednesday or Friday afternoon to have this initial conversation.

After you have had the initial conversation, then on Monday afternoon visit the men's changing room. You will see Sally's bag on a bench. Click on it.

[QRUT05] Wait until the evening

Full description = (4) Wait until the evening.

This should be self explanatory. Either skip the period or find something else to do that afternoon, e.g. teaching a class.

You will then get a big cut scene with Sally and Miss Chang, where Sally shows Miss Chang that size isn't everything. It ends with Sally spanking Miss Chang, and then Miss Chang will then give you the password.



[QRUT06] Open the locked journal

Full description = (5) Open the locked journal entry in the recycle bin of the old headmaster's computer.

Open the Recycle bin on your computer and read the (previously locked) April 16 entry.

[QRUT07] Blackmail Ruth

Full description = (6) Ruth and the old headmaster were having an affair. Use the information to blackmail her.

During the day, go to the Teachers' Lounge and speak to Ruth about the old headmaster's journal.

In the evening, you will have the "third dream" event, with Sarah and her friend Rosie. (See [OTH04](#))

[QRUT08] Hope for a miracle

Full description = (7) Hope for a miracle.

Complete actions 1-3 from the "If a Headmaster falls in the woods" main quest ([QM202](#) to [QM205](#)). This involves going to the lake and speaking to Jimmy about "the old headmaster" and "the old headmaster's body".

The following morning, Jimmy will take you to the spot where the headmaster died. You will find his wallet with the safe combination in it. Go to your office and click on the bookcase. You will then be able to unlock the safe and you will get a cut scene. You read the notes the old headmaster was making about the school's owners and find some intimate pictures of the old headmaster with Ruth.

Fun note: during the cut scene, if you tell yourself that you're a villain and you're OK with that, then you'll get the opportunity to humiliate Ruth by doing an underwear inspection on her later in the game.

[QRUT09] Confront Ruth again

Full description = (8) Confront Ruth again in the teachers' lounge.

Talk to Ruth in the Teachers' lounge about "the old headmaster's safe".

You will have various options about how to speak to Ruth. If you told yourself that you were a villain in the earlier cut scene, you will blackmail her, and have the option to humiliate her further by doing an underwear inspection.

If you told yourself that you're not a villain, you can choose whether to simply give her the photos, or to blackmail her. However, even if you decide to blackmail her, you can't humiliate her further by doing an underwear inspection. Regardless of which option you choose, in the end Ruth will agree to your demands, although she will set out some conditions of her own.

Fun note: if you told yourself that you're a villain and you're OK with that during the earlier cut scene (QRUT08), and then you decide to humiliate her, then you will be able to demand underwear inspections from her whenever you visit her in the teachers' lounge.

[QRUT10] End of Story Line

Full description = You've reached the end of Ruth's story line for this update.

Once you have confronted Ruth in the Teacher's lounge, then you have completed Ruth's story line.



CHAPTER 1: STUDENT QUESTS



[QDEB1] Debbie: Taming a Prefect.....55

[QRAC1a] Rachel: The Headmaster's Pet (Part 1: Chapter 1).....59

[QAMY1] Amy: The Spanking Connoisseur (Chapter 1).....66

[QLUC1] Lucy: Maid for Pleasure (Chapter 1).....74

[QDEB1] Debbie: Taming a Prefect

Description

You need a strong girl on your side to keep the others in line. Debbie would be ideal if she wasn't so wild. Use Miss Newman to tame the savage girl in your office.

[QDEB100] Unlocking this Quest

To unlock this event, you will need to do paperwork in your office three times. The first time, Maxine will introduce herself. The second time, Lucy will come to you wanting help. (If you have popularity 5+, you will give Lucy a job: see [PAP03](#) for details.) The third time, Maxine will demand that you stop the use of corporal punishment.

During the week, do a patrol. You will see the "Debbie shows Maxine who's boss" event ([PAT12](#)), where Debbie confronts Maxine and decides to give her a spanking. (You can either intervene and stop the spanking, or wait and watch Debbie give the spanking.)

The following Sunday afternoon, you will automatically see an event where Maxine holds a protest ([STD01](#)). You can choose to break it up, or to walk away. Either option will unlock this quest. However, if you break it up your popularity will decrease by 2 points.

WARNING: Until you complete this quest, Maxine will keep giving protests every Sunday afternoon. If you break it up, you will lose 2 popularity points, and if you walk away you will lose 2 discipline points.

[QDEB101] Raise Debbie to Level 5

Full description = (1) Raise Debbie to Level 5 and assign her the role of Prefect. Advance Miss Newman's Staff Quest: Sally Learns the Ropes.

To complete this, you need to complete actions 1-5 in the "Sally Learns the Ropes" staff quest ([QSAL101](#) to [QSAL106](#) and [QSAL114](#)). At the end of the punishment where you raise Debbie to level 5 you should choose to "assign role". Debbie will give you a handjob and you will make her a prefect.

[QDEB102] Wait until Sunday

Full description = (2) Wait until Sunday and have Debbie put an end to Maxine's protests.

The following Sunday afternoon, you will automatically see an event where Maxine holds a protest ([STD02](#)). However, this time Debbie will stop the protest.



[QDEB103] Gain the Ability to Punish the Girls Yourself

Full description = (3) Gain the ability to punish the girls yourself by **completing the main quest: A Man's Quest**

You will need to start Chapter 2 of the game, by fully completing the Main Quest "A Man's Work" ([QM3](#)) so that you can punish the girls yourself.

[QDEB104] Summon Debbie to Your Office

Full description = (4) Now that you are able to punish the girls yourself, you should summon Debbie to your office after school for further training.

In the evening, summon Debbie to your office for punishment. Debbie will ask if she can keep being punished by Miss Newman. You agree, provided that Debbie is willing to give you a blowjob afterwards.

Note #1: You can only summon Debbie to your office if there are no other girls who require punishment that day.

You will then need to raise Debbie to punishment level 6 during the punishment. See [PDEB09](#) for details of how to do this.

At the end of the punishment, tell Debbie to give you a blowjob. You should warn her that you are about to cum. Afterwards, you will speak to Debbie and agree to make her your apprentice.

Note #2: You should choose to warn Debbie. If you choose one of the other blowjob endings ("don't warn her, then try to apologize" or "just grab her by the hair") then you will not be able to progress Debbie's student quest.

If you warned Debbie, see [QDEB106](#) for the next action. If you didn't warn Debbie, see [QDEB105](#).

[\[QDEB105\] Warn Debbie When the Test is Finishing](#)

Full description = (4) Now that you have tested Debbie's loyalty after punishment, you will need to test her again, but warn her when the test is finishing in order to hear what she wants.

You will only see this if you did not warn Debbie that you were about cum when she gave you a blowjob ([QDEB104](#)).

In the evening, summon Debbie to your office for punishment again. Choose to give her a private punishment. Debbie will already be at her max level, but you will still have to undress her and then choose at least one punishment action. You can then end the punishment.

Note #1: You can only summon Debbie to your office if there are no other girls who require punishment that day.

Note #2: You need to carry out at least one punishment action before you end the punishment, but if you carry out more actions you will get more money for the punishment.

At the end of the punishment, tell Debbie to give you a blowjob. You should warn her that you are about to cum. Afterwards, you will speak to Debbie and agree to make her your apprentice.

Note #3: If you do not warn Debbie, this action will not be completed. Instead, you will have to summon Debbie to your office again, and re-do this action.

[QDEB106] Wait for Debbie to Speak with You

Full description = (5) You accepted Debbie as your apprentice. Wait for her to come speak with you during school hours.

The following day, you will see a special scene with Debbie at the start of the afternoon. Debbie will tell you that a girl refused to show her knickers to Debbie. Debbie wants to spank the girl, but you tell her that she needs some formal training before she can punish the other girls.

Note: unlike most special scenes, this does not happen at the start of the day. It happens at the start of the afternoon.

At the end of this scene, Debbie's new student quest, Training a Prefect - Part 2, will be unlocked.



[QRAC1a] Rachel: The Headmaster's Pet (Part 1: Chapter 1)

Description

A cute young woman named Rachel keeps falling asleep in lessons. She appears to be addicted to computer games, although you suspect this is merely a symptom of some deeper problem. You will need to learn more about her if you are to help her overcome her addiction. Perhaps you can also find a role for her to help you in the running of the school.

Rachel's Storyline

Rachel's storyline is separated into 2 quests: The Headmaster's Pet, and The Headmaster's Pet Part 2.

In her first quest, you give Rachel her initial training and make her your Personal Executive Trainee (or P.E.T.). In The Headmaster's Pet Part 2, you give her some advanced training and finally complete her quest.

You can complete some of Rachel's first quest while you are in Chapter 1 of the game. However, you will need to start Chapter 2 of the game before you can complete Part 1 of Rachel's quest or start The Headmaster's Pet Part 2. This means that Rachel's walkthrough has been separated into three separate parts:

Walkthrough Part	Ref	Description
The Headmaster's Pet Part 1, Chapter 1	QRAC1a	This covers the actions you can take with Rachel in Chapter 1 of the game.
The Headmaster's Pet Part 1, Chapter 2	QRAC1b	This covers the conclusion to Rachel's first quest, where you make her your P.E.T. This takes place in Chapter 2 of the game.
The Headmaster's Pet Part 2	QRAC2	This covers Rachel's second quest. This takes place in Chapter 2 of the game.

[QRAC100] Unlocking this Quest

To unlock this event, teach classes until you see Rachel falling asleep in class, and choose to give her a private punishment.

Note: If this is the first time that you see Rachel falling asleep in class, you will automatically decide to give her a private punishment. Otherwise, you will need to choose to punish her after school and give her a private punishment.

During this punishment you will not be able to level her up during this punishment but it is still worth giving a severe punishment to earn as much money as possible.

In the evening, spy on her room in the evening and you will see the "Rachel and the Ointment" event ([SPY02](#)) where Donna and Maxine comfort Rachel, Maxine takes a photo of her bottom for evidence, and Donna rubs some ointment on Rachel's bottom.

In the morning, you will then automatically see Rachel's "Sleeping in Reception, Part 1" event ([STR01](#)). This quest will then unlock.

During the Sleeping in Reception event, you will have the option to order her to your office after school. However because you haven't been able to purchase the aloe vera cream yet, you won't be able to raise her to the next level.

(If you let her go, you will get +1 popularity. Alternatively, you can still get money or discipline points by giving her a private or public punishment.)

[QRAC101] Purchase the Ointment

Full description = (1) Purchase the ointment from the online store to provide extra pleasure during punishment.

Once you have \$50, buy the Aloe Vera Cream from the Online Shopping | Health option on your office computer. It will arrive the following weekday.

[QRAC102] Allow skirts to be removed

Full description = (2) Convince the school board to allow skirts to be removed to provide extra humiliation.

Unlock the "Sally learns the Ropes" Staff quest ([QSAL1](#)) by giving Debbie her first private punishment. See the section on "unlocking this quest" ([QSAL100](#)) for details.

This will also unlock the ability to propose the "remove skirts" rule. You can then pass the rule at the Friday school board (see [QSAL102](#) for details).

Note: passing this rule is also required as part of Sally's Staff Quest (see [QSAL102](#)) and Amy's Student Quest (see [QAMY02](#)), so you may have already completed this action.

[QRAC103] Catch Rachel falling asleep

Full description = (3) Catch Rachel falling asleep in class again then convince her to talk to you about her night-time habits.

Teach classes until you see Rachel falling asleep in class again, and choose to give her a private punishment. At the start of the punishment, you will say to yourself that "I should have everything I need now".

Rachel will start this punishment at Level 1. Remove her clothing & skirt. Position her bent over the desk and do a hand spanking and ruler spanking. Position her over Miss Newman's knee and apply the ointment, spank her and massage her buttocks. You will then get a message saying that you have raised her to the next level (level 2).

At the end of the punishment, give her the special homework assignment. You tell her that she should be masturbating instead of playing computer games.

[QRAC104] Spy on Rachel's room

Full description = (4) Spy on Rachel's room to make sure she does her homework.

After you have given Rachel her special homework assignment, spy on her room in the evening. You will see her trying to masturbate (but poorly).

Note: if you get a message saying that it doesn't look as if Rachel is here, then spy on the shower room first. You will see Rachel taking a shower by herself. Once you have seen this scene, you can spy on Rachel's room and see her trying to do her "homework".

[QRAC105] Advance Miss Newman's staff quest

Full description = (5) Unlock new punishment actions by **advancing Miss Newman's staff quest: Sally Learns the Ropes**. Then catch Rachel falling asleep in class again and give her an office punishment.

If you have not already done so, you will need to purchase a paddle (see [QSAL101](#)) and then raise Debbie to punishment level 3. See [QSAL103](#) for details. This will unlock the "massage inner thighs" option.

[QRAC106] Assign her the role of your trainee

Full description = (5) Punish Rachel in your office for falling asleep in class again then assign her the role of your trainee.

Teach classes until you see Rachel falling asleep again, and give her a private punishment.

Rachel will start this punishment at Level 2. Remove her clothing & skirt. Position her with hands above her head, and do a body search. (If you have it, you can use the camera to take pictures instead of doing a body search).

Position her bent over the desk and do a hand (or ruler) spanking and a paddle spanking. Position her over the knee, apply the ointment, give her a hand spanking and massage her inner thigh. You will then get a message saying that you have raised her to the next level (level 3).

At the end of the punishment, assign Rachel a role. You assign her a role of personal trainee.

[QRAC107] Meet with Rachel at Lunchtime

Full description = (6) Meet with Rachel at lunchtime in your office the next school day.

The afternoon after you assign Rachel a role, there will be a scene where Rachel reports to you. You will receive a message saying that you have a new follower: Rachel, and that you can click on her icon to interact with her.

[QRAC108] Explore the school with Rachel

Full description = (7) Explore the school with Rachel and try to work out what is causing her body confidence issues.

On Monday, Tuesday, Wednesday or Friday afternoon, go to the Sports Center. You will get a scene where Rachel says she doesn't like changing with other girls, and you agree she can change with you.

Go into the men's changing room and there will be a scene where Sally and Rachel get changed together.

Note: you have to click on the Sports Center and then on the men's changing room. If you click on the quick access button on the main map menu, you will not be able to complete this quest action.

[QRAC109] Make Rachel take her Shirt off

Full description = (8) Find a reason to make Rachel take her shirt off in front of the other girls during a sports lesson.

You will need to complete two practice games. To get the practice matches, you will need to teach sports lessons in the afternoon. Every time you teach 5 sports lessons, you will play a match during the fifth lesson.

In addition, during the afternoon when you see Rachel and Sally getting changed together ([QRAC108](#)), you will automatically play a match.

During the first practice game, you will need to play a "shirts and skins" game. You will need popularity 9+ to do this.

During the second practice game, you will need to make the teams switch things around so the other team takes off their tops. You will need discipline 15+ to do this.

Note #1: During this event, you will also be asked if you prefer big boobs or small boobs. It does not matter which one you choose. However, if you say that you liked big boobs, some of the dialog in this event will change.

Note #2: If you did not have enough popularity or discipline to get the girls to play "shirts and skins" or to swap things around, then you will need to play another 5 games and you will get another opportunity to do so.

(See [SPT03](#), The First Match, and [SPT04](#), The Second Match, for more details.)

[QRAC110] Make Rachel take her Shirt off in your Office

Full description = (9) Find a reason to make Rachel take her shirt off in front of you in your office. Perhaps by making her change clothes for a public punishment.

If you have not already done so, pass the Public Punishments "punishment outfit" rule at the Friday school board. You will need Discipline 25+ and Influence 4+ to do so.

Teach classes until you see Rachel falling asleep again. Order her to your office after school and give her a public (not private) punishment. Say that you like her boobs. You will discover her weakness: that she had body envy of other curvier women. You tell her you will teach her a special confidence building exercise.

Completing this event will unlock the ability to purchase the "cat ears".

[QRAC111] Purchase some cat ears

Full description = (10) Purchase some cat ears online

Once you have \$50, buy the Cat Ears from the Online Shopping | Clothing option on your office computer. It will arrive the following weekday.

[QRAC112] Punish Rachel Again

Full description = (11) In class, find a reason to punish Rachel again in your office, and afterwards teach her to be less anxious about her body.

If you have not already done so, you will need to purchase a camera and then raise Debbie to punishment level 4. See [QSAL103](#) for details. This will unlock the "rub pussy" option.

Teach classes until you see Rachel falling asleep in class, and choose to give her a private punishment. At the start of the punishment, you will say to yourself "I feel like I know Rachel a lot better now".

Rachel will start this punishment at Level 3. Remove her clothing & skirt. Position her with hands above her head, do a body search and use the camera to take pictures.

Position her bent over the desk and do a ruler spanking and a paddle spanking. Position her over the knee. Massage her inner thighs and rub her pussy. You will then get a message saying you have raised her to the next level (level 4)

At the end of the punishment, carry out the Special Confidence Building Technique. She will act like a cat and you will pet her. You will also tell her to do her "homework" that evening.

[QRAC113] Spy on Rachel's Room again

Full description = (12) Spy on Rachel's room on the same evening she gets an office punishment.

In the evening, spy on Rachel's room. You will see her trying to masturbate again. The following morning, you will get a scene with Rachel sleeping in reception again.

You can choose to "wake her up", or "teach her a lesson". If you wake her you can decide to "let her go", which will give you +1 Popularity. Alternatively, you can order her to your office after school.

However, to see the full scene, you should decide to "teach her a lesson". Pull her knickers down (you can also peak at her vagina if you want) and then open

up her shirt. This will then allow you to propose a new "strip to underwear" rule at the school board. However, you will not be able to pass this rule until you start Chapter 2 of the game.

Note #1: if you are in Chapter 1, then you can get money or discipline points by giving in her private or public punishment. However, you will not be able to raise her to the next punishment level. You can only raise her to the next punishment level once you have already started Chapter 2 and passed the strip to underwear rule.

Note #2 The strip to underwear rule will automatically be unlocked when you start Chapter 2 of the game, so there is no particular benefit in unlocking it during this scene (except that you get to see the full scene with Rachel).

If you are in Chapter 1 and have not passed the rule to spank the girls yourself, see [QRAC114](#) for the next step.

If you are in Chapter 2, and you have not passed the strip to underwear rule, see [QRAC115](#). If you have passed the rule and chose to punish Rachel after school, see [QRAC116](#) for the next action. Alternatively, if you decided to let Rachel go, see [QRAC117](#).

[QRAC114] Convince the School Board to Let You Punish the Girls

Full description = (13) To progress with Rachel you need to convince the school board to let you punish the girls yourself. Progress the main quest [A Man's Work](#).

You will need to start Chapter 2 of the game. To do this, you will need to fully completing the Main Quest "A Man's Work" ([QM3](#)) so that you can punish the girls yourself. For the next step, see [QRAC115](#)

[QAMY1] Amy: The Spanking Connoisseur (Chapter 1)

Description

Initial Description:

A young athlete named Amy is constantly late and always runs around at dangerous speeds as a result. It's a bad habit that is disruptive to your lessons and you fear she might one day injury someone. From observation of the girl during her punishments you have determined that she is a masochist, deriving sexual pleasure from pain. A girl like that could prove useful to you as a practice subject to help train your staff and Prefects in the art of discipline.

After you see Amy spanking herself with her riding crop (QAMY4), the following line is added:

You believe that Amy is proving resistant to your punishment methods because she is receiving large amounts of pleasure, pain, and humiliation from outside sources.

After you see Amy teaching Tia how to give multiple orgasms (QAMY12), the following line is added:

You decide that you will need to temporarily cut off her source of pleasure in order to make your punishment methods effective.

Note: Punishing Amy

To complete this quest, you will need to give Amy several private punishments. You will initially get the opportunity to punish Amy either by patrolling the halls or teaching classes.

If you patrol the halls, you will sometimes get a random patrol event where Amy is running in the halls. If you teach classes, you will sometimes get a random event where Amy is late to class. Order her to your office after school and then sentence her to a private punishment.

[QAMY00] Unlocking this Quest

You will unlock this quest by giving Amy a private punishment. She will start the punishment at Level 2. You tell yourself that you don't know enough about Amy to devise a proper strategy for punishing her. This means that you will not be able to level her up during this punishment. However, it is still worth giving a severe punishment to earn as much money as possible.

When she is spanked for the first time, you discover her weakness: she is a masochist and takes pleasure from being spanked. In addition, her tolerance for pain is higher than the other girls.

That evening, spy on Amy's room. (Note: Amy's room will initially be shown as an "unknown room".) You will see Maxine ask Amy if Maxine can take a photo of Amy's bruised bottom to gather evidence against the headmaster. This quest will then unlock.

[QAMY01] Spank Amy in front of her Classmates

Full description = (1) Spank Amy in front of her classmates to see how she reacts

Teach classes until Amy is late for class. Decide to punish her now. She will become aroused and you will get +1 Horniness point.

Note: you should spy on Amy's room in the evening. If you do not, you will be unable to progress the next part of her quest (see [QAMY03](#)).

[QAMY02] Remove Skirts Rule

Full description = (2) Convince the school board to allow skirts to be removed as part of a punishment.

Unlock the "Sally Learns the Ropes" Staff Quest ([QSAL1](#)) by giving Debbie her first punishment. This also unlocks the option to propose a new Corporal Punishment rule to remove skirts. See the section on "unlocking this quest" ([QSAL100](#)) for details.

Once you have Influence 4 and Discipline 25, pass the new Corporal Punishment rule to remove skirts at the Friday board meeting.

Note: passing this rule is also required as part of Sally's Staff Quest (see [QSAL102](#)) and Rachel's Student Quest (see [QRAC102](#)), so you may have already completed this action.

[QAMY03] Sentence Amy to a Private Punishment

Full description = (3) Sentence Amy to a Private Punishment

Teach classes or do patrols until you get the opportunity to give Amy another private punishment.

Amy will start the punishment at level 1. Remove her clothing & skirt. At this point, Amy will give you a riding crop to punish her with.

Note: if you did not spy on Amy's room after her first punishment, or if you have not completed her classroom punishment, then she will not give you

the riding crop. This means you will not be able to raise her to Punishment Level 2.

Position her bent over the desk and do a hand spanking and ruler spanking. Position her over the knee and do a hand spanking. Put her in the diaper position and use the riding crop on her inner thigh. You will get a message saying you have maxed out her pain, humiliation and pleasure and raised her to the next level (level 2).

Ask her about her sex life. She will admit to masturbating frequently and making out with multiple other students.



[QAMY04] Spy on Amy's Room Again

Full description = (4) Spy on Amy's room again

In the evening, spy on Amy's room. You will see her spanking herself with her riding crop. You realize that she is receiving pain, humiliation and pleasure in her own time, and this is rendering her immune to your methods.

This will unlock 3 new quest actions, to find out her sources of pain ([QAMY05](#)), humiliation ([QAMY06](#)) and pleasure ([QAMY09](#) or [QAMY10](#)). You can complete these events in any order.

Note: if you did not ask her about her sex life after her punishment, this quest action will not appear and you will not see this scene. You will need to punish her after school again and then make sure to ask her about her sex life to unlock this quest action.

[QAMY05] Find Amy's Source of Pain

Full description = (5) Find out Amy's source of regular pain – speak with her in the Sports Center on Tuesday morning.

On Tuesday morning, go to the Sports Center and talk to Amy. She will show you her abs. You realize that her exercise regime is the source of pain.

If you have popularity 10+ then you can also find out about her source of humiliation (see [QAMY06](#) below).

[QAMY06] Find Amy's Source of Humiliation

Full description = (6) Find out Amy's source of constant humiliation – speak with her in the Sports Center on Tuesday morning.

Once you have popularity 10+, go to the Sports Center on Tuesday morning and talk to Amy. She'll tell you she was expelled because she did a porn shoot. You will then need to find the magazine she posed for. See [QAMY07](#) for the next action.

Note: this quest action can be completed at the same time as [QAMY05](#), finding Amy's source of pain.

[QAMY07] Humiliation: Track down the Magazine

Full description = (6) Find out Amy's source of constant humiliation – track down the magazine she posed topless for.

Once you have \$1000, use the Web Search option on your office computer to search for her porn. The next day, check your email (also on your office computer) and you'll be able to buy the magazine. It will arrive 5 working days (i.e. a full week) later.

After looking through the magazine, you will say that you need to spy on Amy again. See [QAMY08](#).

[QAMY08] Humiliation: Spy on her Room again (Olympics)

Full description = (6) Find out Amy's source of constant humiliation – spy on her room again another night.

In the evening, spy on Amy's room. You will see her being upset about missing the Olympics. You will realize that her humiliation comes from being kicked off the Olympic squad.

[QAMY09] Pleasure: Punish Amy in Class without her Skirt

Full description = (7) Find out Amy's source of regular pleasure - punish Amy in class without her skirt to see how she reacts.

Note: this action is unlocked why you spy on Amy's room (QAMY04). However, you can punish Amy in class before spying on her, which means this action may already be completed. See QAMY10 for the next step.

Teach classes until Amy is late for class. Decide to punish her now. The other girls will tie her up and tickle her. You will learn she is turned on by being tied up.

Fun note: after this classroom punishment, Amy's class event will change. Instead of being interrupted by Amy being late, you will find Amy has arrived early to class but has forgotten her tie.



[QAMY10] Find Amy's Source of Pleasure

Full description = (7) Find out Amy's source of regular pleasure – patrol the halls and find out what Amy gets up to between lessons.

You will need to punish Amy in class without her skirt first. See [QAMY09](#), above.

Do a patrol during the week. You will see Amy making out with Tia in the stationary cupboard. You will automatically choose to give Amy a punishment after school.

Note: after you have completed the four actions (spanking Amy in class without a skirt, and finding her sources of Pain, Pleasure and Humiliation), then you will need to give her another private punishment (see [QAMY11](#)).

If you complete all the other requirements before you spy on Amy and Tia, then you can use the punishment you give her here to automatically complete [QAMY11](#) as well.

[QAMY11] Catch Amy Misbehaving

Full description = (8) Now that you understand Amy's sources of pain, pleasure and humiliation, find a reason to give her a private punishment in your office.

If you have not already done so, buy the paddle from Online Shopping | Sex Toys option on your office computer. It will cost \$500. The paddle will arrive the following weekday.

Note: the paddle is also required as part of Sally's Staff Quest (see [QSAL101](#)) and Rachel's Student Quest (see [QRAC105](#)), so you may have already bought this.

Teach classes or do patrols until you see Amy misbehaving, and sentence her to a private punishment.

Note: you will automatically sentence Amy to an after-school punishment when you see her making out with Tia in the cupboard ([QAMY10](#)). If you have finished all the other requirements, you can complete this action then.

During the punishment, you will need to raise Amy to level 3. You may have already done this. In this case, you can simply choose to "end punishment" although is still worth giving a severe punishment to earn as much money as possible.

If Amy is still at Level 2, you should remove her clothing & skirt. Position her bent over the desk and give her a ruler spanking and paddle spanking. Position her over the knee and do a hand spanking. Put her in the diaper position and use the riding crop on her inner thigh. You will get a message saying you have maxed out her pain, humiliation and pleasure and raised her to the next level (level 3).

At the end of the punishment, you will see her trying to touch herself, and you will tie her hands behind her back. Afterwards, choose to "help her out". You will demonstrate "edging orgasms" on her by fingering and licking her to multiple orgasms.

[QAMY12] Spy on Amy's room again (Tia)

Full description = (9) Spy on Amy's room after punishment.

In the evening, spy on Amy's room again. You will see Amy teaching Tia how to give her multiple orgasms. You will tell yourself that you will need to take even more drastic measures.

The ability to purchase the Chastity Panties will be unlocked.

[QAMY13] Purchase chastity panties

Full description = (10) Purchase chastity panties online.

Once you have \$600, buy the Chastity Panties from the Online Shopping | Clothing option on your office computer. It will arrive the following weekday.

If you have not completed the "A Man's Work" quest (QM3), then when the panties arrive, you tell yourself that you should convince the school board to allow you to punish the girls yourself before you try to make Amy wear them. See [QAMY15](#).

If you have completed the "A Man's Work" quest, then you will tell yourself that you should patrol the halls again and try to catch her misbehaving. See [QAMY16](#).

[QAMY14] Purchase a cane

Full description = (11) Purchase a cane (optional).

Once you have \$500, buy the cane from the Online Shopping | Sex Toys option on your office computer. The cane will arrive the following weekday.

Note: you do not have to do this step, but it will make it easier to raise Amy's punishment level when spanking her.

[QAMY15] Convince the School Board

Full description = (12) Convince the school board to allow you to punish the girls yourself.

You will need to start Chapter 2 of the game, by fully completing the Main Quest "A Man's Work" (QM3) to that you can punish the girls yourself. Once you have purchased the chastity panties and have started Chapter 2, you will get a new action, "Patrol the halls". (See [QAMY16](#).)



[QLUC1] Lucy: Maid for Pleasure (Chapter 1)

Description

Lucy has asked if you have any part time work she can do. Being the benevolent man that you are, you have allowed her to work as your maid. She will come to your house every Saturday morning. How will she continue to grow under your supervision?

[QLUC00] Unlocking this Quest

You will unlock this quest by doing paperwork in the office. Once you have unlocked The Student President ([PAP01](#)), then the next time you do paperwork Lucy will speak to you. If you have popularity 5+, you can employ Lucy as your maid.

Note #1 If you do not have popularity 5+, then this event will remain locked, The next time you do paperwork you will get Maxine's Demand ([PAP02](#)) instead. Once you have seen then the next time you do paperwork you will get Lucy's Request again. You will continue to get Lucy's Request whenever you do paperwork in Chapter 1 until you have popularity 5+ and can employ Lucy as your maid.

Note #2: Note: if you started Chapter 2 without completing this event, you may also need to complete Alice Needs Tutoring ([PAP04](#)) and Alice Offers a Deal ([PAP05](#)) before you can see this event.

Note: Supervising Lucy

Once you have employed Lucy as your maid, she will visit your apartment every Saturday morning. During her first visit, you will stay and watch her work. But when she visits you again, you will be asked if you want to stay and supervise Lucy, or leave her to clean while you do some paperwork.

If you leave her, then she will charge you \$30 and Saturday morning will end. You will only be able to complete the actions in this student quest if you choose to stay and supervise her.

The option to leave her is designed for players who have completed Lucy's quest and do not want to repeat any of her scenes. It can also be useful if you are unable to progress with the next action (for example, if you do not have enough money or have not purchased the required clothing).

[QLUC01] Purchase a Suitable Uniform

Full description = (1) A maid should wear proper attire. Purchase a suitable uniform from the online store and ask Lucy to wear it when working for you.

Once you have \$400, buy the maid outfit from the Online Shopping | Clothing option on your office computer. It will arrive the following weekday.

The following Saturday, get Lucy to wear the maid outfit and pay her the extra \$20. If you take a peek when she's changing, choose "better not push my luck".

Note: if you choose "keep watching", then Lucy will see you spying on her and will run off. She will return the following Saturday. (If you speak on her on Friday afternoon in the Classroom hall, you will apologize to her, but you do not need to do this for her to return the following Saturday.)

Lucy will spend the morning cleaning while you rest.

[QLUC02] Have Lucy Draw you a Bath

Full description = (2) Have Lucy draw you a bath. You will have to deal with the possibility that Lucy might see you naked.

The following Saturday, Lucy will automatically change into her maid's outfit and you will decide to take a bath. You will have the opportunity to expose yourself to Lucy. To do this, choose to get in the bath, and then demand to know where she's been.

Note: This quest action will be completed regardless of what option(s) you choose. However, to unlock the patrol event Lucy Tells All (PAT15), you will need to expose yourself to Lucy.

[QLUC03] Have Lucy Dust the Living Room

Full description = (3) Have Lucy dust the living room. If she fails to meet your exacting standards, you will need to decide how to deal with the situation.

The following Saturday, Lucy will automatically change into her maid's outfit and she will dust the living room. She will accidentally break a vase while dusting. You can tell the truth that it was just a cheap vase. But if you lie and say it was expensive, then you get the opportunity to spank Lucy.

At the end of the morning, you will pay her \$50. If you spanked her, you will also give her a tip. You can choose to give her \$10, \$50 or \$100.

If you previously exposed yourself to her during the Lucy runs you a bath event (HOM02) and you spank her now, make sure you give her at least a \$50 tip, or else she will refuse to come the following Saturday. If this happens, see QLUC04. Otherwise, see QLUC05.

[QLUC04] Track Lucy Down and Apologize

Full description = (4) You need to track Lucy down and apologize if you want her to continue. Otherwise you'll be doing your own cleaning.

This action only appears if you exposed yourself to her when taking a bath (QLUC02) and you then gave her a small (\$10) tip if you spanked her for breaking your vase (QLUC03).

Speak to Lucy in the school classroom hall on Friday afternoon. You will need to agree to pay her \$500 so that she will change her mind and agree to continue working for you.

[QLUC05] Purchase the Apron and Have Lucy Make you Coffee

Full description = (4) Purchase the apron from the online store, and have Lucy make you coffee. If it doesn't taste good, you will need to decide how to deal with the situation.

Once you have \$200, buy the apron from the Online Shopping | Clothing option on your office computer. It will arrive the following weekday.

The following Saturday, Lucy will automatically change into her maid outfit and will serve you breakfast. Say that the coffee is terrible. Lucy will then try the coffee and spit it out over her maid's dress. Tell her to wear the apron instead and agree to pay her the extra money that she asks for. At the end of the morning, you will pay her \$150.

Note: if you say the coffee is great, then you will pay her \$50, and this event will repeat the following Saturday.

If you refuse to pay Lucy for wearing the apron, then at the end of the morning, you will pay her \$30, and this event will repeat the following Saturday.

[QLUC06] Have Lucy Serve you Tea in your Garden

Full description = (5) You liked watching Lucy in the apron. Have her serve you tea in your garden in that uniform. Wait and see what happens next.

The following Saturday, Lucy will automatically wear the apron again. She will serve you tea in the garden, and you will find out she is allergic to bees when a bee lands on her. If you lie and say that the bee is still on her, you will get the opportunity to feel her breasts. However, this is not required to complete this quest action. At the end of the morning, you will pay her \$150.

If you have already opened the lake, see [QLUC08](#) and [QLUC09](#) for the next actions. If you have not opened the lake, see [QLUC07](#) and [QLUC09](#).

Please note that you can continue with the rest of Lucy's quest without opening the lake ([QLUC08](#)) or visiting the lake ([QLUC09](#)).

[QLUC07] Open the Lake

Full description = (6) Lucy's allergy gave you a perfect excuse to have her expose her breasts. Open the lake at the next school board meeting and look for a Sunday morning opportunity to use this new knowledge.

Note: this action is unlocked at the same time as [QLUC09](#). However, you can complete [QLUC09](#) (and subsequent actions) without completing this action.

On Friday morning, at the School Board, choose to "Open the Lake" (see under Other Rules).

Note: you should ensure Discipline is 20+ before you do this, or grades will decrease by -2 every day the Lake is open. (See [REFG01](#) for details.)

[QLUC08] Visit the Lake

Full description = (6) Lucy's allergy gave you a perfect excuse to have her expose her breasts. Visit the lake on Sunday morning and look for a suitable opportunity to use this new knowledge.

Note: this action is unlocked at the same time as [QLUC09](#). However, you can complete [QLUC09](#) (and subsequent actions) without completing this action.

On Sunday morning, go to the lake. You will see Lucy helping Emily to change into her bikini. You will play a trick on Lucy by making her think that there is a bee nearby. That will cause Lucy to run away, leaving Emily naked.

Ruth then accuses Emily of being a streaker, and you then convince Emily to become a reluctant nudist to avoid being punished for streaking.

Ruth then suggests that you should designate a particular area of the beach where nudism is permitted.

[QLUC09] Peek in on Lucy Changing

Full description = (7) See if Lucy would be willing to go topless again. You may also want to peek in on her changing.

Note: you can complete this action before you have opened the lake (QLUC07) or visited the lake (QLUC08).

The following Saturday, Lucy will offer to clean your house topless, but wants you to pay her \$200. Agree to this and tell her to wear the topless apron. You will then have the option to "take a peek" and then watch her get changed, but this will cost you an extra \$50 if you want to see it.

However, you don't actually have to peek on Lucy; you can continue her quest even if you don't peek on her.

[QLUC10] Punish the Girls Yourself

Full description = (8) You don't think you will be able to escalate your activities with Lucy until you can punish the girls yourself.

You will need to start Chapter 2 of the game, by fully completing the Main Quest "A Man's Work" (QM3) so that you can punish the girls yourself.

Note: before you start Chapter 2, Lucy will continue to come to your apartment every Saturday. You can choose to stay and supervise Lucy, or leave her to clean while you do some paperwork.

If you stay and supervise Lucy, you will be able to choose what Lucy wears. If she wears her own clothes or school uniform, it will cost you \$30. If she wears the maid outfit, she will charge \$50, and if she wears the apron she will charge \$150. If you ask her to wear the topless apron, it will cost \$200, or \$250 if you want to watch her get changed again.

END OF PART 1



[End of Part 1]