

ALWL-GUIDE

A Life Worth Living is completely from the perspective of the MC. We don't believe in having an all knowing MC.

Any knowledge the MC gets will be either from him seeing or hearing it, or some other character relaying it to him.

All choices have some effect on the game. Most will have a direct effect on your wife (Mary) though some may target other characters.

The MC has no stats in the game, so decisions that cause a variable will be a variable of another character.

Mary's variables:

trust = How much she trusts the MC. This will cause her to act either more, or less, in the interests of the MC.

The higher her trust, the more likely she is to be honest, and go along with the MC's wishes.

exhib = Exhibitionism. How willing she is to show off her body. The higher it is, the less shy she will be to showing some skin.

lust = How sexually aroused she can get. The higher it is, the more sexually she will be willing to act in situations.

Other characters (mostly females)

Like = How much the character likes the MC, or is attracted to him. This will effect how they react to certain situations.

Lust = How sexually attracted they are to the MC. This effects how willing they will be to sexual interactions involving the MC.

There are other variables which will come up, but most are situational, and will be described as needed.

Prologue choices:

Rain scene

Choosing to tell Mary about her clothing will cause her exhib and trust to change, depending on when and if you tell her.

First chance; trust +3 exhib +1

Second chance; trust +2 exhib +2

Third chance; trust +1 exhib +3

Don't ever tell her; trust -2 exhib+4

 Didn't want to spoil your fun; lust +1

New House scene

Makeout in bar; lust +1 Will lead to meeting Vicki and Jeremy. Vicki lust +1

Not making out in the bar will allow you to complete tour and sex scene in home office area, where someone will see you.

If you tell Mary about someone watching; trust +1 ends sex scene

Not telling her; exhib +1 lust +1

 Telling her you didn't see him; trust -2

 Telling her you saw him trust -1

Tests after Dr visit with nurse - Will have an effect in Chapter 1 and later

I don't consider it little; Jazz prick 1

Care to give me a hand; Jazz help 1

CHAPTER 1 choices:

POKER

Poker For each girl, the best results come from winning and losing hands.

Crystal is pretty straight forward. Losing the game can lead to a little extra next time perhaps.

Lexi you will definitely want to get her down to her underwear, which will reveal some interesting information.

and Losing to Lexi is the best path here, after you get her down to her panties, have like at least +2, but could have an effect later in the game.

If you agree with boyfriend; like -1

If you disagree with boyfriend; like +1

For her third strip (bra)

Those are the rules.; like -1

That is OK; like +1

for her 4th strip (panties)

If like less than 2

NO; like -1

Jazz the nurse from earlier scene. Again, try to lose a couple of hands for this one. Just for the different dialogues.

Be nice; like +1

Be an asshole; like -1

The decision here change the way the poker game dialogue goes drastically. Will also make a difference later in the game.

At therapist

Mention Zoe watching; trust +1, exhib +1, lust +1

Don't mention; exhib -1

Dinner

Check out Vicki and Blair; Vicki like +1, Vicki lust +1

Don't check them out; Blair like +1

Check out Evelyn; trust -1

Not with Mary and Richard here; trust +1

Zoe fashion show

Feel her panties; trust -1

Don't feel them' trust +1

Tattoo

-1 Keep looking; If trust is less than 0 then trust -2. If trust greater than 0 then trust

Don't look; trust +1

Charlie Drinking scene

Here, MC will get drunk with Charlie. When offered information on the neighbors, you have a choice to get information on 2 different couples.

Getting information will cause you to drink more. Getting more drunk. Thus losing inhibitions later. This will change how the Zoe couch scene goes.

Information on the different couples will have an effect later in the game, making some choices available that otherwise wouldn't be.

Zoe couch scene

If you didn't look in mirror during tattoo scene:

I love your outfit

Will lead to sex scene

I shouldn't be doing this

Will cause sex scene to end - If you did not drink extra, you will bed, and be woken up by therapist.

go to
Mary to go to

If you did drink, you will not wake up when Mary tries to wake you, find out what happens

and will
later.

If you looked in mirror during tattoo scene:

Here you have the choice of telling Zoe it was mistake if you did anything with her on the couch, or that you want more.

If you did not do anything on the couch, you can tell her you were wrong and want to have sex now.

Mary poker scene

Go Easy; trust +1

Don't go easy; trust -1

If Go Easy

Mary will need **exhib greater than 2** to be comfortable enough to strip during game and expose herself. She will also be up to playing again sometime.

If Don't Go Easy

Mary will need **exhib greater than 4** to be comforable enough to strip and expose herself. She will be hesitant about playing again.

Mary and Charlie scene

If trust is greater than 3

Mary will feel uncomfortable during scene, and dialogue will reflect this.

If trust is less than 3

Mary will enjoy herself during the scene, and dialogue will reflect this.