

Lovelust: Project Stockholm Walkthrough

Intro

Hello, it's ya boy, Huli. Welcome to MLG Lovelust. After reading this, you'll get all the pussy, titties, nipples, and ass, so be sure not to skip anything. Or alternatively, you can just play the game like normal and figure the game out for yourself. You know, like what you're supposed to be doing. Just be sure to save a lot.

Basics

Once you kidnap the character of your choice, you need to keep them alive by feeding them. Everything you need is in the convenience store east of your apartment. To buy food packages, you need money, which you can get by working at the convenience store. Work in the morning to get \$20 (skips class) or afternoon for \$10. You also need \$2 to pay for bus fare so remember to use the money wisely. Basic food packages restore 1 hunger and adds 1 trust point which premium ones restore 2 hunger and adds 3 trust points.

Go to school regularly for class events to advance the story and lower suspicion points. If you skip a class, or make a wrong decision during a class event, you'll get suspicion point so be careful and only skip class when you have to.

Now, let's get to the character specific stuff.

Suzy Route

Trust route - Use the talk option to increase her trust meter

Lust route - Use the Sex option everyday to increase her lust meter. After you untie her, there will be a scene each in the morning, afternoon and night so be sure to get those.

Class Event Choices

Event 1

WE HUNG OUT = no suspicion **I DON'T KNOW** = +1 suspicion

Event 2

SHE'S SICK = +1 suspicion **SHE DIDN'T ANSWER** = no suspicion

Event 4

YES WE HUNG OUT = no suspicion **NO SHE DECIDED NOT TO** = +1 police suspicion

WE'RE FRIENDS = no suspicion **WE'RE CLASSMATES** = +1 police suspicion

YES (I kidnapped her) = immediate arrest **NO** = no suspicion

If you get 2 points of suspicion, the police will visit you early.

Other Choices

After the interrogation, when Suzy asks you what's up...

IT'S NOTHING = unlocks True ending **POLICE ARE COMING** = Runaway endings

Runaway Endings

ANOTHER TOWN = Runaway Town Ending **WOODS** = Runaway Woods Ending

True Ending (Trust route)

The police can come early or on time depending on which choices you picked. The trust meter affects if Suzy will hull ass with you so make sure you've talked with her at every opportunity you got.

Lust Route Ending

Like the trust route ending, but this time your lust meter determines if Suzy will stand up for you so make sure you got all her scenes.

Neutral Ending

Do nothing for the whole game except feed her and go to school and you'll get this one.

Morgan Route

Trust route - Use the talk option to increase her trust meter

Lust route - Use the Sex option everyday to increase her lust meter.

Class Event Choices

Event 1

MUST BE SICK = +1 suspicion **I DON'T KNOW** = no suspicion

Event 2

NO! = +1 suspicion **WHY MY PLACE** = no suspicion

Event 3

The outcome of this event depends on your trust or lust meter so get as much trust or lust points as you can.

Event 4

(Trust route)

IT'S TRUE = confession ending (true end) **IT'S NOT TRUE** = police come early

(Lust route extra options)

LIE = no suspicion **TELL THE TRUTH** = police come early

True Ending (trust route)

The police can come early if you didn't convince Suzy enough. If you have almost all the trust points, Morgan will defend you, and you'll get the best outcome.

Lust Route Ending

Like the trust ending, but this time make sure your lust meter has enough points for the best outcome.

Neutral Ending

Do nothing for the whole game except feed her and go to school and you'll get this one.

Summary

Basically, wake up, go to school, work, get food, and feed while talking or fucking. Make sure you have enough points for trust and lust to get the best outcome for endings. Save often and experiment with different choices for different endings.

SUZY TRUST ROUTE

Suzy's trust route consists of dating and working. I'll take you through how both works.

Work

Streaming is your way of making money. Interact with the computer, select streaming, and choose a game. After streaming, you'll receive some money. The amount of money you get depends on a few factors, which game you play, how good your computer or equipment is, and how often you stream that specific game. The games and equip is self-explanatory, the more popular a game is or the more expensive your equipment is, the more money you get. You can buy better equip at the shop at the center of the town map, next to the park. If you stream a game too often, you'll get less money so be sure to stream a different game every time. Unless it's CC Strike. That's a timeless masterpiece.

Dating

Dating is the main way to progress the story. To start a date, talk to girl you want to go out with. Suzy is available in the afternoon in her apartment, and Diana is available at the computer. After talking to the girl of your choice, select a location on the map by walking there. Available locations include the cafe, restaurant, arcade, bar, and park. Each girl has their own preferences so take your best guess at where their would like to go. While on a date, you can talk to them or give them a gift. Gifts can be bought at the shop to get extra love points on a date. Be sure to pick the right one. If not, that's okay. You'll still have a fun time afterwards. (If you know what I mean.)

Suzy Events

As you progress through the game, Suzy will have some events happen in her apartment. They happen automatically when you meet the conditions after a certain amount of dates. There's no strategy needed here so just go on dates and you'll see them. At some point, Suzy's parents will come to visit and you'll be given a plant. Remember to water it daily and you'll get extra points with Suzy and her dad will like you more. The plant will also become spiky and muscular after a while so that's worth it. If not, that's fine. There are no huge consequences if you don't do it.

Progress and Choices

To progress the story, you have to go on dates with Suzy and Diana. After a certain point, you'll be invited to a bar and wake up in Diana's bed. This is when the story splits into two paths, pure path and confused path.

Pure Path – When deciding whether to tell the truth to Suzy after the night of drinking, choose to tell the truth. After that, you're in the pure path, with the marriage ending. Be sure to buy the ring from the store first.

Confused Paths – When deciding whether to tell the truth to Suzy after the night of drinking, choose not to tell the truth. Play the game as normal and keep dating them both. Near the end, you'll be faced with two choices. You can talk to Suzy and spill the beans about everything (talk to her in the afternoon), or call Diana on your computer to get jiggy with her before breaking up with Suzy. Be sure to have at least \$2000 in your wallet.

Summary

Basically, go on dates, get money to go on more dates, get more money to get your girl that ring and...yeah. If you're wondering how love points affect the game, don't worry about it. It doesn't really affect much, just there for story purposes.

MORGAN TRUST ROUTE

Morgan's trust route is progressed by talking to Morgan and her daughter Kayley, playing the school minigame, and buying stuff in the shop south of town.

Minigame

When a new day starts, interact with the books next to the TV in Morgan's apartment. The books will give you 4 numbers, each corresponding with a letter (XYZA). **Memorize those.** Go to school via the bus stop to the right of the apartment building and the minigame will start. When the minigame starts, go to the blue circle (or whatever I change it to in the future) and select the number corresponding to that letter. You have a 10 second time limit. There are some items in the shop that give you more money in the minigame (running shoes and books) so be sure to purchase those.

Progression

The story is progressed by talking to Morgan in the afternoon, evening, and night, Kayley in the morning or afternoon, and James after the school minigame. James' events happen only if you progress far enough with Morgan or Kayley though. The sex scenes unlock through these interactions.

Choices and Endings

The route branches during James' visit to Morgan's apartment. There's a choice you have to make after James argues with Morgan and whether you choose to agree with James or Morgan, the route branches.

Family Unite Ending – Choose **James is Right** when the choice is prompted and play the game like usual.

Kayley Confused Ending – Choose **Morgan is Right** when the choice is prompted. Play the game as usual until Kayley jumps you in her room. Choose **Yes** to accept her offer. After progressing enough in Kayley's route, go to Morgan's room at night and talk to her about their relationship. Choose **Break Up** and the ending will play.

Morgan Confused Ending - Choose **Morgan is Right** when the choice is prompted. Play the game as usual until Kayley jumps you in her room. Choose **Yes** to accept her offer. After progressing enough in Kayley's route, go to Morgan's room at night and talk to her about their relationship. Choose **Tell Her Everything** and the ending will play.

Morgan Pure Ending - Choose **Morgan is Right** when the choice is prompted. Play the game as usual until Kayley jumps you in her room. Choose **NO** to decline her offer. Progress like normal (talk to Morgan at dinner and James after school minigame) and buy **THE RING** from the shop south of town. The ending will play automatically during dinner time.

Summary

Basically, just talk to the girls, play the school minigame everyday, and buy all the things in the shop.

Alright, that should be all you need to know about playing Lovelust.