

SHOUT OUT!

To all the developers who make these games possible and their immense talents! Please visit their page to check out their other games and support them to provide you with more games in the future!

MORALLY PURPLE

[HTTPS://WWW.PATREON.COM/MORALLYPURPLE](https://www.patreon.com/morallypurple)

STRATEGY

This guide will do its utmost to make sure your journey through the game as painless as possible. I aim to give you the best decisions for each variable and let you make your own wherever possible.

WARNING! – THIS GAME HAS ADULT CONTENT, PLEASE MAKE SURE YOU ARE OF LEGAL AGE IN YOUR COUNTRY.

STAT POINTS

[Light+/-] Points for being good.

[Dark+/-] Points for being bad.

[Filthy+/-] Points for doing exactly what it says.

[Favor+/-] Points of influence with the Queen.

[Event Trigger] Triggers that affect dialogues, scenes and choices.

NOTE: It is better to pick either the [Light] or [Dark] and stick with it in order to be of maximum effectiveness.

Contents

Version 1.....	3
Version 2.....	4
Version 3.....	5
Version 4.....	6
Version 5.....	7
Version 6.....	8
Version 7.....	9
Version 8.....	9
Version 9.....	10
Version 10.....	11
Version 11.....	11
Version 11.5 b1.15.....	12
Version 12 1.2.....	12
Version 13.....	12
End Version 13.....	12

Version 1

1. Your Choice

Living In Bed

2. A) Don't worry your pretty little head about... [Dark+1]
B) I will tell her the truth. [Light+1]

Prota Opening Eyes

3. A) Wake up. [Light+1] [Favor+1]
B) Let him finish. [Favor+1] [Filthy+1]
C) Cut him down. [Dark+1] [Favor-1] [KilledServant]

Throne Room

4. A) Kneel. [Favor+1]
B) Mother... I didn't mean for it to happen, but... [Light+1]
C) I smeared your errand boy on the wall. [Dark+1]
Note: Will only appear if you [KilledServant].

Alley

5. A) Pee in the corner. [Filthy+1] [PeedCorner]
B) Vault over the fence.
6. A) Ehm thanks, I guess? You should really give... [Light+1]
B) Oh no you didn't. [Dark+1] {Go to #9}
7. A) I want you both. [Filthy+1]
B) You.
C) Jessy.

8. Your Choice

House

9. A) Sure, why not? [Light+1]
B) I won't need to eat worthless human food. [Dark+1]

10. Choose All in Order.

Dark

11. A) Do nothing. [Light-1]
B) Yeet him away. [Light+1]
Note: Will only appear if [Light] >=3.
C) Hit him hard. [Dark+1]
Note: Will only appear if [Dark].
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Version 2

Cafe

12. A) Wait for Selene's friend. [Light+1]
B) Convince Selene to kill some time. [Dark+1]
13. Your Choice
- Note: #14 is only for those who obtained [Filthy] >2.**
14. A) Piss on her. (literally)
B) Don't pee on her.
15. A) I tag along. [TagAlong]
B) Pick me up later. I am going to explore the...

The Octagon

16. A) Take her out gently. [Light+1]
B) Show her how annoying you can be. [Dark+1]
17. A) Win without hurting her. [Light+1]
B) Win. [Dark+1]
18. A) Make Envy envy you. [Dark+1]
Note: Will only appear if you obtained [Dark] >5.
B) Keep calm and enjoy yourself. [Light+1]
Note: Will only appear if you obtained [Light] >5.
C) Get it over with.

Version 3

Fail Cell

19. A) Cum inside her. [Dark+1]
B) Don't give her the satisfaction. [Light+1]
20. A) Break cuffs. {Go to #21}
Note: A will only appear if you obtained [Dark] OR [Light] >7.
B) Play the waiting game. {Go to #31}

Note: If you were able to choose option A.

If [Light] >7 {Go to Light Path}

If [Dark] >7 {Go to Dark Path}

Light Path

21. Click on stick in toilet
22. Click on cup on sink.
23. Click on plate under bed.
24. Click on stick/Combine with Plate
25. Click on Stick Plate/Combine with Cup.
26. Click on speaker.
27. Use your crap on the guard. [Light+1]
28. A) Jerk off. [Filthy+1] [JerkOff]
B) Do not.

Note: You will obtain [PrisonBreak].

Dark Path

29. Can you get naked for me?
30. Seduce the guard. [Dark+1]

Note: You will obtain [PrisonBreak].

House

Note: #31 is only for those who obtained [Favor] =2.

31. A) I accept the deal. [Favor+1] [AcceptDeal]
B) Go fuck yourself. [Favor-1] [FuckU]

Note: If you did not obtain #31 you will obtain [NoFavor] by default.

Bathroom

Note: #32 is only for those who obtained [AcceptDeal].

32. Your choice.

Note: If you did NOT accept the deal you will obtain [SeleneRescue].

Version 4

Bedroom

33. A) Risk it. [Dark+1]
B) Do ask she says. [Light+1] {Go to #35}

34. A) Accept the yellow punishment. [Filthy+1]
B) Just cuddle her.

Underground Entrance

35. A) Knock him out. [Light+1]
B) Make use of your new toy. [Dark+1]

Underground

36. A) Lethal approach. [Dark+1]
Note: A will only appear if obtained [AcceptDeal] OR [Dark] >9.
B) Non-lethal approach. [Light+1]
Note: B will only appear if obtained [AcceptDeal] OR [Light] >9.
C) Run.

37. A) Leave her. [Dark+1]
B) Save her. [Light+1]

Alice Parking Garage

38. Have some fun with Alice. (Your Choice)

{Go to **Next Page**}

Stone Puzzle

Note: I will refer to the stones from Top to Bottom, the Top stone being Stone 1.

39. Click "Solve". (Top Right of Screen)

40. Click Stone 2 (Second from the top)

41. Click Stone 5 (Bottom Stone)

42. Click Stone 3 (Middle Stone)

43. Click Stone 4 (Bottom Stone)

44. Click Stone 1 (Only one Left)

Note: If you choose to do this wrong you will obtain [AcceptDeal], you will in the "Incorrect Scene."

If correct & [Dark] > [Light] you will obtain the "Dark Scene", else you will obtain the "Light Scene".

45. Yes.

Version 5

Selene

Note: If [Dark] > [Light], then [Dark+1], else [Light+1].

46. A) Beg Selene for a relief.

B) Ask Catha to help you out.

47. A) Hit up Alice

[HitUpAlice]

B) Ask Shira

Note: B will only appear if obtained [AcceptDeal].

C) Look for the prostitute, you've met a few...

Note: C will only appear if did NOT obtain [TagAlong].

D) Jack off.

[Jackoff1]

E) Maybe Jessy or Jenny.

Deba & Enby

48. A) Take a piss before bathing.

[Filthy+1]

Note: A will only appear if did obtained [Filthy] >=4.

B) Just bathe.

Lounge Party

49. Click on Bartender. (Gloria)

50. Nice. (Your Choice)

- 51. Click on girl in red dress. (Selene)
- 52. Click on man on lounge. (Rick)
- 53. Click on girl on far right. (Guard Brianna)
- 54. Click on door behind bar tender.

Mara

- 55. Click on woman next to Brianna. (Mara)

Version 6

Note: If [Dark] > [Light], then [Dark+1], else [Light+1].

Mara

- 56. A) Ok, let's do it. {Go to Do It}
- B) You know, I would really like to piss on you. {Go to Piss}
- Note:** Will only appear if [Filthy] >=5.
- C) No, thanks. {Go to Deny}

Do It

- 57. A) Do it.
- B) Deny her request.

{Go to Restroom}

Go Piss

- 58. A) It's a deal! [Favor-1] [Filthy+1]
- B) That sounds suspicious, I'm out. [Favor+1]

{Go to Restroom}

Deny

No Choices. [Favor+1]

Restroom

- 59. A) Stay with Deva.
 - ◆ Yes, they are! (Your Choice)
- B) Look what Celine and Catha are up to.

Decisions

60. A) Go check on Gloria.

- ◆ Let Gloria hump you.
- ◆ Do something or someone else instead.

B) Check out the Ebony beauty at the pool.

- ◆ Play with her dick.
- ◆ Just warn her.

C) Have a drink.

- ◆ Smash is face. [Dark+1]
- ◆ Smash his face a bit gentler. [Light+1]

Clear Area

61. A) Give her Catha.

B) Kill Vanth [KillVanth]

Note: Will only appear if [Dark] >=17.

C) Save Selene.

Note: Will only appear if [Light] >=17.

Version 7

Decisions

62. Choose All in Order. (If you meet the requirements and choose use toilet [Filthy+1])

Meet Karma

63. All your choices. No points.

Version 8

Question Game

64. Yes.

Saving here is recommended Your answers will decide who strips.

65. The top answer is always the correct answer. (Your Choice at the end but you can't have both)

Heading Back

66. A) Steal it. [Dark+1]
B) Ask for a ride. [Light+1]
Note: Will only appear if [Light] >=3.
C) Let your boobs handle this one. [Filthy+1]

Note: If [Dark] <=9 you will automatically choose B on #67.

67. A) Give Gloria what she wants. [Dark+1]
B) Keep an eye on her.

Tournament

68. A) Use brute strength and launch Kimberly...
B) Try and grab her, she won't be able... [Light+1]
Note: Will only appear if [Light] >=5.
C) Trick her. [Dark+1]
Note: Will only appear if [Dark] >=5.

Version 9

Chalna/Leila

69. A) Let her down easy. [Light+1] [V9LetHerDown]
B) Make her submit once again. [Dark+1]
70. A) Be cautious. [Light+1]
B) Be bold. [Dark+1]

Note: If [Dark] > [Light], then [Dark+1], else [Light+1]

Split

71. Go for a wank. (This does nothing, but you can pick it anyway if you want.)
72. Talk to Selene.
73. Talk to Karma.
74. Talk to Envy.
75. A) I promise. [Light+3]
B) (Lie) I promise. [Dark+3]

Note: Saving here is recommended.

76. Your Choice.

Version 10

Teleport

77. Teleport mini game. (Not hard no variables)

Note: Upon success, if [Light] >= [Dark], [Light+1] else [Dark+1]

78. A) Get closer to Brianna. [V10BriannaFun]
B) Wait.

79. Teleporting stones will be based on [Light] & [Dark]. (No variables associated.)

80. Training stone mini-game, just keep trying til you get it. It's not that hard, and would be way too many pictures.

81. More training stones, again not that hard, and no variables again.

82. A) Yes. [V10WantedKarmatoLeave]
B) No.

Version 11

83. Your Choices. (Doesn't Matter)

84. Cum inside (Your Choice)

Note: If [Light] >= [Dark], then [V11LetMaraGo].

Note: #85 is only for those who obtained [Dark] >= [Light].

85. A) Let her go. [V11LetMaraGo]
B) Keep her here. [V11KeptMara]

86. A) I will help you. [Favor+1] [V11HelpedAtia]
B) I won't help you. [Favor-1] [V11DeniedAtia]
 ♦ I will help you. [V11HelpedAtia]
 ♦ (Lie) I'll help you. [V11LiedToAtia]

Note: #87 is only for those who obtained [V10BriannaFun].

87. Your Choice.

88. A) Offer her some help. [V11RelievedShina]
B) Leave her be.

Version 11.5 b1.15

89. A) Join them. [V115JoinedAliceandEmber]
B) Leave.
90. A) I could go for another round, or two... [V115AnotherRound]
B) Phew, I'm spent.
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Version 12 1.2

Note: #91 is only for those who did NOT obtain [V11LiedToAtia].

91. A) Tell her what she needs to know, without [V12DontMentionCatha]
B) Tell her what she needs to know. [V12TellHerAll]

Note: #92 is only for those who obtained [V11LiedToAtia] & [Light] =<21.

92. Travel back in time. (This will take you back to #86)

Note: If [V11LiedToAtia] & [Light] >=22, **then** [V12DefyingQueenSucessful].

Version 13

Note: If [Light] >= [Dark], **then** [V13RickLives] **else** [V13RickDies]

93. A) Mmmhhmm, sure. [V13AskBriannaToJoin]
B) Not right now, I'm close. [V13Don'tAskBriannaToJoin]
94. A) Thanks but not thanks... [V13Stayed]
B) (Lie) Alright have fun... [V13Lied]

Note: #95 is only for those who did NOT obtain [KillVanth].

95. A) Show her who's boss. [V13ShowHer]
B) Let it slide. [V13LetItSlide]
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End Version 13
