

Welcome to the Andrealphus Games wiki

This wiki is maintained by the community. Feel free to fix any mistake you can find.



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Love & Sex

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Welcome to the "Love & Sex: Second Base" wiki!

We're a collaborative community website about "Love & Sex: Second Base" (*a dating sim*) that anyone, including you, can edit. Click the **EDIT** button at the top of any page to get started!

This wiki is written in English. If you want to contribute to the wiki please do so in English.

The wiki does not provide event conditions for events that are part the weekly alpha release!

THIS PAGE IS NOT MAINTAINED BY THE DEVELOPMENT TEAM

Acquiring the game

Love & Sex: Second Base can be acquired in the following ways:

- Public Version can be downloaded from <https://andrealphus.itch.io/love-sex-second-base> for free or purchased to get the Full Version.
- Public Version can be played on <https://www.newgrounds.com/portal/view/740674> for free.
- Patreon Version can be obtained from <https://www.patreon.com/Andrealphus> by supporting the developer.
- Subscribestar Version can be obtained from <https://subscribestar.adult/love-sex-second-base>
- Steam Version can be obtained from <https://store.steampowered.com/app/264710>
- Fakku Version can be obtained from <https://www.fakku.net/games/love-sex-second-base-english>
- GOG Version can be obtained from https://www.gog.com/en/game/love_sex_second_base

How to play

The following articles describe the basics needed to play the game, including all the attributes and how interacting with the other characters in the game works.

- Game Mechanics
- Romances
- Getting Started

About Love & Sex

Love & Sex: Second Base is a dating sim where a geeky guy or girl (hopefully you) gets to be roommates with two very hot people and meet plenty of others in their daily life. The player has the choice of taking on the role of either a guy or a girl and meet a whole cast of unique and memorable characters along the way.

The aim of the game is, basically, to get lucky with the partner of your choice, meeting, dating and (of course) getting it on in a host of different places, situations and positions. You can keep it casual, ask for their hand in marriage and even get them pregnant, while being either the perfect partner, or cheating on them whenever the chance arises. To do this, you'll need to build your stats, know your conquests and play the game like a pro. The game is structured around a year of 4 months/seasons (summer, autumn, spring, winter) of 30 days with holidays, the protagonist and prospective dates have a birthday and can react accordingly with the calendar.

But remember, they can react to each other and if the player is too timing he can get in trouble, the game has a date and a phone systems so you can invite girls and guys to dates, ask their numbers and send them dirty texts.

Mike (our hero) and **Bree** (our heroine) live in a small house and work boring jobs, but during the course of the game they have the possibility to improve their lot in life.

Each girl/guy has his/her own schedule and will be in different places at different times, dressed differently and choose different activities, when the hero meets a girl/guy he/she can talk to her/him, give her/him gifts, compliment her/him, ask her/him on dates, ask her/his number or her/his birthday...

Basically, their lives (and love lives) are yours to control!

When you first start, the **Introduction** includes a questionnaire that affects some of your starting skills and attributes.

Characters (Male MC)

You may play either as Mike or as Bree. At this time, Mike has a lot more content than Bree.

Included in the demo version

This set of characters is available in the demo version of the game.



Sasha



Bree



Mike Seeker



Samantha



Scottie



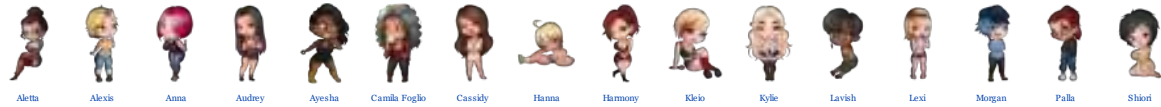
Emma



Minami Seeker

Included in the full version

Additional to the characters from the demo version these are available only in the paid version of the game, acquired by supporting the game on Patreon or purchasing it on itch.io/Steam etc..



Included in the Bree/Female DLC

Characters that are mostly romanceable in Bree's/Female MC route. Their interactions are limited in Miles/Male MC route.



For A Fistful Of Waifus (FAFOWDLC) Wave 1 Characters

Characters that have more content attached to a DLC. Their content is still limited as they are in early development.



Second Wave DLC Girls (Name and Content Pending)

Characters that will get content in the second wave of DLC. Voting for the Second character will happen via Patreon, and the third character shall be picked by the Game developers.



Side Characters

Event characters are part of another character's story through alternative events or unique scenes/interactions. Their options are currently limited.



Harems

Miles MC	Home Harem	Band Harem	Blatby Harem	Jealous Harem	Office Harem	Criminal Harem
	College Harem	Pickie Harem	Taming Harem	Fashion Harem	Sporty Harem	Friendly Harem
	GoodEvil Harem					
FAFOWDLC	Electronics Harem	Goth Harem	Gaming Harem	Pette Harem	Thot Harem	Whore Harem
Bree MC(DLC)	Metal Harem	-	-	-	-	
	-	-	-	-	-	

Items

In Love & Sex there is a bunch of items you can either use as the MC or you can gift them to one of the many characters. Some of those items change the appearance of those characters while other items increase their stats. A list of appearance changing items and who is affected by those items in this phase of development can be found [here](#).

Locations

Love & Sex contains many different locations for the player to visit. Some of them require that the player fulfills a certain condition in order to access them or they are only accessible if you're on a date with one of the many datable characters. The full list of all locations and how to access them can be found [here](#).

Category: **Andrealphus Games**



Introduction

For Mike MC, the intro consists of four questions. Each of the answers gives different attributes and skills. Question #4 only appears if you pick a bad trait in Question #3.

Please also visit [Getting started](#).

Question #1: Do you like sport?

Choice	Skill	Easy	Normal	Difficult	Description
Martial Arts	✔	+10 	+5 	+3 	Grants the Martial Arts skill. Useful in several character storylines . Can be learned from The Master .
Golf	✔	+8  +12 	+4  +6 	+2  +3 	Grants the Golf skill. Currently has no effect.
Discreet	✔	+20 	+10 	+5 	Grants the Sneaky skill. Reduces the chances of being caught peeking on your roommates.
Cooking	✔	+6  +4 	+3  +2 	+2  +1 	Grants the Cooking skill. Can be learned by using the Cooking book which can be purchased or obtained during Samantha's storyline.
Dancing	✔	+8  +12 	+4  +6 	+2  +3 	Grants the Dancer skill. Useful in Palla's storyline. Can also be learned from Palla's storyline.
Shooting	✔	+8  +12 	+4  +6 	+2  +3 	Grants the Shooting skill. Useful for Aletta's and Camila's storyline.
No, I don't	✘	+16  +12  & 	+3  +4  	+3  &  +4 	Does not grant a skill, but instead boosts all stats.

All choices except "Nothing" will add the skill belonging to the choice.

Question #2: Do you have a hobby to relax with?










Choice	Skill	Easy	Normal	Difficult	Description
Food*	✓	+6  -2 	+3  -2  *	+1  -2 	Grants the Foodie skill. Increases maximum  to 15.
Video Games	✓	+10 	+5 	+3 	Grants the Gamer skill. Necessary to play Bree's gamer path and increases Bree's  every time you play video games together. Can be learned by playing games on the Z-Box 360 . Increases by 1% on each use regardless of difficulty.
Fitness	✗	+40 	+20 	+10 	
Partying	✗	+40 	+20 	+10 	
Working	✓	+10 	+5 	+2 	Grants the Workaholic skill. Increases promotion progression speed at work. Also adds +5 to maximum regular job promotions and an additional +5 to maximum CEO promotions.
Cars	✗	+10 	+5 	+3 	Start with Sports Car and a debt of 200  each week. This debt ceases once 20,000  is paid this way.
Reading	✓	+10  +1  Bree	+5  +1  Bree	+3 	Grants the Bookworm skill. Using a book takes half the normal in-game time.
Guitar	✓	+20 	+10 	+5 	Grants the Guitar skill. Necessary to start the Band Harem . Can be learned by using the Guitar book.
Not really	✗	+16  +12  & 	+8  +6  & 	+4  +3  & 	

Taking the Food skill will reduce your Fitness, but it cannot drop below zero.

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- 1 [Question #1: Do you like sport?](#)
- 2 [Question #2: Do you have a hobby to relax with?](#)
- 3 [Question #3: Can you tell us something bad or shameful about you?](#)
- 4 [Question #4: Do anything of note, or is corporate lackey all there is to you?](#)

Question #3: Can you tell us something bad or shameful about you?

Choice	Skill	Consequence	Additional information
No, nothing...		You won't be able to pick something from Question #4.	
I am unlucky		-1  (You will need to increase your luck in order to meet Emma)	You cannot choose "I'm lucky" at Question #4.
I have some big debt.		Adds 200  to weekly rent. This debt ceases once 10,000  is paid this way.	Not available if you chose "Cars" at Question #3.
Animals hate me		Increases likelihood of being attacked by animals.	These attacks can lead to a sharp decrease in  or a game over.
I have a small penis		Halves pregnancy chance.	You cannot choose "I am hung" for Question #4. Post-date sex with most girls will automatically gain  . Note: Penis size can modified with pills from the drug store , costing 5,000  per stage (Small/Normal/Hung).
I am prone to erectile problems		You will recover your  slower (increased from 120 hours to 240 hours).	You cannot choose "I have a very high libido" for Question #4.

Question #4: Do anything of note, or is corporate lackey all there is to you?

Choice	Skill	Easy	Normal	Difficult	Description
I won a marathon	✗	+40 	+20 	+10 	
I am a people person	✗	+40 	+20 	+10 	
I won an eating contest	✓	+10 	+5 	+3 	Grants the Iron Stomach skill. Reduces Hunger drain by 20%.
I am pretty lucky	✗	+1 	+1 	+1 	Helpful for meeting Emma . You also start with 1,000  , up from the usual 500  .
I was the best in my class.	✗	+40 	+20 	+10 	
I don't sleep	✓	+10 	+5 	+2 	Grants the Night Owl skill. You require one less hour of sleep each night.
I am hung	✓	+20 	+10 	+5 	Grants the Hung skill. Increases pregnancy chance . Post-date sex with most girls will automatically gain  . Note: Penis size can be modified with pills from the drug store , costing 5,000  per stage (Small/Normal/Hung).
I have a very high libido	✓	+20 	+10 	+5 	You will recover your  faster (reduced from 120 hours to 90 hours).


This page was last edited on 18 January 2025, at 07:35.

Getting started






After you have played through the Tutorial and the [Introduction](#), you are free to roam around the city. Your story starts on the day you selected at the beginning, which always falls on a Monday (see [Calendar](#) for more information about the in-game seasons). At the beginning, you have access to locations like the cinema, the office and the mall. As your game progresses, more locations will become available (see [Locations](#) for more information).

This page serves as a little guide to give you a better start. You should also familiarise yourself with the basic [game mechanics](#), especially your needs and attributes, as well as the handling of the [romance stats](#).






Daily routine

Advancing quickly in the game requires getting your attributes up and having a lot of money. As a result, a good early schedule includes working a lot and spending time practicing your skills, while at the same time increasing  with the girls that are available. Here are some recommendations for your daily routine:

Morning

In the morning you will need to refill your  and  stat. Since the bathroom will be occupied by your roommates on most days from 07:00 on, it is advisable to set the alarm to 06:00 and have a shower directly after waking up. If you have breakfast directly afterwards, you can be at work at 08:00. Alternatively, you can eat with one of your roommates later for extra . [Bree](#) will be in the kitchen at 08:00, [Sasha](#) at 09:00. This is also an opportunity to talk or flirt with them. Drinking coffee in the kitchen gives you +2 , but if you woke up fully rested, it may be better to come back during the day when your  has depleted.

Day


In the beginning, most of your day will be filled with working at [the office](#) to gain . If you start working at 08:00 when the office opens, you are able to squeeze 3 working sessions into a day. You can replenish your  in between by having snacks in the break room and at the mall. Having a coffee break at work yields +1  and +1 . To increase  when it is low you can pay compliments to the girls or text them if you have their number. Of course, you can also use some hours of the day to improve your stats and skills, e.g. by attending a class at the university or reading a [skill book](#) from the the book store. The [mall](#) is open for shopping and meeting people until 18:00.

Evening


There is a good chance that your roommates are home in the evening. You can usually have dinner together at 20:00, or watch TV in the living-room with them. Alternatively,

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you can go out to have some fun, e.g. at the cinema or in the local pub. You may also meet new people there. When you have progressed a girl's story to the point where you can ask her out, the [date](#) will be at 20:00. Don't be late, or you will annoy the girl!

Try to sleep enough hours to be well-rested in the morning, and don't forget to set the alarm! If you want to reduce your rest time, you can purchase the luxury bed at the mall for 200 .

Weekends




In the beginning there will be little to do on the weekends. It is therefore advisable to use them to improve skills and do the [weekly chores](#). It is possible to work on Saturdays but not on Sundays. Keep this in mind when you spend  because the rent is due on Monday morning! Sunday is also the only day you can go to church (if you want to meet [Harmony](#)).




Later in the game, the weekend will be important for [dating](#) since some dates are only possible on Saturday and Sunday. This will be relevant for events that require a specific date location, like the mall, the park or the beach.




Building your stats


It is difficult to give a general recommendation on which stats to prioritise since it differs somewhat depending on the choices during the [introductory questionnaire](#) and the girls you want to pursue.

At the beginning, you can earn attribute points for free with the following actions (50% chance each):

- thinking in the park (+1 )
- practicing speech in the bathroom (+1 )
- doing push-ups in your bedroom (+1 )



In general, building up  is valuable early on since it allows you to learn more talk topics, factors into your salary and increases the chances of successfully "[working fast](#)" [for faster promotion](#), but you should also not neglect the other two attributes. You will need to build up  in order to meet [Aletta](#) (and be invited to the office party), and also some  to [defend Audrey](#). Both are also necessary if you want to [avoid Alexis' NTR content](#).


Be warned that starting on the second week, if you go to the Dark Alley after 22:00 you will encounter Danny. If you have less than 50 , (or less than 25  with martial arts skill) you will lose 500 , so do not do this encounter on a Sunday night!

It is advisable to not max your  right away since you can use that stat to keep Kylie in check and control (through [Aletta's progress](#)) when [Cassidy's investigation event-chain](#) triggers.

Note that [outfits and accessories](#) allow you to gain/lose attribute points on the spot (you can change them in your bedroom). This is helpful if you just want to trigger one specific event, but otherwise avoid a certain threshold.

You also need some outfits to unlock certain [locations](#):

- gym clothes are necessary for going to the gym (+10 )
- fancy clothes are necessary to go to the club (+10 )
- the swimsuit is necessary for swimming in the pool and going to the waterpark

Once you have saved enough , you can buy a bike or even a car which gives you access to the beach (to take a girl on a beach date, you will always need a car).


Knowing the characters


There are more than many romance options in the game (21 girls in total plus some teaser/side characters). In order to progress with their stories, you need to comply with the requirements for the next event (see the girls' pages for the prerequisites that you need to meet). The storylines of some girls are interconnected, so that you can only continue with one girl once you have progressed the other to a certain point.

If you want to "pause" a storyline, just ignore the fact that you met the character. Avoidance is normally the easiest way to not proceed a character story.

Three girls are available right from the start of the game: The roommates, [Bree](#) and [Sasha](#), and [Morgan](#). Starting from the beginning of the second week, more girls are gradually introduced into the game, but it is rather challenging to try to handle them all at the same time. Instead, it may be easier to go step by step and concentrate on these three at first. If you read up a bit on their stories they will be fairly easy to proceed, and under normal circumstances you should soon be able to have your first dates with them. Just be careful to not accidentally [trigger the Home Harem](#) by having sex with Bree and Sasha within 7 days!

Sasha

If everything runs smoothly, you will trigger [Sasha's](#) events soon enough to proceed her story. If you want to avoid [Sasha's NTR events with Scottie](#), it is best to get her  over 50 fast. Be aware that you need the guitar skill [early](#) if you want to [join the band](#). If you did not pick it in the [Introduction](#), the book can be bought in the [bookstore](#) on Tuesdays.

If you are interested in playing [Sasha's femdom/foot fetish](#) events, you will need to encourage her [dominant side](#) by raising her  and learn the massage skill (the book is available on Mondays).


Bree

The biggest effect with regard to [Bree's](#) storyline is whether you picked "video games" as a hobby in the [introductory questions](#). If you did, you can play her [gamer path](#), otherwise only her [maid path](#) is available. Only the maid path will allow you to make Bree into a subservient sex slave though.



Morgan

[Morgan needs to be met](#) before [Kleio calls you to go to the mall](#). If not, Morgan will not be available and you will miss all her content. This is pretty relevant as both are events that can happen pretty early in the gameplay. It is advisable to start with Morgan's story right away and proceed to the [waterpark/mall date](#). Once you reach this point you can leave her storyline until [Kleio](#) pops in. At this point you will have to carefully proceed both stories.




Meeting more girls

As your game progresses, more girls are introduced. Some, like [Samantha](#) or [Kylie](#), simply appear after a certain number of days have been played through. Others make their appearance once you have made progress in some way. For example, [Shiori](#) has her interview after you have been promoted at work for the first time, and [Alexis](#) will call you after the third promotion. [Aletta](#) takes notice of you once  ≥ 30 , and she will then invite you to the [office party](#) which in turn introduces [Lavish](#) and [Cassidy](#).

Alexis

If you start the game in spring or summer you will have to focus on working and playing through [Alexis'](#) story to trigger her [summer event](#) at the beginning of your play-through. Otherwise you will have to wait for one year until you can progress with her story. Note that in order to avoid all NTR content with Alexis, you will need to raise your  and  over 25 before she calls you for the [first date](#).

Kylie

[Kylie](#) has a special Yandere mechanic () that is somewhat limiting for your interactions with other characters. However, it is rather easy to avoid her altogether until you feel ready to [take her on](#). You will meet her at the university after at least 7 days have been played, but she only becomes generally available after the second encounter. This happens only on Tuesday or Friday with  ≥ 30 , so you can keep her at bay by having your  below that threshold or not going to the university on these days.

Prevent locking characters

Some decisions or events lead to character permanently leaving the game or not being available as a romance option anymore. The character pages describe how to avoid this scenario.

Additionally, some characters can be locked by advancing another character's story too far or in the wrong direction, and this is harder to keep track:

- [Morgan needs to be met](#) before [Kleio calls you to go to the mall](#)
- [Hiring Shiori](#) is a requirement for the submission routes of [Aletta](#), [Audrey](#) and [Lavish](#)
- If [Cassidy](#) leaves at the end of the [investigation](#), you will be locked out of the [Office Harem](#) as well as [Aletta's](#) and [Audrey's](#) romance path
- [Emma](#) requires a good relationship with [Samantha](#) in order to be introduced to her, but if Samantha [becomes your girlfriend](#) before you [progress with Emma](#), it leads to a bad end. To avoid this possibility altogether, it is best to meet Emma [after the wedding](#) but before [Samantha dumps Ryan](#)
- Emma's story will also not continue [beyond a certain point](#) if you go steady with any girl, get any of them pregnant or have [Cassidy as a pet/mistress](#)
- Should Danny and Ryan be removed from the game due to [other](#) questlines before they hit on Audrey at the pub, she will no longer be unlockable.

Cheating

As you may have read in some forum, there are ways to cheat in the game. Since version 21.6.0, the game has a built-in cheat menu that can be activated by clicking the "?" button in your smartphone. It allows you to manipulate certain values, but the game will notice you cheated and block you from starting a New Game+.

It is not recommended to use the console to directly manipulate values. This may lead to unexpected behavior of the game.

Save often!




The bottom of Love & Sex: Second Base's Save/Load screen will show icons that correspond to pages of save files and each page can contain six saves each. There is one page for autosaves (A), one page for quicksaves (Q), nine pages for hard saves (1-9) and buttons that allow you to scroll through one or several pages at a time. Each save file will take up roughly 200-300kb and it is **highly** recommended to make a **manual** save using the numbered pages each time anything noteworthy happens, such as the beginning of each in-game week, or a character event, and so on. There is no reason good enough to stick to one single save slot during an entire playthrough because you may very well sink dozens of hours into one run and save yourself into a corner. It may not always be necessary to restart from scratch and simply marrying any girl to unlock new game plus may be preferable depending on the situation, but the game has so many save slots that it is far better to save too often than only use one.

While there is a dedicated autosave page, they will overwrite any manual saves the player makes on that page so the player will be better off using the quicksave page if for example, some unfamiliar dialogue from a newly added event pops up. It *can* save you in a pinch but it is not reliable enough to fall back on even when used in conjunction with the text rollback feature. Initially it may only look like you are limited to nine pages of hard saves, but scrolling past them will reveal more pages of empty save slots and there is no limit to the amount of saves you can have. You can also name each of your saves when creating them to make it easier to tell what they are at a glance.

Finally, assuming you are playing on PC, the game's save files are stored in the game's installation directory ("Love & Sex Second Base\game\saves") as well as identical copies in ("AppData\Roaming\RenPy"). Backing up only one of them is necessary should you want to keep some sets of saves separate from others and the simplest way to delete both at once is to hover over the save with your mouse and press the Delete key. Every save file is numerically coded based on the page they were saved on followed by the position on that page they were saved on, so a file named "13-5-LT1.save" will be on the thirteenth page in the bottom-middle position in-game.

And now have fun...

Game Mechanics

You have two kinds of statistics: Needs and Attributes. There are a number of romance options they can interact with. They have three primary statistics: Love Points () , Kink Points () , and Girl Points () . Certain other romance options have additional statistics as noted in their sections.

In Love and Sex, you take actions to do things or move around the game. Actions may cost you time and/or attributes. You can see what the action will cost you by hovering over the icon. Many actions have additional requirements, such as specific needs or attributes or characters in the room, or certain seasons.

You can play either as a male character (Mike) or female character (Bree). Note that Mike has significantly more content in the game at this time.










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Needs

You have 4 needs: Energy () , Hunger () , Grooming () and Fun () .

 is refilled by sleeping (my bedroom, faster with the luxury bed bought at the mall), or by either:

- Drinking a coffee from kitchen (free action) +2 , once per day
- Taking a break (office, free action, only after a Work/Work Hard) +1  +1 , chat with a random girl in office, once per day
- Drinking an energy drink bought from bakery (25 , consumable) +1  in both normal and difficult mode, once per day
- Drinking a Coffee/Cappuccino/Moka bought from coffee shop (25/50/100 , consumable) +1/+2/+3  in both normal and difficult mode, once per day
- Drinking a coffee from maid cafe (25 , need 1 hour) +2 , once per day

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Miscellaneous

Free Characters

Full Version A-H




Full Version K-S



FAFOW DLC





Base Game Harems

FAFOW DLC
Harems

Tools






 is filled by either have a meal (kitchen), eat a hotdog (mall & office, 5 ), eat a hamburger (pub, 25  or eating a pastry (bakery, 25  consumable).

 can be refilled by taking a shower in the bathroom (at lower level of love points your housemates will not allow you in the bathroom alongside with them) or eating a mint candy (bakery, 25  consumable)




Fun can be refilled by watching TV (living room), playing video games (after buying or being gifted the Z-box), play a game (arcade, 1 ), take a break (office), reading the fun book (bookstore, 25 ), watching a movie (movie theater, 10 ), masturbate (living room, free action, requires under yellow fun) and complimenting/kissing the romance options. Sending texts to all the characters in your contacts is a good way to increase  and love points at the same time.









If one of your needs is below 5 it will block a small amount of actions, if your needs are in yellow (3 or below) they will block most of your actions, if your needs are in red (0) they will block almost everything except the most basic of actions (sleeping, eating and solving whatever need is in red)

Attributes

Knowledge  increases your  cap (max 15), the amount of money you get from working in the office, the amount of topics you get to talk about (you start with 2 and you get a new one every 10 levels) and is a prerequisite for options in events. You can increase knowledge by: thinking hard (park, only when all your needs are above 5, 50% chance), reading a knowledge book* (book store, 100  free action), study (university, 2h, 25 ), and buying the knowledge machine (mall, 600  not guaranteed every night) also increased by wearing certain clothes.

*currently not working as intended, the book is intended to pass time by the amount specified when purchasing the book.

Fitness  increases your  cap (max 15) and is a prerequisite for options in events. you can increase fitness by: do push-ups (your bedroom, only when all your needs are above 5, 50% chance), swim (pool, only spring and summer months, requires bathing suit), go for a run (park, requires sport clothes), light training (gym, requires sport clothes), heavy training (gym, requires sport clothes) and buying the fitness machine (mall, 600  not guaranteed every night) also increased by wearing certain clothes.

Charm  increases your  cap (max 15) and decreases the chance of giving a bad compliment and is a prerequisite for options in events. You can increase charm by: practice speech (bathroom, only when all your needs are above 5, 50% chance), sunbath (pool, only spring and summer months), get a haircut (mall, 50 ), party (nightclub (15 ), 50 ), reading the charm book (bookstore, 100 ), after buying the hot tub (5000  and buying the charm machine (mall, 600  not guaranteed every night) also increased by wearing certain clothes.

Morality is a Bree MC specific trait that describes how good or bad your character is. This controls what actions might be available with certain other characters, positive points will be called morality and negative points immorality.

Your starting attributes are also raised by your choices in the prologue.

Skills

These there are the skills which currently matter in game-play. All skills are picked at the start of the game skills, but some skills can be learned as the game progresses. Initial skill choice is detailed in the Walkthrough section.

Good Skills

Sports

- Martial arts: need less fitness to win a fight, useful in some character storylines, earnable on the beach from [The Master](#)
- Golf: *No current effect*
- Cooking: desire gain from eating with Sasha and Bree in the morning (this skill is earnable in-game) and can affect dialogue with some characters.
- Dancing: Has minimal effect on current story. (Can be earned in game from Palla)
- Shooting: Has some effect on Aletta's and Camila's story.
- Kart racing: No current effect (learned by going to the karting track)
- Discreet: Reduces the chances of being caught peeking on your roommates.

Hobbies

- Video games: need less knowledge to win the videogame event. Prerequisite for Bree's Gamer Path. Can beat Bree while gaming in the living room (+1 🧠). Learnable in game by playing games on the Z-box 360.
- Guitar: prerequisite for the band storyline. Can be learned from a book in the book shop.
- Workaholic: 2x work progress bar and increases maximum promotion level allowing you to have higher income

Others

- Iron stomach: Reduces Hunger drain by 25%
- Night owl: need 1 hour less sleep
- Hung: get +1 ❤️ if romance options happen to encounter the trouser python (+1 ❤️ if you're in the bathroom with Sasha or Bree, first asking you to leave counts), get +10 🧠 the first time a girl sees it during sex (most girls, Camila doesn't for instance), higher chance to impregnate a girl when you cum inside her if she has pregnancy content
- Luck: Starting money boost. Better odds on the bar lottery. Can be earned by getting Lavish's lucky panties or finding a 4 leaf clover, however the clover only gives luck for one day
- Shibari: Allows bondage during some after date scenes
- S&M: Allows SM during some after date scenes
- Massage: Can give Sasha foot massages. Learned from book from book shop.
- Foodie: Increase hunger cap to 15
- High Libido: You will recover your 🍆 faster (reduced from 120 hours to 90 hours).


Skills also influence Daily Passive Love (more on that under 1.5)




Bad Skills

- Debt: lose 100 🪙 each week before paying rent
- Unlucky: worse odds in the bar lottery
- Animals Hate Me: Animal attacks are more likely (shark will attack if you swim at the beach, bear will attack if you hike in the forest, dog will attack you when walking the street)
- Small Dick: Pregnancy chance is reduced to 10%. Influences daily passive love for some girls, art might change in some sex scenes.
- Low Libido: You will recover your 🍆 slower (increased to 240 hours from 120 hours)

Money

The Office

For Mike, the only way to reliably get money is to work at the office (you can also roam the streets for a random event or play vidya but you won't get far that way). Either work or work hard (both 4 hours), work hard gets you more money and costs more  but is only available if all your needs are above 5, work is available if your needs are above 3. You also have random events while working that can change how much money you get.



Work is only available in day hours and from Monday to Saturday, this is important because of the next point important! Every Monday morning 100  (50  on easy, 200  on hard) will be required to pay the rent, if you can't do this then you'll take a massive relationship hit with your roommates.

At the office you have a promotion bar. When this reaches 100%, you will receive a promotion. This includes a new office and a salary increase. The more promotions you get, the more your salary increases. Promotions will also unlock new content.

The office salary is based on the number of promotions, charm and knowledge. Raising all of these attributes will raise Mike's salary.



Work

- Work normally: +5% promotion progress.

- Slack off: +5% promotion progress and + 2 fun. There is a chance be caught by Aletta and -1% progress (chance reduced by  , 0% at 101 ).






Work hard (+50% money)

- Work normally: +10% promotion progress.

- Work fast: +15% promotion progress. There is a chance be caught by Aletta and get no progress (chance reduced by  , 0% at 100 ).

Mall Jobs

For Bree, or for Mike if he loses or quits his office job, the alternative are mall jobs. Mall jobs pay much less than the office job and are not very fulfilling, but they will do the trick.

- Bakery: This job pays based upon your  .
- Electronic Shop: This job pays based upon your  .
- Gym: This job pays based upon your  .
- Bookstore: This job pays based upon your  , and pays twice the amount as the Bakery.
- Sex Shop: This job pays based upon your  , and pays twice the amount as the Bakery.

Jobs for BreeMC

Job Title	Requirement	Where To Go
Church	90 😊	Church
Homeless Shelter	70 😊	Dark Alley
Bookstore	50 😊	Book Store in Mall
Flower Shop	30 😊	Flower Shop in Mall
Electronic Shop	10 😊	Electronic Shop in Mall
Bakery	Neutral	Bakery in Mall
Clothes Shop		Clothes Shop in Mall
Coffee Shop		Coffee Shop in Mall
Gym		Gym
Jewellery Store		Jewellery Shop in Mall
Pub	10 😈	Pub
Nightclub	20 😈	Nightclub
Maid Cafe	30 😈	Maid Cafe
Sex Shop	40 😈	Sex Shop
Stripper	50 😈	Strip Club
Model	60 😈	Photo Studio
Camgirl	70 😈	Bree's Bedroom
Pornstar	80 😈	Photo Studio
Prostitute	90 😈	Dark Alley

Note that the Photo Studio is only available at 60 😈

Shops

You can purchase items at various shops. There are four types of items you can buy:


- **Gifts:** Gifts are items that are specifically to be given to the romance characters. They can be flowers, candies, books, clothing and certain sex shop items such as the slave collar.
- **Consumables:** Consumables are items that you buy and use. They include items such as cakes, mint candies, medicine and condoms.
- **Clothing:** Clothing are items that you can equip for some effect. You have two slots to equip: A main clothing and an accessory. Each item in the clothes shop describes what it affects.
- **Plot items:** Other items exist for plot purposes, and cannot be used explicitly but may be needed to make some scenes available. Examples of this are the bicycle or car, which unlocks the beach. Note that plot items can also be clothing, such as the sport clothes and fancy clothes needed to unlock the gym and nightclub, respectively.

Chores

Each week you're supposed to do certain chores as part of the household. There will be a bar that fills up to 100% while you are in the house. When you have filled this bar it will go away.

These are best left until Sunday as you don't have that much to do during that day.

If you don't do the minimum of 4 chores then you'll lose 10  with both Bree (or Mike if Bree MC) and Sasha.

Doing unfinished chores even after your chore meter is maxed out will gain extra  with your roommates.

For 100  /week you can hire a cleaning service and not have to do chores.

Getting Sick

You have a small chance of getting sick every day.

If you get sick, other characters will comment on it, but it otherwise has minimal effect on the game.

If you buy medicine in the mall, using it will immediately remove the effect.

Pregnancy

If Mike MC has sex with a girl and cums inside her, there is a certain chance she will become pregnant. The pregnancy system changed with version 22.2.0. The chance of pregnancy now depends on the general fertility of the girl, the day her fertility cycle and the size of Mike MC's dick.

Fertility

There is a 28 day fertility cycle for each girl during which they can get pregnant.

During this time there is a 13 Days time window in which there is a chance for the girls to become pregnant. In order to see the Pregnancy chance for each girl you have to learn the new skill "Fertility Assessment". It can be learned through a book from the book shop.

Also, each girl has one of 3 fertility traits which change the chance of them getting pregnant.

Base pregnancy chance

Fertil Day	infertile	normal	fertile		Fertil Day	infertile	normal	fertile
Day 1	3%	7%	10%		Day 8	21%	42%	63%
Day 2	7%	14%	21%		Day 9	17%	35%	52%
Day 3	10%	21%	31%		Day 10	14%	28%	42%
Day 4	14%	28%	42%		Day 11	10%	21%	31%
Day 5	17%	35%	52%		Day 12	7%	14%	21%
Day 6	21%	42%	63%		Day 13	3%	7%	10%
Day 7	25%	50%	75%					

Potency


Additionally, to the girl's fertility trait, Mike MC's potency depends on his dick size (hung/normal/small dick), which will increase or decrease the pregnancy chance.


The dick size can be chosen during the [introductory questions](#). It can also be changed with the respective [pills from the drug store](#).

Base pregnancy chance + Hero potency trait


Fertil Day	infertile			Fertil Day	normal			Fertil Day	fertile		
	small	normal	hung		small	normal	hung		small	normal	hung
Day 1	1%	3%	4%	Day 1	4%	7%	11%	Day 1	5%	10%	15%
Day 2	3%	7%	10%	Day 2	7%	14%	21%	Day 2	11%	21%	32%
Day 3	5%	10%	15%	Day 3	11%	21%	32%	Day 3	16%	31%	47%
Day 4	7%	14%	21%	Day 4	14%	28%	42%	Day 4	21%	42%	63%
Day 5	8%	17%	25%	Day 5	18%	35%	53%	Day 5	26%	52%	78%
Day 6	10%	21%	31%	Day 6	21%	42%	63%	Day 6	32%	63%	95%
Day 7	12%	25%	37%	Day 7	25%	50%	75%	Day 7	38%	75%	113%
Day 8	10%	21%	31%	Day 8	21%	42%	63%	Day 8	32%	63%	95%
Day 9	8%	17%	25%	Day 9	18%	35%	53%	Day 9	26%	52%	78%
Day 10	7%	14%	21%	Day 10	14%	28%	42%	Day 10	21%	42%	63%
Day 11	5%	10%	15%	Day 11	11%	21%	32%	Day 11	16%	31%	47%
Day 12	3%	7%	10%	Day 12	7%	14%	21%	Day 12	11%	21%	32%
Day 13	1%	3%	4%	Day 13	4%	7%	11%	Day 13	5%	10%	15%

Birth control

In order to avoid pregnancy, Mike MC can use a condom. Condoms can be bought at the [drug store](#) or the [sex shop](#). Some girls will insist on using protection, unless their  is high enough.

Any girl that has ≥ 50  can be commanded to go on (or off) the pill. Some girls, such as [Lexi](#) and [Palla](#) start out on the pill, but most do not. A girl who is on the pill cannot get pregnant.

Besides the after-date scenes, there are also a couple of sexual encounters during the girls' story events. In most, they cannot get pregnant. This is a game design decision, so that the player does not impregnate a girl during a sex scene over which they have no control. The hung trait does not change the outcome! In some events, the player can choose whether to use a condom or not. A few events do not present that option. For these, the only sure way to prevent a pregnancy is if the girl is on the pill.



During a home date, Mike MC can have sex with a girl in the hot tub (after it has been repaired for 5000 ). If Mike MC does not pull out, the girl can get pregnant during this event.

	No pregnancy risk	Condom optional	Pregnancy risk (unless on the pill)
Bree	Bowsette cosplay Bree is bored The one he likes Living-room dominance		Shower sex
Kleio	The car needs repairs	Studio sex	
Lexi	Pool time fun Lexi is dealing		
Minami	Practice sex		
Samantha	Birthday sex	Cheating on Ryan Marriage sucks	Revenge cowgirl sex
Sasha	Birthday sex		Shower sex
Shiori	Second lap dance		





Giving Birth

When a girl becomes pregnant, sometime in the next week she will have a special conversation with MC where she breaks the news. Some girls do not want children and will want an abortion. Some girls will want to keep it. If, at the end of the conversation, she decides or is coerced into keeping the child, after 9 full days her art will update to the pregnancy version. Not all girls currently support pregnancy.

As of version 22.2.0, the game now gives the player the option to choose between the old system where girls stay pregnant forever or the new system where they give birth.

- The girls give birth 60 days after they become pregnant
- If you don't marry the girl before she gives birth she will lose 25 
- You'll have to pay 100  in child support every week for every baby

New Game Plus

New Game Plus is unlocked when you marry a Love Interest without the use of cheats, or plural Love Interests in the case of a Harem. You will also unlock the gallery the first time you marry a Love Interest without using cheats. Your stats ( ,  , ), your money  , and your traits will be carried over to each subsequent NG+.

Partially learnt skills will also carry over at the partial level you had them learnt at.

There are certain traits that will **not** be carried over to NG+ and they are as follows:

- High Libido
- Low Libido
- Big Dick
- Small Dick
- Hated by Animals

Rental home upgrades (hot tub, second bathroom) will **not** be caried over, neither will any vehicles (bike, car or sports car). Additional all work improvement and promotions don't carry over.

Ilovekatz19 Console Commands:

Money, a million should be plenty

hero.money=x

hero.money.min=x

hero.money.max=x

Time

Be careful about adjust time when there's a time specific event happening. (E.G. Battle of the Bands) These are tracked by the number of days that have passed since specific events. Adjusting time while these are active might break that event.

game.hour=X (1-24)

game.week_day=x (Monday=1|Sunday=7)

game.day=x (1-30 Day of the Month)

game.season=x (0=spring|1=summer|2=Fall|3=Winter)

game.days_played = x

MC Stats

Change the values to how much you want to cheat. Set min to your desired value and never worry about it again or just give yourself a little boosts.

For knowledge set to 99 then study once and you'll be able to learn all conversation topics at once.

E.G.) hero.knowledge=99 > Study > Pick new conversation topics

hero.energy.min=x

hero.energy.max=x

hero.energy=x

hero.fun.min=x

hero.fun.max=x

hero.fun=x

hero.grooming.min=x

hero.grooming.max=x

hero.grooming=x

hero.luck=x (Can't go above 1)

appointment.score = x (1:1) (Date score?)

hero.inventory['item'] = x exp:hero.inventory['slave_collar']=999

Promotion_cap = x (how many times you can be promoted?)

game.flags.promoted = x (can be set to a number higher than cap)

hero.flags.knows_ryancheats = True/False

hero.hunger.min=x

hero.hunger.max=x

hero.hunger=x

hero.charm.max=x

hero.charm=x

hero.fitness.max=x

hero.fitness=x

hero.knowledge.max=x

hero.knowledge=x

Bree MC Specific

hero.morality = x

hero.morality.min = x

hero.morality.max = x

Skills

Change to -100 to remove skill:

hero.skills.hung.__iadd__(100)

hero.skills.smalldick.__iadd__(100)

hero.skills.low_libido.__iadd__(100)

hero.skills.high_libido.__iadd__(100)

hero.skills.no_sleep.__iadd__(100)

hero.skills.iron_stomach.__iadd__(100)

hero.skills.sneaky.__iadd__(100)

hero.skills.work.__iadd__(100)

hero.skills.bookworm.__iadd__(100)

hero.skills.golf.__iadd__(100)

hero.skills.foodie.__iadd__(100)

hero.skills.animalhated.__iadd__(100)

hero.skills.video_games.__iadd__(100)

hero.skills.martial_arts.__iadd__(100)

hero.skills.shooting.__iadd__(100)

hero.skills.dance.__iadd__(100)

hero.skills.foodie.__iadd__(100)

hero.skills.cooking.__iadd__(100)

hero.skills.sm.__iadd__(100)

hero.skills.shibari.__iadd__(100)

hero.skills.guitar.__iadd__(100)

hero.skills.massage.__iadd__(100)

hero.skills.fertility_assessment.__iadd__(100)

hero.skills.racing.__iadd__(100)

Bree MC Specific

hero.skills.pussy.__iadd__(100)

hero.skills.mouth.__iadd__(100)

hero.skills.ass.__iadd__(100)

Girls Stats

Replace "name" with the girl of your choice. Some of these values work weird so

I've listed the ratios next to the command in (Parenthesis & Italics), it's not part of the command

name.sub=x (1:1 Can be set to negative)

name.sub.min=x (1:1 Can be set to negative)

name.sub.max=x (1:1 Can be set to negative)

name.collared=True/False

name.status='girlfriend'

name.status='sex slave'

name.unhide()

name_preg_status=1 (not)

name_preg_status=2 (pregnant)

name.counters.pregnant=61 (it starts on 1 and goes until 61, when they give birth)

name.counters.get_counter("pregnant")

name.flags.schedule = "default" (A select few girls have multiple schedules, default is what it is set to by default)

name.love = x (2:1)

name.love.min = x (2:1)

name.love.max = x (2:1)

name.lesbian = x (1:5)

name.lesbian.min = x (1:5)

name.lesbian.max = x (1:5)

name.sexperience = x (1:1)

kylie.yandere = x (1:1)

kylie.yandere.min = x (1:1)

kylie.yandere.max = x (1:1 Setting this value to 20 SHOULD effectively let you have Kylie in your game without her ever snapping)

morgan.male = x (1:1)

morgan.male.max = x (1:1)

morgan.male.min = x (1:1)

minami.siscon = x (1:1)

minami.siscon.max = x (1:1)

minami.siscon.min = x (1:1)

harmony.purity = x (1:1)

harmony.purity.max = x (1:1)

harmony.purity.min = x (1:1)

reona.purity = x (1:1)

reona.purity.max = x (1:1)

reona.purity.min = x (1:1)

palla.career = x (1:1)

palla.flags.career = True/False

palla.flags.managecareer = True/False

palla.flags.jobexpenses = x (1:1 default is 125)

palla.flags.jobloan = x (1:1 default is 5000)

palla.flags.jobloanmax = x (1:1 default is 125)

lavish.career = 1 (1:1)

emma.flags.lovepoints = x (1:1 3+ is enough to pass Emma's judgment event)

alexis.flags.caughtCheating = True/False

Alexis.flags.conversation_event = "location" (replace location with any of the following: restaurant, cinema, beach.)

alexis.flags.story = x (1 = Netorase|2 = non-NTR path|3 = Netorare)

samantha.flags.knows_ryancheats = True/False

samantha.flags.cuck_ryan = True/False

samantha.flags.natalie = True/False

game.flags.sam_ryan_threesome = True/False

samantha.flags.divorced = True/False

samantha.flags.engaged = True/False

Events

Replace event_name with the name of the event used in the code

DONE is used to check for if an event has happened

DONE["event_name"] = x (in the code the x is usually replaced with game.days_played)

del DONE["event_name"] (this sets an event as not being done)

Romances

There are various romance options in the game for both the male and female protagonists.

This page explains your interactions with them. The dating mechanic is explained [here](#).

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Gifts

When you reach at least 20 ❤️ with a romance option, you can then give them gifts. Most gifts will offer an ❤️ boost, but some will open up story options. Some gifts can only ever be given once. Other gifts can be given multiple times, but their effects will be reduced in the future, such as the flowers and the candies. For some characters, the Sexy Underwear or Sexy Swimsuit will allow them to wear a sexier version of that outfit at appropriate times. For most characters, the slave collar will, given enough 🍷, change the character to be your slave.

On Valentine's Day (most characters give just chocolates then, others will pick from their list), Christmas or the MC's birthday you'll receive a gift if you meet the character that day and have at least 20 (birthday) or 25 (Christmas and Valentine's)

Each character has a specific list of items to give and if you already have that item they'll skip to the next one, if they run out they'll give you a cake.

Traits

Each character has inherent traits which influences which actions they will like on dates, these dates will be discoverable when you get enough . They'll also influence how much  you'll gain from the clothes you wear. Certain characters also have anti-traits, meaning if you do an action marked with that trait they may lose .

The following chart briefly shows where various traits are used. For the events the trait typically offers unique dialogue or choices specific to that trait with opportunity for gain or loss depending on player choice.

Trait	Events
Dominant	high class restaurant: pay, pub: random event, nightclub: random event
Submissive	high class restaurant: pay, order for her, park: random event, nightclub: random event
Princess	beach: suntan, high class restaurant: pay, waterpark: spa, pub: random event, park: random event, nightclub: random event
Family	pub: random event, park: random event
Bitchy	pub: random event, park: random event, nightclub: random event
Playful	beach: build castle, play volleyball, play in the water, home: play console, play a board game, mall: arcade, waterpark: waterslide, pub: play pool, play darts , park: make a snowman, snowball fight, random event, nightclub: random event
Flirty	park: random event, nightclub: random event
Rebel	cinema: sneak in, mall: steal, pub: buy a round, random event, park: random event
Bookworm	pub: random event, park: read poetry, random event, nightclub: random event
Geek	home: play console, play a board game, mall: arcade, pub: random event, park: random event
Sportsy	beach: play volleyball, swimming race, waterpark: swimming race, pub: random event, park: go for a run, random event, nightclub: random event
Spoiled	
Guitar	home: play guitar, park: random event, nightclub: random event
Gourmand	beach: eat icecream, cinema: buy popcorn, mall: bakery, waterpark: eat icecream, pub: eat a burger, random event, park: picnic, random event
Yandere	pub: random event, park: random event, nightclub: random event
Innocent	pub: random event, park: random event
Workaholic	pub: random event, park: random event, nightclub: random event
Slutty	cinema: practical anatomy lessons, home: watch porn, park: random event, nightclub: random event
Dumb	pub: random event, park: random event, nightclub: random event
Trashy	pub: random event, park: random event, nightclub: random event
Poor	high class restaurant: pay, mall: steal, pub: random event, park: random event, nightclub: random event
Lazy	nightclub: random event
Music	

Talk Topics

When talking to a romanceable character, one of the options is "Talk", allowing you to pick from a list of topics to talk about. Each of the characters has different topics that they prefer to talk about. Some characters will respond well to one topic and others will respond poorly to the same topic. Some topics will only be good to use when certain conditions are met, such as the character's or skills that Mike has acquired.

It is important to remember that even “safe” topics can still have choices that negatively impact your relationship with a character.

The charts below are a matrix that shows each romanceable character in the game and the different talk topics available. ☒ denotes "safe" topics that are largely good ways to increase your relationship with the character. ☐ denotes unsafe topics that will harm your relationship with the character. Blank cells are neutral topics that won't have an effect one way or the other.

Topic	Bree	Mike	Sasha	Samantha	Aletta	Anna	Hanna	Ayesha	Audrey	Camila	Emma
Books	✓	✓	X				✓	X	X ₃	X	✓
Computers	✓	✓	X	✓			✓		X	X	✓
Fashion	X	X	✓	✓			✓		✓	X	
Food	✓	✓	✓				✓	X	✓	X	
Love	✓	X	✓	✓	✓ ₄	✓	✓	X	✓	X	✓
Music		✓				✓		✓		X	
People	X	X	✓	✓			✓			X	X
Politics	✓	X	X	✓			✓		X ₃	X	X
Sex	✓	✓	✓		✓ ₁	✓ ₁	✓	X	✓	✓	✓
Sports		X	✓				✓	X	✓	✓	X
Travels	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓
TV	✓	✓	✓				✓		X ₃	X	
1. Requires ❤️ > 60 2. Most topics have a 50/50 ratio of good and bad answers 3. Not a negative when pregnant 4. Agree with her											

Topic	Kleo	Lexi	Kylie	Alexis	Palla	Shiori	Cassidy	Lavish	Morgan	Minami	Harmony
Books	✓ ₁	X X	X	✓ ₃	X			X	X	✓	
Computers	X	X X	X	X	X			X		✓	
Fashion	✓	✓	✓	✓	X		✓		X	✓	
Food	✓ ₂	✓	✓	✓	✓		✓	✓		✓	
Love	✓	✓ ₃	✓	✓ ₃	✓ ₅	✓		✓ ₆		X	
Music	✓								✓	X	
People				✓		✓			✓	✓	
Politics	✓	X X	X	✓				✓	✓	X	
Sex	✓ ₁	✓	✓	✓ ₃	✓ ₄	✓	✓	✓		✓	
Sports			✓	X X	✓		X	✓	X	X	
Travels	✓	X	✓	✓	✓	✓		✓		✓	
TV	X	✓	X	✓ ₃				✓	X	✓	
1. Requires 🍵 > 25 2. Requires Cooking skill 3. Requires ❤️ > 25 4. Requires ❤️ > 20 5. Requires ❤️ > 40 6. Requires ❤️ > 75											

Morgan has a set of condition that trigger her outcome to every topics :

Topic	Is pregnant	Male >= 75	Male >= 25	🧔 < 75	Else	Always
Books	❤️	-1 ❤️ , -1 🧔 , male +1	❤️ and male -1	🧔	-1 ❤️ , 🧔 , male -1	
Computers	❌	❤️	❤️	❌	-1 ❤️ , 🧔 , male +1	
Fashion	❌	-1 ❤️ , -1 🧔 , male +1	❤️	male -1	❤️ , 🧔 , male -1	
Food	❤️			❤️	🧔	
Love	❤️		❤️	❤️	❤️	If ❤️ >= 50, then male -1
Music	❌	❤️ , -1 🧔 , male +1	❤️	❤️	❤️ and male -1	
People	❌	❤️		🧔	❤️ and male -1	
Politics		❤️		Condition not affected	❌	
Sex	🧔	male +1			❤️	If 🧔 <= 25, then 🧔
Sports	❌	❌	❤️	❤️	🧔	
Travels	❤️	male +1	❤️	❤️ and male -1	❤️	
TV		❌		❤️	🧔	

Emma's talk topics depend on her sexperience (👩🏻). She may react positively, negatively, or not at all to certain topics based on how many times you've had sex with her.

Harmony's talk topics depend on her purity, she have five state of purity :

- Very High Purity : 100 - 90
- High Purity : 89 - 60
- Average Purity : 59 - 40
- Low Purity : 39 - 10
- Very Low Purity : 9 - 0

Topic	Very High Purity	High Purity	Average Purity	Low Purity	Very Low Purity
Books	❤️	❤️	❤️		
Computers	❌	❌	❌	❌	❌
Fashion					
Food	🧔	🧔	🧔	🧔	🧔
Love	❤️	❤️	❤️	❤️	❤️ and 🚫
Music					
People					
Politics	❌	❌	❌	❌	❌
Sex	❌	❌	❤️	❤️	❤️
Sports	❌	❌	❌	❌	❌
Travels	❤️	❤️	❤️	❤️	❤️
TV	❤️	❤️	❤️	❤️	❤️

Desire factors

All romanceable characters have desire factors, which influence the things they like and do not like. When desire factors are an attribute, you get daily love points for being high in that attribute. Other desire factors include good date locations and occasionally date activities.

They can also have not desire factors, being things they do not like. Dates in these locations or actions related to these factors will give lower ❤️, or even ❤️ loss.

Booty call

If the MC has > 75 ❤️, >= 25 🧔, you may call the character up and go directly to the post-date sex scenes without having a date. This sacrifices the ❤️ gain of a date (and any story events that might happen) for the benefits of a sex scene.

Marriage

Some characters can be proposed to. A wedding ring can be [bought in the mall](#). Giving the ring as a gift leads to a proposal. Characters who can be married need to have very high love - this should only be attempted when ❤️ is at or near max, or they will likely say no.

Once accepted, the next Sunday, there will be a wedding.

After the wedding will be a bit of an epilogue, and the game will end. Because of this, you should ALWAYS save before proposing.

Clothing

The MC may purchase clothing in the clothes shop in the mall. The MC can wear one piece of clothing and one accessory. Most clothes add to traits, but some clothes unlock special locations. Some clothes also affect the ❤️ of dates, depending upon their traits. Depending on the traits of the characters, each piece of clothing and accessory you wear has a chance of adding 1 ❤️ to your DPL, if multiple traits apply to the same girl then both will count(for example on Sasha the leather jacket has a 40% chance of gaining 1 ❤️ and 20% chance of 2 ❤️)

Some items are for Mike MC, while differently named variations with the same effects are for Bree.

Clothing that unlocks a location does not need to be worn, merely owned.

Clothing Item	Cost	Effect	Traits Favored	Unlocks	Clothing Item	Cost	Effect	Traits Favored	Unlocks
Leather jacket	100 📦	+5 🧘	Submissive, Rebel		Military fatigues/Leather pants	100 📦	+5 🧘	Submissive, Gourmand	
Tweed blazer/Cardigan	100 📦	+5 📖	Bookworm, Family		Swimsuit	200 📦	+10 🧘	Sportsy	Beach, playing in pool, hot hub
Sweat pants	100 📦	+5 🧘	Sportsy, Dominant		Sport clothes	200 📦	+10 🧘	Sportsy	Gym
Funny shirt	100 📦	+5 🧘	Geek, Playful		Fancy clothes/Dress	200 📦	+10 🧘	Pacifist, Princess	Nightclub, High class restaurant

Accessory	Cost	Effect	Traits Favored	Accessory	Cost	Effect	Traits Favored
Sport shoes	100 📦	+5 🧘	Sportsy, Dominant	Funny badge	100 📦	+5 🧘	Geek, Playful
Geeky pen	100 📦	+5 📖	Bookworm, Family	Military boots	100 📦	+5 🧘	Submissive, Gourmand
Cool sunglasses	100 📦	+5 🧘	Submissive, Rebel	Luxury watch,bracelet	200 📦	+10 🧘	Pacifist, Princess


Piercings

If a romance option has at least 30 🧔 (this number is the same for all characters and all piercings), during the mall date the MC can take their date to the piercing shop and buy or remove piercings. These piercings are generally cosmetic in nature only.





























Nose	Navel	Tongue	Lips	Eyebrow	Nipples	Clit
50 📦	100 📦	200 📦	300 📦	400 📦	500 📦	600 📦

Not all characters support all piercings. In particular only a few support lip and eyebrow piercings.

Collaring

There is a slave collar that can be purchased as a gift at the [sex shop](#). If given to a character, and that character accepts it, their status will change to sex slave and they will wear the collar. If their  ever drops below 50, they will no longer be shown wearing the collar.

At the moment, collaring is not supported for all characters.




Name			Additional Information	Image	Name			Additional Information	Image
Aletta	>=20 ¹	>=90	-		Kat			<i>Available if you follow submission steps</i>	
Alexis	>=20 ¹	>=90	Only if you hired a PI		Kleio	>=20 ¹	>=90	had the sport car during the mechanic event	
Amy	>=20 ¹	>=90	<i>Character is currently a work in progress as apart of a future DLC</i>	File: Amy collar.png	Kylie	>=20 ¹		Should accept it without any restrictions.	
Anna	>=50	>=90			Lavish	>=20 ¹	>=90	Played her spanking events to raise her  to 100	
Audrey	>=20 ¹	>=90			Lexi	>=20 ¹	>=90	gifting her the collar will increase her max  to 100	
Ayesha	>=20 ¹	>=90			Minami	>=20 ¹	>=90	Mike's sicon points = 100	
Bree	>=20 ¹	>=90	Only possible on her maid path		Morgan	>=20 ¹	>=90	Her dialog is different depending on her masculinity >74 >24 <=24	
Camila	>=20 ¹	>=90			Palla	>=20 ¹	>=90	See Note ²	
Cassidy	>=20 ¹		Only possible when she is your pet and her  >=60 or  >=90		Reona			<i>Character is currently a work in progress as apart of a future DLC</i>	
Emma	>=20 ¹	>=90			Samantha	>=20 ¹	>=90	Played path D and Samantha did already dump Ryan (Path E)	
Hanna	>=20 ¹	>=90			Sasha	>=20 ¹	>=90		
Harmony	>=20 ¹	>=90	Purity needs to be <=14		Shiori	>=20 ¹	>=90		

¹The 20  minimum is needed to be able to give gifts.

²To collar Palla you have to play her slave route. In order to do that you have to [receive a phone call from Palla](#) where she calls Mike and tells him that she has problem settling down. Depending on what you choose when she talked to Mike face to face the dialog will play out a bit different but you you have to choose "I want you all to myself" in the upcoming menu in order to flag her slave route. After you have done that, you need to finish the event [Palla explains her situation](#) in order to collar Palla.

Category: [Pages with broken file links](#)

Attributes


There are 3 main attributes for each romance character: Love Points () , Kink Points () , and Girl Points () . Additionally, other characters have additional stats that are described in their own character pages as they offer unique mechanics.


Each character also has their favourite talk topics, favourite gifts, favourite dates and/or television programs. Also each character has their own schedule so you'll have to adjust your schedule depending on what romance you're after.

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 - 1.5 [Gifts](#)
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Love Points

They represent how much a character likes you. Love Points tend to have a cap based upon events; once you reach that cap it will often enable the next event in their story chain. As of this time, many of the characters still have caps below 100, which indicates more story is planned for them in future versions of the game. When you reach 50% , the character will change pose. This can be used as a cue to strike.

In game, this value is represented in a 0-100 scale, and therefore, all the values in this wiki are shown in this same scale. However, internally, it is on a different scale, which means that even if an action/event increases the love points, it may not be reflected in a stat bar change. A notification that  was gained will still appear.

There are multiple ways of increasing (or decreasing) a character's love towards the main character.

 can be gained and lost through interactions with the characters, sending them texts.

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Story events

During story events, the character's love may increase or decrease, sometimes in an unavoidable manner, and other times based on your selections.


Story events are also the only current way of increasing the Love Points cap.




Daily passive Love (DPL)

The first time you met a character every day, the character's  will be modified based on their likes and yourself.

- When a character likes an attribute, love is increased if your attribute current value is higher than the character's love.
- When a character has a trait, love is increased if you are wearing clothes that match that trait. See [clothing](#) for details on which clothing matches which trait.
- When a character likes/dislikes a skill, love is increased/decreased if you have that skill.

Tickling

You can tickle each character once per day. Depending on the character traits,  can be increased or decreased. Their effect stacks, so having a multiple of this trait needs to be considered.

- Playful: +1 
- Dominant: -1 
- Princess: -1 

Talking


You can talk with each character several times a day, but you can only talk about the same topic with that character once per day. Conversations for each topic vary for every character, and may also depend on the hero or the character stat values, or even randomness.

On the site [Romance](#) you can find a table with the different characters and talk topics as a general guide.





Gifts

Giving gifts to a character will increase (or decrease) their love towards you. The exact amount depends on several factors:


- The gift base effect: usually more expensive gifts provide a higher love boost, but this is not always the case. See [items](#) for the base effect of each gift.
- The gift favored traits: each gives have some favored/unfavored traits, and if the character has that trait, the love gain will be increased/decreased.
- The girls likes/dislikes: girls may like or dislike certain gifts, or even certain gifts categories (such as jewellery or books) impacting the love gain. A girl that dislikes an item or its category will never increase their love, they may stay the same or decrease it.
- If the gift is given in the character's birthday, the gain (which may also be negative) will be scaled up by 50%.



- Love gain is reduced by 0.5%  for each time you gifted the same item to that character in the previous 7 days.




Kissing

Each character reacts different when you try to kiss them. Some require a certain event to have happened before allowing it, others require a certain amount of , which may also be modified by . As a general rule, a first kiss will grant +2.5%  while any other kiss will grant +1% .

Compliment





Once per day you have the option to compliment a character. There are three possible outcomes depending on your  and randomness:

- Success (50%): +1% 
- Neutral (30%): no change.
- Fail (20%): -0.5% 

Each  point will increase the success probability by 1%, reducing first the fail probability until 20  and then the neutral probability until 50 .


Dates


When you end a date with a character, additionally to whatever love increase you achieved during the date, their love will also increase. The amount is determined by the date location, and whether the character likes or dislikes that location.

- 0% : Home, Mall.
- 0.5% : Cinema.
- 1% : Club, Restaurant, Nightclub, Park, Waterpark.
- 1.5% : Beach.



If the character likes/dislikes that date location, the love increase will be scaled up/down by 50%.

Texts

Once you get a character's number, and if she is not present in the same room, you can send them a text message. At 15 , sexy messages are unlocked and at 30 , dirty text messages are unlocked.

Be careful not to write text messages to characters that are sleeping, or instead you will get -1% .

Kink Points

If Kink Points are positive, it is a measure of how submissive they are, and the icon is a pair of handcuffs (). If Kink Points go negative, it is a measure of how dominant they are and the icon is a whip (). Only certain characters can go into Dom Points (currently [Sasha](#), [Aletta](#) and [Cassidy](#)), and this opens up alternative scenes with them.

Kink Points can be raised by giving them "A sex slave's story" book purchased in the bookstore, or lowered by giving "Mistress Amanda".

Additionally, the sexy dress, slutty dress, and sexy swimwear can be gifted to each person once for a large 🍷 bonus (do keep in mind that some of these gifts require a certain 🍷 value to be accepted).

It can also be raised (+1 🍷 per action) by:

- spanking, but only once they have reached 10 🍷, and is no more effective past 25 (Some characters like Lexi don't require the 10 🍷)
- grabbing their boobs, but only once they have reached 25 🍷, and is no more effective past 50 (it still gives the girl +1 ❤️, nice to increase love fast)
- patting their head, , but only once they have reached 50 🍷 (it still gives the girl +1 ❤️, nice to increase love fast)

Watching S&M Porn with characters at home (for characters who do not live at home this can be done on home dates) will raise 🍷 as well.

Raising Kink Points will open new options, such as piercing, collaring, agreeing to have unprotected sex.

Girl Points 🍷

Girl Points are a measure of how likely it is that a girl will agree to same-sex (think Sasha & Bree) romantic content depending on the sex of the participants.

- If a girl is over 90% 🍷, she won't date Mike.
- If a girl is over 80% 🍷, she won't kiss Mike.
- If a girl is over 60% 🍷, she won't have sex with Mike.
- If a girl is under 40% 🍷, she won't have sex with Bree.
- If a girl is under 20% 🍷, she won't kiss Bree.
- If a girl is under 10% 🍷, she won't date Bree.

Additionally, scenes that include more than two characters may also be gated by 🍷.

🍷 can be modified by different actions.

Gifts can also modify 🍷:

- Yuri manga (+5 🍷)
- Porn magazine (-5 🍷)

Compliment

Complimenting a character, if successful, will modify 🍷 if it is preventing it to date that character.

- Mike (🍷 > 90%): -5% 🍷
- Bree (🍷 < 10%): +5% 🍷

Kissing them, once possible, will have a similar effect.

This page was last edited on 5 August 2024, at 10:14.

Items

(Redirected from [Gift items](#))

In Love & Sex there is a bunch of gift items you can give to the girls. Some of them change their Outfits and others affect their stats. The list is incomplete and only valid for game version 20.10.3 at the moment. With the ongoing development of more girls will have their missing outfits and collaring options added in the future.

You can't gift anything to the girls if they are at work.

For now this site focuses on the Male MC side of the story.

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Clothes shop

Men's clothing

Clothes	Price	Effect	Accessories	Price	Effect
Fancy Clothes ¹	200 	+10 	Cool Sunglasses	100 	+5 
Funny Shirt	100 	+5 	Funny Badge	100 	+5 
Leather Jacket	100 	+5 	Geeky Pen	100 	+5 
Military Fatigues	100 	+5 	Luxury Watch	200 	+10 
Sport clothes ²	200 	+10 	Military Boots	100 	+5 
Sweat Pants	100 	+5 	Sport Shoes	100 	+5 
Swimsuit ³	200 	+10 			
Tweed Blazer	100 	+5 			























¹Unlocks the restaurant as a date option and the nightclub

²Unlocks the gym

³Unlocks the waterpark as well as the pool and hot tub (if it has been fixed) during dates and hotter seasons. Also unlocks the beach if a vehicle is owned.










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Girl's clothing

Item	Price	Effect	Additional information	Item	Price	Effect	Additional information
Cute swimsuit	200 	+4 	gift	Sexy dress	200 	+5 	gift, check the Sexy dress table below
Cute top	100 	+2 	gift	Sexy swimsuit	100 	+5 	gift, check the Sexy swimsuit table below
Fancy purse	400 	+6 	gift	Lingerie	150 	+3 	gift
Fancy shoes	200 	+4 	gift	Shoes	100 	+2 	gift
Nice scarf	50 	+1 	gift	Slutty dress	400 	+10 	gift, check the Slutty dress table below
Purse	200 	+4 	gift				

Sexy dress









In order to see the dress you have to invite them to a date at the fancy restaurant or the nightclub. Can only be gifted once.

Name			Additional Information	Name			Additional Information
Aletta	$\geq 20^1$	≥ 30		Harmony	$\geq 20^1$		
Alexis	$\geq 20^1$	≥ 30		Kleio	$\geq 20^1$	≥ 30	
Amy	$\geq 20^1$	≥ 70		Kylie	$\geq 20^1$	≥ 30	
Anna	$\geq 20^1$	≥ 30		Lavish	$\geq 20^1$		Gives the +5  boost, but the dress is not wearable
Audrey	$\geq 20^1$	≥ 30		Lexi	$\geq 20^1$	≥ 30	
Ayesha	$\geq 20^1$	≥ 30		Minami	$\geq 20^1$	≥ 30	 = 100
Bree	$\geq 20^1$	≥ 30		Morgan	$\geq 20^1$		
Camila	$\geq 20^1$	≥ 30		Palla	$\geq 20^1$	≥ 30	
Cassidy	$\geq 20^1$	≥ 30	She will also accept regardless of current  level if she is your pet.	Samantha	$\geq 20^1$	≥ 30	
Emma	$\geq 20^1$	≥ 30		Sasha	$\geq 20^1$	≥ 30	
Hanna	$\geq 20^1$	≥ 32		Shiori	$\geq 20^1$	≥ 50	She will also accept regardless of current  level if  ≥ 100

¹ The 20  minimum is needed to be able to give gifts.

Sexy swimsuit

Can only be gifted once.



Name			Additional Information	Name			Additional Information
Aletta	$\geq 20^1$	≥ 60		Harmony	$\geq 20^1$	≥ 60	 ≤ 24
Alexis	$\geq 20^1$	≥ 60		Kleio	$\geq 20^1$	≥ 60	
Amy	$\geq 20^1$	≥ 70		Kylie	$\geq 20^1$	≥ 60	
Anna	$\geq 20^1$	≥ 60		Lavish	$\geq 20^1$	≥ 50	She will also accept regardless of current  level if her hidden sleaze level is ≥ 8
Audrey	$\geq 20^1$	≥ 60		Lexi	$\geq 20^1$	≥ 60	
Ayesha	$\geq 20^1$	≥ 60		Minami	$\geq 20^1$	≥ 60	 = 100
Bree	$\geq 20^1$	≥ 60		Morgan	≥ 20	≥ 60	Masculinity must be less than 40
Camila	$\geq 20^1$	≥ 60		Palla	$\geq 20^1$	≥ 60	
Cassidy	$\geq 20^1$	≥ 60	She will also accept regardless of current  level if she is your pet.	Samantha	$\geq 20^1$	≥ 60	
Emma	$\geq 20^1$	≥ 60		Sasha	$\geq 20^1$	≥ 60	
Hanna	$\geq 20^1$	≥ 60		Shiori	$\geq 20^1$	≥ 60	

¹The 20  minimum is needed to be able to give gifts.

Slutty dress

The slutty dress can be gifted only once, with rejections cancelling the gifting process (allows you to try again later).

Name	Wearable			Additional Information	Name	Wearable			Additional Information
Aletta		$\geq 20^1$			Kleio		$\geq 20^1$		
Alexis		$\geq 20^1$			Kylie		$\geq 20^1$		Also gives +1 
Anna		$\geq 20^1$			Lavish		$\geq 20^1$		
Audrey		$\geq 20^1$	≥ 70		Lexi		$\geq 20^1$		
Ayesha		$\geq 20^1$			Minami		$\geq 20^1$	≥ 70	 = 100
Bree		$\geq 20^1$			Morgan		$\geq 20^1$		
Camila		$\geq 20^1$			Palla		$\geq 20^1$		
Cassidy		$\geq 20^1$			Samantha		$\geq 20^1$		
Emma		$\geq 20^1$			Sasha		$\geq 20^1$		
Hanna		$\geq 20^1$			Shiori		$\geq 20^1$		
Harmony		$\geq 20^1$							

¹The 20  minimum is needed to be able to give gifts, with the exception of the receiver's birthday, which requires 10 .



Pure Casual

Pure casual was added to the game in update 24.11 (26 Nov 2024), it be purchased from the Clothes Shop under 'For someone'.

(Since it is new details are still being understand this section needs work)

The pure casual can be gifted only once, with rejections cancelling the gifting process (allows you to try again later).

Name	Wearable			Additional Information	Name	Wearable			Additional Information
Amy	✗	$\geq 20^1$			Kat	?	$\geq 20^1$		
Aletta	✗	$\geq 20^1$			Kleio	✗	$\geq 20^1$		
Alexis	?	$\geq 20^1$			Kylie	?	$\geq 20^1$		
Anna	✗	$\geq 20^1$			Lavish	✗	$\geq 20^1$		
Audrey	✗	$\geq 20^1$			Lexi	✗	$\geq 20^1$		
Ayesha	✗	$\geq 20^1$			Minami	✗	$\geq 20^1$		
Bree	✗	$\geq 20^1$			Morgan	✗	$\geq 20^1$		
Camila	?	$\geq 20^1$			Palla	✗	$\geq 20^1$		
Cassidy	✗	$\geq 20^1$			Samantha	✗	$\geq 20^1$		
Emma	✗	$\geq 20^1$			Sasha	✗	$\geq 20^1$		
Hanna	✗	$\geq 20^1$			Shiori	✗	$\geq 20^1$		
Harmony	?	$\geq 20^1$							




¹The 20  minimum is needed to be able to give gifts, with the exception of the receiver's birthday, which requires 10 .



Pure Date

Pure date was added to the game in update 24.11 (26 Nov 2024), it be purchased from the Clothes Shop under 'For someone'.























(Since it is new details are still being understand this section needs work)

The pure date can be gifted only once, with rejections cancelling the gifting process (allows you to try again later).

Name	Wearable			Additional Information	Name	Wearable			Additional Information
Amy	✗	$\geq 20^1$			Kat	?	$\geq 20^1$		
Aletta	✗	$\geq 20^1$			Kleio	✗	$\geq 20^1$		
Alexis	?	$\geq 20^1$			Kylie	?	$\geq 20^1$		
Anna	✗	$\geq 20^1$			Lavish	✗	$\geq 20^1$		
Audrey	✗	$\geq 20^1$			Lexi	✗	$\geq 20^1$		
Ayesha	✗	$\geq 20^1$			Minami	✗	$\geq 20^1$		
Bree	✗	$\geq 20^1$			Morgan	✗	$\geq 20^1$		
Camila	?	$\geq 20^1$			Palla	✗	$\geq 20^1$		
Cassidy	✗	$\geq 20^1$			Samantha	✗	$\geq 20^1$		
Emma	✗	$\geq 20^1$			Sasha	✗	$\geq 20^1$		
Hanna	✗	$\geq 20^1$			Shiori	✗	$\geq 20^1$		
Harmony	?	$\geq 20^1$							

¹The 20  minimum is needed to be able to give gifts, with the exception of the receiver's birthday, which requires 10 .


Book store

Book	Price	Available	Effect	Additional Information	Book	Price	Available	Effect	Additional Information
Charm book	100 	Anytime	+2  Time +4h	one time use	Yuri Manga	50 	Anytime	+5 	gift
Fun book	25 	Anytime	+4  Time +2h	one time use	Skill book: Massage	200 	Monday	teaches the massage skill	use it 10 times to learn the skill
Knowledge book	100 	Anytime	+2  Time +4h	one time use	Skill book: Guitar	200 	Tuesday	teaches the guitar skill	use it 10 times to learn the skill
Leather bound Bible	100 	Anytime	+1 	gift	Skill book: Cooking	200 	Wednesday	teaches the cooking skill	use it 10 times to learn the skill
Romance novel	30 	Anytime	+1  -1 	relevant for Harmony	Skill book: Sexperience	200 	Thursday	increases your sexperience ¹	use it 10 times to use up the book
A Sex Slave's Story	50 	Anytime	+1 	gift	Skill book: Shibari	200 	Friday	teaches you the bondage skill	use it 20 times to learn the skill
Mistress Amanda	50 	Anytime	-1 	gift	Skill book: S&M	200 	Saturday	teaches you s&m skill	use it 20 times to learn the skill
Porn magazine	50 	Anytime	-5 	gift	Skill book: Fertility	200 	Sunday	teaches you fertility assessment skill	use it 10 times to learn the skill











Note: The seven purchasable skill books are sold one per day with the order looping every in-game week as follows:

- Monday - Massage
- Tuesday - Guitar
- Wednesday - Cooking
- Thursday - Sexperience
- Friday - Shibari
- Saturday - S&M
- Sunday - Fertility







The only book that can be purchased repeatedly is the Sexperience book once each week; all others will become unavailable after buying them for the first time.

¹The Sexperience book is different to the others in that using it does not grant a unique skill after ten uses, instead adding to your sexperience count each time and it can continue increasing this counter even after using up a single copy, unlike all of the others that have no further use once the skill has been learned. This means that the player can buy multiple copies of the Sexperience book when it is available and use them to pass time while also gaining gradually increased  recovery, rather than waiting an in-game hour using the button on the HUD if there's nothing that the player needs or wishes to do at the time.

Bakery





Products	Price	Effect	Additional Information
Cake	10 	+1 	one time use
Candies	5 	+1 	gift
Energy drink	25 	+1 	one time use
Mint candies	25 	+1 	one time use
Pastry	25 	+1 	one time use

Coffee shop







Products	Price	Effect	Additional Information
Coffee	25 	+1 	one time use
Cappuccino	50 	+2 	one time use
Moka	100 	+3 	one time use

Drug store

All items are consumed when used.

Product	Price	Effect	Additional Information	Product	Price	Effect	Additional Information
Box of condoms	100 	birth control	contains 10 condoms	Smaller Staff Pill	5000 	Decreases penis size	
Condom	10 	birth control		Blue Pill	200 	Instantly restores libido	Temporarily reduces natural libido recovery
Medicine	50 	cures sickness		Contraceptive Pill	100 	Birth control	For BreeMC
Sunscreen lotion	50 		Adds action at beach and pool	Pregnancy Test	100 		For BreeMC
Bigger Staff Pill	5000 	Increases penis size		DNA Test	500 		For BreeMC

Electronic store

Product	Price	Effect	Additional Information	Product	Price	Effect	Additional Information
Spy camera	100 	-	one time use	Electric guitar	1000 	-	-
Zbox 360	200 	-	allows you to play videogames in the living-room	Fitness machine	600 	-	random chance to gain fitness during sleep
Charm machine	600 	-	random chance to gain charm during sleep	Knowledge machine	600 	-	random chance to gain knowledge during sleep





Flower shop

Product	Price	Effect	Additional Information
Flowers	50 	+1 	gift
Lots of flowers	100 	+2 	gift

Jewelry Shop






Item	Price	Effect	Additional Information	Item	Price	Effect	Additional Information
Silver bracelet	50 	+1 	gift	Gold necklace	750 	+3 	gift
Silver necklace	100 	+2 	gift	Diamond necklace	1000 	+4 	gift
Gold bracelet	500 	+2 	gift	Wedding ring	5000 	allows you to propose	use it to see one of the good endings

Car dealer

Vehicle	Price	Effect	Additional Information
Bike	500 	-	+swimsuit unlocks woods & beach will advance time by 2 hours when travelling to and from the beach
Car	5000 	-	+swimsuit unlocks woods & beach for dates beach travel will no longer advance time
Sports car	20000 	-	+swimsuit unlocks woods & beach for dates Allows 100  for Kleio after her car mechanic event

Mall ground floor shop

This is an invisible shop. To buy something from this shop use the shop icon in mall entrance screen in the ground floor.

Item	Price	Effect	Additional Information
Baseball bat	50 	-	used on Alexis on the PI path
Luxury bed	200 	you need less sleep to regain 	-
Teddy bear	100 	+1 	gift

Sex shop


Most of the toys you can buy at the sex shop can be used during the hot coffee scene (not possible with every girl).

Item	Price	Effect	Additional Information	Item	Price	Effect	Additional Information
Anal beads	200 	-	after date scene: Sasha,	Double Dildo	600 	-	
Blindfold	200 	-	after date scene: Samantha,	Handcuffs	200 	-	
Bondage ropes	200 	-	after date scene: Sasha,	Slave collar	100 	+2 	see collaring table
Box of condoms	100 	-	contains 10 condoms	Vibrator	200 	-	
Butt plug	200 	+2 	can be gifted to the girls, unlocks anal for Shiori	Cosplay outfit	500 	-	not implemented at the moment
Dildo	400 	-		Large dildo	800 	-	

Dark Alley

Item	Price	Effect
Weed	1 00 	+2  +5 
Drug	200 	+5  +10 

etc

- Fantasy book (signed)
- Bible
- Bree's sweater
- Crucifix
- Lavish's tie
- Minami's sweater
- 4 Leaf Clover
- Cologne
- Fitness book
- Great bands of History
- Kylie's cookies
- Lexi's panties (Grants MC +5 )
- Protein powder
- Shiori's milk
- Sis xXx Kiss
- Valentine chocolates
- Danny's corpse
- Gun
- Lavish's lucky panties
- Taser

This page was last edited on 19 February 2025, at 04:13.

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Calendar

The game is structured around a year of four seasons (Spring, Summer, Fall, Winter) with 31 days each, so a full year comes to 124 days. You can determine the starting date as well as the MC's birthday at the beginning of the game. The starting day is always a Monday, the weekdays are calculated accordingly.

Season-specific locations

Some [locations](#) are season-specific: The beach is only open in Summer, the waterpark opens in Spring and closes in Fall. Swimming in the pool will be impossible by Fall also. This restricts the progress on some characters, although the game offers alternatives for most events. The following table lists the season-critical events:

Event	Season	Location	Requirement	Story	Notes
Alexis: Beach Date	Summer	Beach	car/sports car	✓	
Bree: Beach BJ	Summer	Beach	car/sports car	✗	
Camila: Park Date	Spring/Winter	Park		✓	
Home Harem: Beach Date	Summer	Beach	car/sports car	✗	
Kylie: Christmas Event	Winter	Home		✗	leads to Game Over
The Master	Summer	Beach	any vehicle	✗	teaches you martial arts, necessary for finishing Cassidy's storyline
Minami	Summer	Beach	vehicle & swimsuit	✓	at least one is necessary to get Minami back to 100 
	Spring/Summer	Waterpark	swimsuit		
Halloween Party	Fall	Home	Bree & Sasha not left game	✗	Recurring each year
Christmas Party	Winter	Office	Mike not fired, Cassidy not left game	✗	Special sex scene, recurring each year

General




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Holidays and birthdays

There are five holidays: New Years Day (Spring 1), Valentine's Day (Spring 14), Independence Day (Summer 4), Halloween (Fall 31), Christmas (Winter 25). Christmas is treated like a Sunday, so the office is closed. There are two seasonal events, the [Halloween party](#) and the [Christmas party](#).

On his birthday, Valentine's Day and Christmas, Mike MC will receive gifts from the girls he meets (if  >= 20 for birthday,  >= 25 for Christmas and  >= 50 for Valentine's). Most characters have a specific list of items to give and if he already has that item they will skip to the next one or give you something generic (cake or chocolate). After forming the [Home Harem](#), Bree and Sasha also have a [special birthday surprise](#) for Mike.

Mike MC can ask the girls for their birthday and interact with them on the respective day (see below). There is an extra talk topic and if you give the girl a gift, the  gain (or loss) will be scaled up by 50%. [Bree](#), [Sasha](#) and [Samantha](#) each have special dates that can be played only on their birthday.

This page was last edited on 17 February 2025, at 19:06.

	 Spring	 Summer	 Fall	 Winter
1	New Year's Day		Alexis' birthday	
2		Dwayne's birthday		Scottie's birthday
3	Lavish's birthday			Camila's birthday
4		Independence Day		
5		Lexi's birthday		
6				
7			Bree's birthday	
8		Samantha's birthday		
9	Cassidy's birthday			
10				
11				
12		Jack's birthday		
13				Kylie's birthday
14	Valentine's Day		Palla's birthday	Aletta's birthday
15				Morgan's birthday
16		Audrey's birthday		Kleio's birthday
17			Angela's birthday	
18				
19				
20				
21	Sasha's birthday			
22			Harmony's birthday	Mike's birthday (Bree MC)
23	Shiori's birthday			
24				
25		Minami's birthday		Christmas
26		Anna's birthday		
27	Emma's birthday			
28				
29			Cherie's birthday	Ayesha's birthday
30			Hanna's birthday	
31			Halloween	

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Locations

This list of locations shows how you can gain access to various other locations in the game. While this list does not show every combination on how to get to another location it shows a simple way on how to get to any other location on the map.

Contents [hide]

1

MC House

1.1

Living-room

1.2

Hallway

2

City

3

Mall

3.1

Ground floor

3.2

Upper floor

3.3

Invisible vendors

4

Office

5

Night Club


6

Event locations


MC House

Living-room


The following locations are accessible through the Living-room in the MC's home




City




Living-room




Front porch



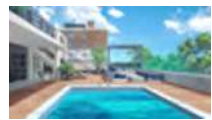
Hallway¹



Kitchen



Mike's bedroom



Pool

¹ Only accessible through the living-room

Hallway

The following locations are accessible through the Hallway in the MC's home



Living-room



Bathroom



Bree's bedroom



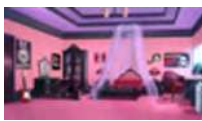
Hallway



Attic



Minami's
bedroom¹



Sasha's
bedroom

¹The attic is only accessible before Minami moves in with Mike. After that event the attic will be replaced with Minami's bedroom.

City

The following locations are accessible through the City



Street



Mall



Living-room



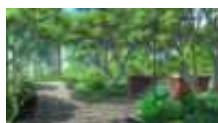
Beach¹



Church



Forest



Park



Rooftop²



Police station³



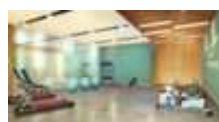
Trailer park



Waterpark⁴



Car workshop



Gym⁵



Karting Track



Maid cafe⁶



Cinema



Office



Nightclub⁷



Pub



Studio⁸



University



Dark alley



Sex shop



Strip club



Cemetery⁹

¹For access to the beach you have to buy a vehicle (bike/car/sportscar) AND you have to buy a swimsuit at the mall. Only accessible in Summer!

²Only accessible after [Kleio calls](#)

³You have to either play [Alexis police path](#) or gather evidence against Kylie ([Assault](#)|[Stalker](#)) to get access.

⁴For access to the Waterpark you have to buy a swimsuit. Only accessible in Spring and Summer!

⁵For access to the gym you need to buy gym clothes at the clothes store in the mall.

⁶For access to the maid café you have to play [Bree's maid path](#).

⁷For access to the nightclub you need to buy fancy clothes at the clothes store

⁸For access to the studio you have to [join Sasha's band](#).

⁹For access to the cemetery you have to [take a shortcut through the cemetery after a date with Ayesha](#).

Mall

The mall is open between 07:00 and 18:00.

Ground floor

The following locations are accessible through the mall's ground floor.



[City](#)



[Mall ground floor](#)



[Mall upper floor](#)



[Arcade](#)



[Bakery](#)



[Book store](#)



[Clothes shop](#)

Upper floor

The following locations are accessible through the mall's upper floor.



[Mall ground floor](#)



[Mall upper floor](#)



[Coffee shop](#)



[Drugstore](#)



[Electronic store](#)



[Flower shop](#)

Invisible vendors

There are a few shops which don't appear at the map. Those can be accessed through an icon in the mall:

1. Barber shop ("Get a haircut" icon)¹
2. Hotdog vendor ("Eat a hotdog" icon)
3. Gift shop ("Shop" icon)

¹Can only be done once a week.

Office

The following locations are accessible through the office.



[City](#)



Aletta's office



Break room



Mike's office



[Office](#)

Night Club



[City](#)



[Nightclub](#)



Rest room



VIP

Event locations

Beside the many accessible locations there are a few that are only accessible through certain events:

1. Fancy restaurant (only during a date)
2. Cassidy's home (story event)
3. Aquarium (story event)
4. Shooting range (story event)
5. Hospital (story event)

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Wiki Resources

If you're editing the wiki here are a few things that might be useful. Copy them from this site to include them into the articles.

Contents [hide]

1 Icons

1.1 Needs

1.2 Player Attributes

1.3 Romance

1.4 Others

Icons

Needs

- Energy: ⚡
- Hunger: 🍴
- Grooming: 🧴
- Fun: 😄

Player Attributes

- Fitness: 🏋️
- Knowledge: 📖
- Charm: 🌸
- Morality: 😇
- Immorality: 😈

Romance

- LP: ❤️
- KP: 🧠
- DP: 🔑
- GP: 🏆

Others

- Money: 💰
- Stamina: 🍆
- Datescore: 🌹
- Sexperience: 🍌
- Masculinity: ♂

Dates


Taking a character out on a date serves two purposes: It may be necessary for the character's story progression, and it gives the MC a chance to have sex with them.

This page explains the game's dating mechanic in some more detail. Note that some story events will also appear as "dates" but do not follow this mechanic, while others will trigger within a regular date.



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- 1 [Date appointments](#)
- 2 [Date locations](#)
 - 2.1 [Afternoon dates](#)
 - 2.2 [Evening dates](#)
 - 2.3 [Going to the club](#)
- 3 [Date score](#)
- 4 [After-date scene](#)
 - 4.1 [Mike MC](#)
 - 4.1.1 [Sexperience](#)
 - 4.1.2 [Stamina](#)
 - 4.2 [Bree MC](#)

Date appointments

To ask a character out on a date, you can either talk to them in person or call them through the phone, provided you have their number and they pick the call. As a general rule, they will accept the date if their  ≥ 25 . For some characters, you need to progress their story to a certain point for them to become dateable.

If the character is up for it, you can choose when you want the date to happen. You can make the appointment up to one week into the future. For dates on Saturday or Sunday, you can choose whether the date is for the afternoon (14:00) or the evening (20:00). This has consequences for the date location, as explained below. Afternoon dates can be extended into the evening if they are successful. Dates on weekdays always happen in the evening at 20:00. If you want to ask for a date on the same day, you will have to do it at least one hour before the date is supposed to start.

Characters with  ≥ 50 will sometimes ask you on a date. In that case, they will propose a time for you to accept. If you decline, they will lose a small amount of .

Once you have made the appointment, it will show up in the calendar on your phone. A character can only have one date appointment at a time. The appointment can be canceled the same way that you made it, by talking to the character or through the phone. Note, however, that you can only call every character once per day. Cancelling a date makes the character lose -3  (which is still better than not going).

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Full Version A-H

Full Version K-S



FAFOW DLC

Base Game Harems

FAFOW DLC

Harems

Tools

When the hour to go on the date comes, an action icon to take the person on the date will appear. If you are in the same spot with the character, they will also suggest to go on the date, but you can decline if you are not ready. Be warned, some events will cause you to miss the date time. You can still go on the date at a later hour than agreed, but the character will lose some  and it will be harder to have a successful date (see below). If you miss the date, you can still call and cancel the date as long as you do it before the date was scheduled to end. If you miss the date without canceling on time, the character will lose -20  for being stood up. If you "double booked" two characters for the same time, you will get to chose which appointment to keep and which to miss.


Date locations

Depending on the hour of the date, you can chose between different locations for the date. Each location has different activities to do and will cost a different amount of money. The characters also have different preferences which locations they like for a date. Some story events require you to take the character on a date at a specific location.

Afternoon dates












Afternoon dates happen on Saturday or Sunday from 14:00 to 18:00. The following locations are available:

	Cost	Activities	Notes	
Beach		build sandcastle, play volleyball (±2 ) , play in the sea, swimming race (±2 ) , suntan, eat icecream	only in Summer, swimsuit, car/sports car	
Nudist beach				after Jack told you about nudist beach
Cinema	30 	buy popcorn, watch movie, fool around with your date		
Home		chat, play guitar, eat snacks, play console (±2 ) , play boardgames (±2 ) , watch tv, swim in pool, hot tub	you can have sex in the hot tub if it has been repaired for 5000 	
Mall		go shopping, shoplift, play in arcade, have coffee, eat pastry, take photo, go karting, visit piercing shop		
Park		go for a run, hold hands, have a picnic, recite poetry, look at clouds		
Water park	10 	waterslide, eat icecream, play in pool, race in pool (±2 ) , go to spa	only in Spring/Summer, swimsuit	


If you reach  >= 45 (+10 for every hour you were late) by the end of an afternoon date, your partner will suggest to continue elsewhere. You can then select a location for the evening.

Evening dates






Evening dates happen on any day of the week from 20:00 to 0:00. The following locations are available:

	Cost	Activities	Notes
Cinema	30 	buy popcorn, watch movie, fool around with your date	
Home		chat, play guitar, eat snacks, play console (± 2 ) , play boardgames (± 2 ) , watch tv, swim in pool, hot tub	you can have sex in the hot tub if it has been repaired for 5000 
Pub	10 	eat a burger, buy a round, buy a drink, play darts (± 2 ) , play pool (± 2 )	
Restaurant	100 	touch hands, order (+1 ) , eat dinner, pay dinner (+1 )	
Stripclub	30 	dance on stage	only available for Hanna




Going to the club

If you reach  ≥ 45 (+10 for every hour you were late) by the end of an evening date on a Friday or Saturday, your partner will suggest to end the date at the nightclub. In the club, you can dance with your partner and buy them drinks until 5:00.

Date score

On a date, you'll have a bar at the top of the screen, called Date Score (). A full bar means a successful date. Every action that increases  will fill the bar and every action that decreases  will deplete it, so take care what you do or say. A positive action can still increase  if the character is already at maximum .

You can influence the date score through the following factors:

- **Punctuality:** If you show up late, you will lose points
- **Location:** All characters have different preferences which locations they like or dislike (see the infobox on the character page). Your starting score will be ± 25 , respectively. Your partner will also remember where you took them on the last date, and if you take them there again you will lose an additional -10 .
- **Activities:** Every date location has specific activities (as listed above). All characters have certain preferences. Some activities are also an opportunity to gain or lose .
- **Interactions:** You also have the regular character interaction menu available during the date. It is advisable to not use up actions that can only be performed once per day (like complimenting or gifting) before the date starts.

Some story events require a certain  threshold to be reached.

After-date scene

After a successful date, your partner may suggest to have some 'hot coffee' at your place which triggers the after-date sex scene. The conditions are different for Mike MC and Bree MC:

Mike MC

For Mike MC, the following conditions must be met for the after-date scene:

- 🍷 ≥ 100 (minus 5 for every drink your partner had at the pub or the nightclub during the date)
- ❤️ ≥ 50 (not necessary if your partner had at least 3 drinks at the pub or the nightclub)
- Mike MC has stamina 🍆 (see below)

For some girls, you need to progress their story to a certain point before they will have sex. [Ayesha](#) will have sex at ❤️ ≥ 20 .

Below a certain ❤️ threshold, a girl will insist that Mike uses a condom. If he tries to do it raw and the girl is just under the threshold, Mike will comply. Otherwise the girl will get very angry.

Further information on birth control and the pregnancy mechanic can be found [here](#).

Sexperience

Every time that Mike MC has sex with a girl, he gains sexperience points. The current level can be checked in the phone under personal information. It is also possible to increase sexperience through a [skill book](#).

Sexperience is needed to unlock more options during the after-date scene, such as additional positions, foreplay, or anal sex. For some girls, you also need a certain 🧠 level, or a specific [item](#). The options for each girl are described on her character page. Mike also needs a certain sexperience to be able to pull out in time if he is having sex without a condom.

Mike's sexperience is a global stat, so it will increase with every girl. Besides this, the game also keeps track of the individual sex count for each girl which you can see on the character card.

Stamina

Since version 22.2.0, the game implements a stamina mechanic for Mike MC. If his stamina has not recovered since the last time he had sex, he will be exhausted and decline the girl's request for 'hot coffee'. When Mike MC's stamina has recovered, an eggplant symbol (🍆) is visible in the personal information on his phone.

Stamina is calculated in hours since the last time Mike MC had sex. The base recovery time is 120 hours (= 5 days). Choosing 'erectile problems' during the [introductory questions](#) increases the base recovery time to 240 hours, the 'high libido' trait reduces it to 90 hours.

The recovery time is also reduced by Mike MC's level of 🧠 and his sexperience. (one 🧠 removes one hour from the recovery time, two sexperience also remove one hour from the recovery time)

Using the blue pill from the [drug store](#) restores stamina immediately. However, every time Mike MC takes a blue pill, an exponentially increasing (!) value is added to his recovery time.

Bree MC

For Bree MC, at least one of the following conditions must be met:

- 🍷 ≥ 100 (minus 5 for every drink your partner had at the pub or the nightclub during the date)
- ❤️ ≥ 75
- had sex with the character already

Additionally, Bree MC's morality stat must be below a certain threshold:

- 😊 ≤ -25 for the first date
- 😊 ≤ 0 for the second date
- 😊 ≤ 25 for the third date
- 😊 ≤ 50 for the fourth date
- 😊 ≤ 75 for the sixth date

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Mike as MC

Bree as MC

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The Hero



Biographical information

Marital status

Single

Age

25

Date of birth

Changes for each new game

Physical description

Gender

Players Choice (Male/Female)

Needs

The hero has four main needs that he has to keep up in order to do perform activities, such as talking to girls or working. The starting maximum value for each need is 10, but some can be increased based on your attributes.

- If any of your needs drop to 5 or lower, it will block a small amount of activities.
- If any of your needs drop to 3 or lower, the need will turn yellow and most of your activities will be blocked.
- If any of your needs drop to 0, it will turn red and almost every activity will be blocked, except for the most basic of actions (sleeping, eating and recovering whatever need is in red).



Energy

- How much stamina you have before needing to rest.
 - Every 10 strength increases your max energy by 1 (I've been able to get mine to 20).
- Energy can be recovered by:
 - Sleeping (my bedroom). Energy recovered varies based on time slept. You also recover more energy for less time if you have the luxury bed (electronic store in the mall).
 - NOTE: You can not sleep if your hunger is 0.
 - Drinking coffee (kitchen). This is a free action that can be taken once per day. +2 energy.
 - Taking a break (office). This is a free action that can be taken once per day, if you work. +1 energy, +1 fun.
 - Taking a nap (my bedroom or park sometimes). +2 energy but it also costs 0.8 energy for whatever reason. Might be an oversight?
 - Drinking an energy drink (bakery, 25\$, consumable).



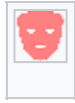
Hunger

- How hungry you are.
 - Max hunger can not be increased past 10.
- Hunger can be recovered by:
 - Having a meal (kitchen). +9 hunger. You can not eat if your hunger is 10, or if you have recently had a meal.
 - Eating a hot dog (mall, 5\$). +2 hunger. Time does not pass when you take this action.
 - Eating a hamburger (pub, 25\$). +7 hunger. Time does not pass when you take this action.
 - Eating a pastry (bakery, 25\$, consumable). +1 hunger.



Grooming

- How smelly and dirty you are.
 - Max grooming can be increased by some attribute (I think it's charm but I need confirmation).
- Grooming is be recovered by:
 - Taking a shower (bathroom). +7.7 grooming.
 - NOTE: At lower level of friendness, your housemates will not allow you in the bathroom alongside with them. If you are already in the bathroom and time passes, they will ask you to leave. If you go into the bathroom while they are in there, you will lose friendness.
 - Eating a mint candy (bakery, 25\$, consumable). +1 grooming.



Fun

- How bored you are.
 - Max fun can be increased by some attribute (I think it's knowledge but I need confirmation).
- Fun can be recovered by:
 - Watching TV (living room). +1 fun.
 - Playing video games (after buying or being gifted the Z-box). +2.5 fun.
 - Playing a game (mall, arcade, 1 \$). +2.5 fun.
 - Taking a break (office). This is a free action that can be taken once per day, if you work. +1 energy, +1 fun.
 - Reading the fun book (bookstore, 25\$). +4 fun.
 - Watching a movie (movie theater, 10\$). +4 fun.
 - Masturbating (living room, free action, requires yellow or red fun). +1 fun. This is a free action that can be taken once per day.
 - Complimenting girls. +1 fun. This is a free action that can be taken once per day, per girl.
 - Partying (nightclub which takes \$15 as an entry fee, requires fancy clothes to be equipped, \$50). +5 fun, +3 charm.

Also, when you get a girl's phone number, they will randomly send you text messages. These text messages will recover your fun for free.

Attributes

Fitness

- Your physical capabilities.
- Fitness increases your maximum energy and is favored by Sasha.
- Fitness can be increased by:
 - Doing push ups (bedroom, all needs must be above 5). 50% chance to gain 1 fitness.
 - Swim (pool or water park, requires bathing suit, spring and summer only). +1 fitness.
 - Running (park, requires sport clothes). +1 fitness.
 - Light training (gym, requires sport clothes). +2 fitness.
 - Heavy training (gym, requires sport clothes). +4 fitness.
 - Fitness machine (electronic store in the mall, \$600). Small chance to gain +1 fitness every time you sleep.

Charm

- How charismatic you are.
- Charm decreases the chance of giving a bad compliment and acts as a prerequisite for options in some events.
- Charm can be increased by:
 - Practicing speech (bathroom, all needs must be above 5). 50% chance to gain 1 charm.
 - Sunbathing (pool, spring and summer only). +1 charm.
 - Getting a haircut (mall, \$50). +3 charm. Can only be done every [some number] of days.
 - Partying (nightclub which takes \$15 as an entry fee, requires fancy clothes to be equipped, \$50). +5 fun, +3 charm.
 - Reading the charm book (book store, \$100). +2 charm.
 - Charm machine (electronic store in the mall, \$600). Small chance to gain +1 charm every time you sleep.

Knowledge

- How smart you are.
- Knowledge increases the amount of money you get from working.
- It also increases the number of subjects you can talk to the girls about (you start with 2). These are all of the possible subjects you can talk to the girls about:
 - Books
 - Computers
 - Fashion
 - Food
 - Love
 - Music
 - People
 - Politics
 - Sex
 - Sports
 - Travels
 - TV
- Knowledge can be increased by:
 - Thinking hard (park, all needs must be above 5). 50% chance to gain 1 knowledge.
 - Reading a knowledge book (book store, \$100). +2 knowledge.
 - Study (university, \$25). +3 knowledge.
 - Knowledge machine (electronic store in the mall, \$600). Small chance to gain +1 knowledge every time you sleep.

Skills

Guitar

Martial Arts

Cooking

Hung

The Hero

Mike MC

Bree MC

Introduction: Have to GTFO of current place and you find a new place that seems almost too good to be true.
When playing as Bree MC, [Mike](#) is one of her roommates.

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Bree



Voice actress

MissMoonified

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Biographical information

Age

22

Physical description














Gender

Female

Introductions

When you arrive at your new place for the first time you meet Mike and get to introduce yourself which allows you to select from a combination of starting stats and skills.

Sports

- Martial Arts -  +5 and Martial Arts Skill
- Golf -  +4,  +6, and Golf Skill
- Discreet -  +10 and Sneaky Skill
- Cooking -  +3,  +2, and Cooking Skill
- Dancing -  +4,  +6, and Dancing Skill
- Shooting -  +4,  +6, and Shooting Skill
- No, I don't -  +8,  +6, and  +6

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Hobbies

- Food - 🍷 -3, 🍴 +3, and Foodie Skill
- Video Games - 📖 +5 and Video Game Skill
- Fitness - 🏋️ +20 no skill you're just buff.
- Partying - 🍷 +20 and your a Party Person not really a skill but a lifestyle.
- Working - 🍴 +5 and Working Skill
- Cars - 🍷 +5 and you own a Sports Car and 20k in debt.
- Reading - +1 ❤️ with Mike, 📖 +5, and Bookworm Skill
- Playing guitar - 🍴 +10 and Guitar Skill
- Not Really - 🍷 +6, 🍴 +8, and 📖 +6

Character Flaws



- Nothing - 🍷 +2, 🍴 +2, and 📖 +2 (NO Flaw Offset)
- Unlucky - 🍷 +2, 🍴 +2, and 📖 +2 and your Unlucky
- I have some big debt - 10k debt, pro-tip if you get a Car this actually halves your debt.
- Animals Hate You - You better carry some bear and shark repellent.

Character Flaw Offset

Only if your character has a Character flow if you selected Nothing then you don't have an offset

- I won a marathon - 🏋️ +20
- I am a people person - 🍴 +20
- I won a eating contest - 🍷 +5 and Iron Stomach Skill
- I am pretty lucky - But only if you weren't first Unlucky.
Lucky and +500 🏠
- I was the best in my class - 📖 +20
- I don't sleep - 📖 +5 and No Sleep Skill

Morality, what type of character are you

- I stole something once... but I gave it back.
- Yuck. Don't you have any less... personal questions? +20 
- Hehe... You don't want to know. +5 

Needs

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 - Drinking coffee (kitchen). This is a free action that can be taken once per day. +2 energy.
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 - Taking a nap (my bedroom or park sometimes). +2 energy but it also costs 0.8 energy for whatever

reason. Might be an oversight?

- Drinking an energy drink (bakery, 25\$, consumable).

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- How hungry you are.
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 - NOTE: At lower level of friendship, your housemates will not allow you in the bathroom alongside with them. If you are already in the bathroom and time passes, they will ask you to leave. If you go into the bathroom while they are in there, you will lose friendship levels.
 - Eating a mint candy (bakery, 25\$, consumable). +1 grooming.

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- How bored you are.
- Max fun can be increased by some attribute (I think it's knowledge but I need confirmation).
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- Watching TV (living room)
- Playing video games (after buying or being gifted the Z-box)
- Playing a game (mall, arcade, 1 \$)
- Reading the fun book (bookstore, 25\$). +4 fun.
- Watching a movie (movie theater, 10\$). +4 fun.
- Masturbating (bed room, free action). +1 fun. This is a free action that can be taken once per day.
- Complimenting boys. +1 fun. This is a free action that can be taken once per day, per boy.
- Partying (nightclub which takes \$15 as an entry fee, requires fancy clothes to be equipped, \$50). +5 fun, +3 charm.

Also, when you get a boy's phone number, they will randomly send you text messages. These text messages will recover your fun for free.

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Fitness

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- How charismatic you are.
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 - Reading a knowledge book (book store, \$1 00). +2 knowledge.
 - Study (university, \$25). +3 knowledge.
 - Knowledge machine (electronic store in the mall, \$600). Small chance to gain +1 knowledge every time you sleep.

Skills

- Martial Arts - Self Defense if attacked (Can be learned at beach, Summer, from the Master)
- Golf - You can hit small balls well.
- Sneaky - You can stealth up on people not wanting to be caught.
- Cooking - You can cook well, increases stats when Home cooked meals are shared.
 - Also learned via skill book found certain days of the week at the bookstore.
- Dancing - You have moves. (Can't be learned by Bree MC elsewhere, yet)
- Shooting - You bring guns to sword fights.
- Foodie - You have fine tastes.
- Video Games - Get owned Pwn
- Party - Your the life of the party.
- Working - You progress in your work faster, more promotions = better pay.
- Bookworm - The time to learn a skill is halved, you nerd.
- Guitar - You could join a band.
 - Also learned via skill book found certain days of the week at the bookstore.
- Iron Stomach - You can hold it down in a pinch.
- No Sleep - Your energy recovery is 25% greater and you only need 6 hours of sleep vs. 8 hours to be well rested.

- Lucky - Some things in life will just go better.
- Skill Book learned, takes time and study to learn.
 - Massage - Put those around you at ease
 - Shibari - Japanese form of Bondage
 - S&M - They need to be punished
 - Fertility - Know your cycle.
 - Hypnosis - Convince people to see things the way you do, just don't get caught.
- In Game level ups
 - Racing - Take a spin around the Go Kart track.
- Debuffs - for those with Flaws
 - Unlucky - You might look for a 4 leaf clover or something to off set things, that's how this works right?
 - Animals Hate Me - Seriously ask Batman for some Shark Replant.

Morality

- BreeMC has a morality score, if she is a good or bad girl. Doing certain things in game will either raise or lower this.
- Have a good or bad score will open up certain jobs to you and different event paths. See Jobs : [Game Mechanics - Andrealphus Games](#)
- Also the higher or lower the score the more money you will earn. eg. have a +90 (good) score and working Chruch will earn the most money, while -90 (Bad girl) score and working as a Prostitute will earn the most on the negative side.
- *The list below is not complete. But sharing what I have learnt so long. Will try and complete over time.*

Job	Requirement	Random Event	Option	Result
Church	+90	Hot Priest	Tell the Priest off	+1
			Flirt with Priest	-1
Church	+90	Thief	Step in and Challenge Man	+2
			Let the man steal from the donation plate	-2
Church	+90	Harmony Gossip	Tell Harmony off for gossiping	+1
			Thank Harmony for the gossip	-1
Church	+90	Weeping Statue	Point out the dripping above the statue	+1
			Do not point out the dripping above the statue	-1
Homeless Shelter	+70	Spare change	Give the man your change	+1
			Refuse to give	-1
Homeless Shelter	+70	Missing Phone	Keep your suspicions to yourself	+1
			Demand to know who stole your phone	-1
Homeless Shelter	+70	Soup Kitchen more	Call them out	+1
			Let it go	-1
Homeless Shelter	+70	Danny	Stand up to Danny	+1
Homeless Shelter	+70	Jack	Call out Jack	+1
Flower Shop	+30	Herbal Shoper	Here is what you asked for	-1
			That's not how it works	+1
Clothes Shop	0	Harmony Change Room	Suggest Harmony to show off more flesh	-2
Clothes Shop	0	Pain Palla	Send Palla to the back of the queue	+1
Clothes Shop	0	Thief	So Nothing	-1
Jewelry Store	0	Gift Purchase	Price is not that important	+1
			The more expensive the better	-1
Jewelry Store	0	Return	I can call the manager	+1
Jewelry Store	0	Ring purchase	Let me do it for you	+1
			It fits perfectly	-1
Model	-60	School girl	Wear the outfit	+1
Cam Girl	-70	Girl Viewer	Flirt with Watcher	-2
Cam Girl	-70	Jerk View	Make him look stupid	-2

Category: Characters

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Aletta

In-game description: "Aletta is my boss at work."

Aletta is Mike's boss at the office. She starts as a dominant and assertive woman (and stays that way if you increase her Dom Points 🗝️). However, Mike can also help her [discover her submissive side](#).

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- 4.2 Aletta gives Mike a BJ
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Voice actress	SilkyMilk
Acquisition	Take a break during work
Availability	Patreon, Mike MC only
Pregnancy	Yes
Fertility	Fertile
Collaring	Yes
Marriage	Yes
Harems	Office Harem
Biographical information	
Age	32
Date of birth	Winter 14
Physical description	
Gender	Female
Personal information	
Traits	Dominant, Not Family, Workaholic, Outdoorsy
Likes	Shooting, Charm, Career, Restaurant, Forest
Dislikes	Cinema, Sweets, Home
Talk Topics	Travels, Sex, Love
Favourite Gift	Clothes, Underwear
Television Favourite	Horror Movie
Places to take on a date	Fancy Restaurant

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Story events

Aletta's Introduction (aletta_event_01)

Prerequisites: 🌿 >= 30, coffee break at office

Mike sees Aletta smoking at the office and has several options about it that all lead to a minor 🗝️ or ❤️ change.

Outcome: Aletta becomes available, max ❤️ set to 10.

Office party

Prerequisites: Promoted >= 5 times, done Aletta's Introduction, Monday-Wednesday, work or work hard,

Aletta informs Mike that there is an office party on Friday evening and that he also has to attend.

If you fail to go to the office party you can trigger it again, following the conditions above.

Outcome: Unlocks [Lavish](#) and introduces [Cassidy](#).

Aletta confronted by employee (aletta_event_02)

Prerequisites: 🌱 >= 40, Aletta ❤️ >= 10, work or work hard

A disgruntled employee calls Aletta a bitch. Mike can stand up for her or not. Afterward, Mike can offer or suggest a massage.

Outcome: Aletta max ❤️ set to 20 (kissable at 14 ❤️)

Aletta office flirting (aletta_event_03)

Prerequisites: 🌱 >= 50, Aletta ❤️ >= 20, work or work hard

Mike and Aletta flirt a little in the office. Mike has the opportunity to touch her, which she likes a little.

Outcome: Aletta max ❤️ set to 30

Office foot massage (aletta_event_04)

Prerequisites: 🌱 >= 60, work or work hard, Aletta ❤️ >= 30

Aletta gets frustrated at the office and Mike gives her a foot massage, and then later gives her oral.

Outcome: Aletta max ❤️ set to 40

Meet the CEO (aletta_event_05)

Prerequisites: 🌱 >= 80, work or work hard, Aletta ❤️ >= 40

Aletta introduces Dwayne, the company CEO.

Important: This starts Cassidy's investigation event chain!

To continue Aletta's story, you need to complete Cassidy's story to the end. You will lock yourself out of the romance route if Cassidy leaves [after the investigation!](#)

Outcome: Aletta max ❤️ set to 50

A tale of morals and monsters

This event has two possible ways it can be played. If you have got the offer to become the CEO of the company (played through [Cassidy's](#) story) you'll see the event **Scattered** otherwise you'll see the event **Intervention**.

Scattered (aletta_event_06)

Prerequisites: [became CEO](#), 🌱 >= 100, Aletta ❤️ >= 50, Aletta is at work, work or work hard

Aletta is acting strange. Mike can either reassure her or tell her to snap out of it.

Intervention (aletta_event_06_alt)

Prerequisites: didn't [become CEO](#), 🌱 >= 100, Aletta ❤️ >= 50, Aletta is at work, work or work hard, Cassidy is gone forever

Mike hears a heated argument outside his office and investigates what is going on.

Outcome for both events: Aletta max ❤️ set to 60

Date night (aletta_event_07)

Prerequisites: done scattered, Aletta ❤️ >= 60, invite Aletta on a restaurant date

Mike and Aletta are having a nice dinner at the restaurant.

- If Aletta's 🧠 is <= 30 Mike will entertain Aletta
- If Aletta's 🧠 is >= 31 Aletta will entertain Mike

Outcome: Aletta max ❤️ set to 80

The Aftermath (aletta_event_08)

Prerequisites: done Date night, Aletta ❤️ >= 60, work or work hard, Aletta is at work

A detective shows up and asks Mike some questions about Dwayne.

Outcome: If Aletta's ❤️ >= 70 her story will continue otherwise she will be gone forever.

End of the line (aletta_event_09)

Prerequisites: done the aftermath, 🌿 >= 100, Aletta ❤️ >= 80, work or work hard, Aletta is at work

Aletta comes to Mike to tell him that the investigation into Dwayne disappearing has been stopped.

Outcome: Aletta max ❤️ set to 90

Aletta's confession (aletta_event_10)

Prerequisites: done end of the line, Aletta ❤️ >= 90, work or work hard, Aletta is at work

Aletta comes into Mikes office to reward him for everything he did for her.

Outcome: Aletta max ❤️ set to 100

Aletta's hobbies (aletta_event_03b)

These events are a side-story that do not have any effect on the progression of the main storyline.

Aletta's motorcycle (aletta_event_04b)

Prerequisites: 🌿 >= 55, Aletta ❤️ >= 25, Street, Sat-Sun, 12:00-18:00

Aletta sees Mike on the street and offers him a ride on her motorcycle. If he accepts he gets to feel her up a bit while they ride.

The firing range (aletta_event_05b)

Prerequisites: done Aletta's motorcycle, 🌿 >= 70, Aletta ❤️ >= 35, Bedroom, Sat-Sun, 09:00-12:00

Aletta invites Mike to go to the firing range, and they do a little target practice.

If you don't have the shooting skill, Aletta's 🎯 will be decreased by 25 and her 🔪 increased by 15.

The firing range 2

Prerequisites: done The firing range, 🌿 >= 90, Aletta ❤️ >= 45, Living Room, Sat-Sun, 09:00-12:00

Aletta invites Mike to go out to the woods to continue their firing practice. Aletta gives Mike a BJ (+ 5 🎯) and if 🍆 >= 50, Mike can finger Aletta (+ 5 🔪).

Submission events

Important: To do the submission route for Aletta, you must have Shiori available. You will lock yourself out of the submission route if you don't [hire Shiori](#).

Aletta is stressed (aletta_stress)

Prerequisites: Aletta's ❤️ >= 15, 🎯 >= 10, Aletta is in the office, office/breakroom/personal office, 14:00 - 16:00

Aletta comes into Mikes office looking very stressed.

Outcome: Aletta's max 🎯 set to 20

Presentation (aletta_stress_2)

Prerequisites: done Aletta is stressed, Aletta's ❤️ >= 20, 🎯 >= 20, Aletta is in the office, Shiori, Lavish and Audrey are available, office/breakroom/personal office

Mike is doing a presentation in the office.

Outcome: Aletta's max 🎯 set to 40

Aletta loses her temper (aletta_kink_03)

Prerequisites: done Presentation, Aletta's ❤️ >= 25, 🎯 >= 40, days passed >= 3, Aletta is in the office

Aletta has a bad day at work and let's it out on the other staff members.

Outcome: If Mike accepts her request Aletta's max 🎯 will be set to 50. Any other choice will end her submission path.

Spanking time (aletta_kink_04)

Prerequisites: done Aletta loses her temper, Aletta's ❤️ >= 30, 🎯 >= 50, days passed >= 1, Aletta is in the office

Mike help Aletta to relieve stress.

If Mike's 🍆 >= 20, she will come in for a spanking once a week.

Outcome: Aletta's max 🎯 set to 60.

A tight situation (aletta_kink_05)

Prerequisites: done Spanking time, Aletta's ❤️ >= 35, 🧠 >= 60, days passed >= 1, Aletta's office, Aletta is in her office, [Shibari skill](#) & [bondage ropes](#)

Mike help Aletta to relieve stress.

Outcome: Aletta's max 🧠 set to 70.

Weekend at the office (aletta_kink_06)

Prerequisites: done A tight situation, Aletta's ❤️ >= 40, 🧠 >= 70, days passed >= 1, Saturday 09:00 - 18:00, Mike's office

Mike and Aletta have some fun at the office by themselves.

Outcome: Aletta's max set to 80

Submission (aletta_kink_07)

Prerequisites: done Weekend at the office, Aletta's ❤️ >= 45, 🧠 >= 80, days passed >= 1, 09:00 - 18:00, At work & Aletta is present

Aletta tells Mike that she loves the thing they have at the moment and that she loves to submit to him.

Outcome: Aletta's max 🧠 set to 90

Your new sex slave (aletta_kink_08)

Prerequisites: Done Submission, Aletta's ❤️ >=50, 🧠 >=90, At work with Aletta in the building, 9:00 - 18:00.

Aletta asks Mike to be his sex slave.

Sex events

Mike gives Aletta Oral

Prerequisites: Aletta's ❤️ >= 30, done Office foot massage, Aletta is in her Office

When you interact with Aletta you can repeat the sex event from Office foot massage.

Outcome: You'll increase Aletta's 🧠

Note: Event gives +2 to sub when rough and +1 to dom when turning away. so plus +1 to sub if sub bar isn't full or +1 to dom if sub bar is full

Aletta gives Mike a BJ

Prerequisites: Aletta's ❤️ >= 50, done The firing range 2, Aletta is in Forest

When you interact with Aletta you can repeat the sex event from The firing range 2.

Outcome: You'll increase Aletta's 🧠.

Note: Event gives +3 to sub and +3 to dom. so don't do it after the first time if you want to keep that sub bar full

Aletta Tit Job

Prerequisites: [became CEO](#), Aletta ❤️ >=100

When entering the CEO's office for the first time Aletta checks up on you and says she can't have the new CEO being stressed already

Hot tub Sex

Prerequisites: Home Date, Aletta ❤️ >=50, Sex with Aletta at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Time schedule

The following table shows at which time you can meet Aletta in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 09:00	sleep	00:00 05:00	nightclub vip
07:00	gym	07:00	gym	07:00	gym	07:00	gym	07:00	gym	10:00	aletta's	06:00	sleep
08:00		08:00		08:00		08:00		08:00		18:00	office	10:00	
09:00 19:00	aletta's office	09:00 19:00	aletta's office	09:00 19:00	aletta's office	09:00 19:00	aletta's office	09:00 19:00	aletta's office	22:00 23:00	nightclub vip	11:00 18:00	beach Summer
20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema			11:00 18:00	forest

This page was last edited on 13 January 2025, at 05:29.

Alexis

Alexis is Mike's ex-girlfriend, who he left after he found she was cheating on him. Once Mike achieves financial success, Alexis will suddenly return to his life, but her cheating ways have not been left behind. [Kylie](#) is her younger sister.

Alexis is the only character in the game with a developed NTR storyline, including the ending scene. To that effect, she can be played on three possible paths: (1) Mike can remain oblivious to Alexis cheating on him; (2) he can set her straight (blocking all further NTR content); or (3) he can enjoy being cuckolded (NTR path). There are multiple possibilities to switch from the NTR to the non-NTR path.

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Alexis



Acquisition	Promoted 3 times
Availability	Patreon only, Mike MC
Pregnancy	Yes
Fertility	Infertile
Collaring	Yes
Marriage	Yes
Harems	Thot
Biographical information	
Age	25
Date of birth	Fall 1
Physical description	
Gender	Female
Eye color	Brown
Personal information	
Traits	Princess , Bitchy
Likes	Fitness, Money, Hung(x3), Romantic Comedy movies,
Dislikes	Home, Park, Small dick(x3)
Talk Topics	>25: Sex love, food, travels, books, people. <25: politics, fashion

Story Events - The Beginning

Reconnecting with Alexis



Prerequisites: Promoted 3 times, 10:00-20:00

Alexis rings Mike up and wants to reconnect. She invites him to dinner.

Outcome:

- If Mike accepts: Alexis max set to 10.
- If Mike rejects: Alexis leaves the game permanently.



Dinner with Alexis (avoidable NTR)

Prerequisites: Alexis  >= 10, Fri-Sat, 14:00-15:00,  >= 500

Alexis rings up Mike for their planned dinner date. Against his better judgment, Mike goes.



Mike can decide whether he wants to pull out the chair for Alexis ( +1,  -5).

During dinner, another man starts flirt with Alexis in front of Mike.

Mike can object if he has  >= 25 and  >= 25. If he does, the man leaves and the meal ends. **You have to object in order to block all NTR content.**

If he does not object, Alexis goes to the bathroom and spends a long time there. If Mike waits for her return, he remains oblivious and they finish the meal.

If Mike goes to check on her, he sees her banging that dude in the bathroom. He can either leave and stick Alexis with the check, or stay and watch the show. **If he watches, the NTR path continues.**

Outcome: Alexis max  set to 20, Alexis max  set to 25.

Discussing the dinner date

This event is only required if you caught her cheating OR if you decided to say something during her flirt in the beginning.

Prerequisites: done Dinner with Alexis, told the guy off or caught Alexis cheating.

Depending on the choices made during the dinner date, Mike will have a different conversation with Alexis:

About her flirting

If Mike told the guy off, he can talk to Alexis and discuss her flirting behaviour.

He either can apologize for being possessive (**reopens the NTR path**), or he can tell her off. **You have to tell her off in order to block all NTR content.**


About her cheating

If Mike stayed and watched the cheating, he can either confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**continues the NTR path**).

About him leaving

If Mike left and stuck Alexis with the bill, she will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).


Take Alexis on a date at the mall

Prerequisites:  >= 20, done Discussing the dinner date, invite her to a mall date


Take Alexis on a date to the mall. Once there, Alexis drags MC into the jewellery store and wants some expensive bling.

If MC agrees, -2000  , +5  , +55  .

If MC refuses, -75  .

Outcome: Alexis max  set to 30.


Watch a movie with Alexis (avoidable NTR)

Prerequisites: Alexis  >= 30, done Take Alexis on a date at the mall, invite Alexis to a cinema date

Non-NTR path



Prerequisites: Told Alexis off or confronted and forgave her,  >= 5.

Mike and Alexis will see a guy that is staring at her and laugh about that together.

Outcome: Alexis max  set to 40.

NTR path


Mike falls asleep while watching the movie with Alexis.

If  >= 5 or Alexis  >= 50, he wakes up without anything happening although he remains suspicious. **To avoid NTR, make sure either of these conditions is met before going on the date.**


If neither of the conditions is met, he will wake up and sees Alexis giving some other guy a BJ. If he confronts them, Alexis will leave the game. Otherwise, he can decide to leave, or stay and watch the show.

If Mike leaves the cinema, Alexis will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).

If Mike stays and watches the BJ, he can either later confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**continues the NTR path**).

Outcome: Alexis max  set to 40.

Beach date with Alexis (avoidable NTR)

Prerequisites: Alexis  >= 40, date with Alexis, **car/sports car**

Important: If Mike does not have the sports car, Alexis will be unhappy and the event will end with her storming off.


Non-NTR path

Prerequisites: Told Alexis off or confronted and forgave her

If MC doesn't have the Sports Car, Alexis will disapprove of the car Mike drives. At the beach, Alexis says she won't ride home in it. The date will continue until you leave the beach, and the event will need to be replayed with a Sports Car to continue.

If MC does have the Sports Car, Alexis will fawn over it.

Alexis will ask Mike if he can apply sun-cream on her.

Outcome: Alexis max  set to 50.

NTR path


Prerequisites: Ignored the cheating or remained oblivious

Mike takes Alexis on a date to the beach. She takes a long time to return from the kiosk. If Mike waits for her return, he remains oblivious and they finish the date.

If Mike goes to look for her, he sees her having an MMF threesome with random guys. If he confronts them, Alexis will leave the game. Otherwise, he can decide to leave, or stay and watch the show.

If Mike leaves, Alexis will give him an angry phone call the next day (09:00-22:00). When she rants about being humiliated, Mike confronts her about the cheating. He can tell her to he does not want to see her again (Alexis will leave the game), or he can forgive her and lay some ground rules (**ends the NTR path**).

If Mike stays and watches the threesome, he can either later confront her about it and tell her he does not want to see her again (Alexis will leave the game), or ignore it (**opens the additional NTR events**).


Outcome: Alexis max  set to 50.

Talk with Alexis

Prerequisites: Alexis  >=50, interact with her

Alexis talks with Mike about the events that lead to their relationship breakup the first time. From here, Mike can either follow the [police path](#) or the [self-administered justice path](#).

If you want to collar Alexis, you have to follow the self-administered justice path to uncap her .


Outcome: Alexis max  set to 60.

Crossroads


Police Path

If you pursue the police path, you will not be able to follow the [self-administered justice path](#).

Convince Alexis to go to the Police

Prerequisites: Alexis  >=60, go to the police station, 09:00 - 19:00


Talk with Alexis. There should be an extra topic if you talk to her. After you talked to Alexis, the Police station will become available on the map. Go there to make a report.

Outcome: Alexis max  set to 70.

Invite Alexis on a date at home

Prerequisites: Went to the police with Alexis, invite her to a date at home.

As soon as you invite her to the date you will watch the news together.

Outcome: Alexis max  set to 80.

Self-administered justice Path

To hire a PI you have to choose the service icon on your phone (the same icon where you can hire a cleaning service). After you hired the PI you will not be able to see any events from the [police path](#).

The PI calls

Prerequisites: Alexis  >=60, hired the PI 3 days ago, 08:00 - 20:00, not on a date

The PI will call Mike back and inform him that he has found the person he is looking for. This will block you from going to the police.

Confront the culprit



Prerequisites: Alexis  >=60, done The PI calls, have a bike or a car, 08:00 - 18:00

You have to trigger the scene manually by using the extra symbol if you're on the street. The following scene will change depending on whether or not you have bought the [baseball bat](#).

Talk with Alexis in the Pub

Prerequisites: Alexis  >= 60, done Confront the culprit, meet her at the Pub or a Pub date

Mike talks to Alexis in the pub but they will be interrupted by a news show, where Alexis can see the results of Mike's actions.

Outcome: Alexis max  set to 80, Alexis max  set to 100.

Story Events - Aftermath

Highschool reunion

Prerequisites: Alexis  >=80, Complete Talk with Alexis in the pub, any day except Saturday

Interact with Alexis, she asks MC to high school reunion on the next Saturday.

NTR Choice is available for Alexis during the event.

Warning: If you don't go to the high school reunion, Alexis  max will stay at its current level.


Outcome: "Go to the high school reunion" appears in tracker

The beauty and the nerds


Prerequisites: done Talk to Alexis

Mike and Alexis go to their highschool reunion.

Depending on if you choose to ignore the NTR or told her to stop seeing other men, the event differs.

Outcome: Alexis max  set to 90.


Deal or no deal


Prerequisites: Alexis  >=90, done The beauty and the nerds

Depending on if you choose to ignore the NTR or told her to stop seeing other men, the event differs.

If you're not on the NTR path, they will talk about their current state of the relationship and how much they have grown since the last time they dated.


On the NTR path you have two options you can choose:

- **Agree:** Mike accepts the terms and conditions of their relationship
- **Refuse:** Mike does not accept the terms and conditions. ( won't be increased)

Outcome: Alexis max  set to 100.

NTR Events

Action at home




Prerequisites:  >=50, done Beach date with Alexis, remained oblivious or chose to ignore her cheating, Saturday or Sunday 14:00-18:00, date at home

Alexis invites a few male friends to join you during your date at home. Mike can either accept her proposal (**continues the NTR path**) or deny it (**ends the NTR path**).

A hole in the wall

Prerequisites: Done Action at home, Alexis is at the sex shop, Alexis  >= 65, Mike and Alexis had sex at least 5 times

Alexis wants to have some fun at the sex shop.

Dialogue option	Outcome
Suggest more dildos	Mike and Alexis leave the store,  -5,  -5
Suggest the glory-hole room	Mike has either the option to join her in the booth or watch her,  +10

Place a camera in Dwayne's office

Prerequisites: Done Action at the sex shop, Dwayne is not **dead**, Mike has a **spy camera** in his inventory and is in his office at work

Mike decides to put a spy camera in Dwayne's office (after clicking the icon).

Action at the office


Prerequisites: Done Action at the sex shop, Dwayne is not **dead**, Mike placed the spy cam in Dwayne's office, Alexis  >= 75

Dwayne gives Alexis a tour of the office. Mike has multiple options as to what he wants to do with the footage:

Watch the footage	Mike chooses to keep it to blackmail Dwayne
	Mike chooses to keep it as leverage
	Mike chooses to delete the footage
Don't watch the footage	Mike will delete the footage

Sex events

Hot tub Sex

Prerequisites: Home Date, Alexis  >=50, Sex with Alexis at least once, Hot tub repaired

During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

Halloween Foursome (NTR)

Prerequisites: Halloween party, invited Alexis, sex with Alexis at least once, remained oblivious or chose to ignore her cheating

If Mike invites Alexis to the **Halloween party** and she is on the NTR path, he can witness a foursome between her, Jack, Scottie and Ryan.

Mike can decide whether he wants to intervene (**ends the NTR path**) or enjoy the show.

Other events

The Kylie situation

Prerequisites: Kylie is in jail

Alexis tells Mike that she is sorry about what Kylie did to him.

The dialog is different if Alexis  < 50 and if Kylie killed someone

Time table

The following table shows at which time you can meet Alexis in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep		00:00 05:00	nightclub
10:00 17:00	clothes shop	10:00 17:00	clothes shop	10:00 17:00	clothes shop	10:00 17:00	clothes shop	10:00 17:00	clothes shop	10:00 11:00	clothes shop		06:00 10:00	sleep
18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	12:00 14:00	clothes shop		11:00 23:00	pub
19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	15:00 16:00	beach	summer		
21:00 22:00	gym	21:00 22:00	gym	21:00 22:00	gym	21:00 22:00	gym	21:00 22:00	gym	15:00 16:00	clothes shop	not summer		
										17:00 18:00	clothes shop			
										22:00 23:00	pub			

Amy

She appears after 33 days of playing as MikeMC only.
She (reluctantly) works at the Electronics store.

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Amy



Works in the Electronics Shop

Acquisition	33 days after game start
Availability	Public, Mike MC
Pregnancy	Yes
Fertility	normal
Collaring	Yes
Marriage	Yes (She accepts the proposal, but there was no wedding event on Sunday)
Harems	Goth Harem Electronics Harem
Biographical information	
Date of birth	Fall 18th
Physical description	
Gender	Female
Personal information	
Traits	Not family, Not princess, Trashy
Likes	Horror Movies

Love Events

Amy's a tease

Prerequisites: Electronics Store; 9:00-18:00 Mon, Wed, or Fri; 33 days since game start; 50

Mike runs into a bored Amy at the electronics store. He can either flirt with her and get her number, continuing the event chain, or ignore her, causing her to never show up again.

- If Mike <30 , you will causing to never find Amy.

Visit the electronics store 1

Prerequisites: >=1 since complete [you met Amy](#)

Amy is demonstrating her guitar skills to a customer.

First Response		Second Response	
Tell her you play guitar too	+1	Tell her you're in a band	+1 (also some backstory)
		Keep the fact that you're in a band to yourself	
Tell her she's an awesome guitar player	+1		

Outcome: Amy max set to 20

Amy's a tease - Kiss

Prerequisites: Electronics Store; Tuesday or Thursday when Amy is present;50 ; >=1 days since Visit the electronics store 1

Witness an argument between Amy and Sean and get a kiss for your troubles.

Outcome: Amy max set to 30; Amy is kissable.

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Visit the electronics store 2

Prerequisites: Amy ❤️ >= 30; >=2 day since [Amy let her feelings be known](#); Amy is present






Shawn confronts Mike

Response		Outcome
Confront Shawn	Join the fight	+2 ❤️ +1 🧠
	Let Amy berate Shawn	+2 ❤️ +4 🔑
F*ck all this		Amy leaves the game

Outcome: Amy max ❤️ set to 40 or Amy leaves game

Visit the beach on the weekend

Prerequisites: Amy ❤️ >= 40; >=1 day since [Shawn threw a fit](#); Sat 09:00 to 13:00 or Sun 16:00 to 17:00;
in Summer; go to the beach and You need to have a car.

Response			Outcome
Go see her	Admit you laid your eyes on some ladies	It is not a problem	+2  ; +1 
		This is private stuff	+2  ; +4 
	Tell that you do not see what she's talking about		+1 
No need to go see her ¹			No effect

¹ If you choose this, you will not be able to proceed with Amy because your Max ❤️ will not be high enough. However, you can do this event again after waiting at least a day and the initial requirements are met. Be sure to choose "Go see her".

Outcome: If Mike talked to Amy, then Amy max ❤️ set to 50

Amy's not teasing

Prerequisites: Electronics Store; Mon, Wed, or Fri 9:00 to 17:00; Amy ❤️ >= 50; >=1 day since [you saw Amy at the beach](#)
Amy wants to take things to the next level

Response		Outcome
Fuck her pussy	Cum inside	+1 ❤️
	Pull out	+1 ❤️
Fuck her ass	Cum inside	+2 🧠
	Pull out	+1 🧠

Outcome: Amy max ❤️ set to 60

When you raise your ❤️ to 60. You can start on the [Submission Events](#)

Take Amy on a date to the cinema

Prerequisites: Amy ❤️ >=60; >=1 day since [Amy escalated the relationship](#); Go on a regular date with Amy to the cinema
If you haven't met up with Morgan at the movie theater yet you get different dialog.

Response		Outcome
First Response	Reply	+2 🔑
	Do Nothing	+2 🧠
Second Response	Ask if she wants to talk about it	+1 ❤️
	Tell her to forget about it	No effect

Outcome: Amy max ❤️ set to 70

Wait for Amy's call

Prerequisites: Amy ❤️ >= 70; Amy 🧠; 15:00

Amy calls

Outcome: Date at Cemetery on the next day at 20:00

Go to your date with Amy at the cemetery

Prerequisites: Completed [Wait for Amy's call](#)

Response		Outcome
First choice	Ask if she's over her fear	+1
	Don't mention it	No effect
Second choice	Use the tomb as a table? Really?	-1
	Let me help you with the napkin	+1
Third choice	RUN (DUN DUN dundundun)	No effect
	Search what cause the noise ²	No effect

² Run into Vincent

Outcome: Amy max set to 80

Amy freaks out

Prerequisites: Amy ≥ 80

You get an urgent phone call from Amy. If you don't chase after her, she disappears from the game. Otherwise she needs some time to think.

Outcome: Amy disappears from the map and is unreachable.

Amy calls again

Prerequisites: ≥ 2 days since [Amy freaked out](#)

Amy wants to talk.

Outcome: Amy max is set to 90; reappears on the map

Amy calls once more

Prerequisites: Amy ≥ 90 ; 20:00

Response	Outcome
Go see her	No effect on stats
Maybe another time ^{Note}	-3 ; ends the event prematurely

^{Note} Amy will call again if you didn't go see her

Outcome: Amy max set to 100

Submission Events

Go on a date with Amy at the restaurant

Prerequisites: Completed [Visit the electronics store 4](#); Amy ≥ 60 ; Amy ≥ 10 ; Take Amy to a regular date at the restaurant

Amy is impressed by the restaurants fanciness.

Outcome: Amy max set to 20

Ask Amy if she wants to hang out

Prerequisites: Amy ≥ 20

Ask Amy on a date, it will take you to a date tomorrow at 17:00

Outcome: Cinema date the next day at 17:00

Go to see "Feeblejuice"

Prerequisites: Completed [Ask Amy if she wants to hang out](#)

Response		Outcome
My heart is filled with joy as I see you finally arrive!	Smack that! All on the floor! Smack that!	+5
	Hitting a woman? Nope, I pass.	+1
You better have a good excuse for being late!		-1 ; Date over

Outcome: Amy max set to 40; [Goth Harem](#) appears in tracker.

Note: There is a weird bug that causes the quest to not get counted as completed.

Amy wants to talk

Prerequisites: Amy >=40; If in electronics store, just arriving starts dialog, otherwise interact with Amy

Amy asks you to take care of a ticket for her. **If you refuse, this effectively halts progress with Amy** since her max

will not be increased in the next event

Outcome: If you agree to take care of the ticket, the Police Station appears.

Go to the police station to fix Amy's ticket problem

Prerequisites: Completed [Amy wants to talk](#) and agreed to take care of the ticket; Police station

Police Station appears if you agreed to take care of the ticket. If you refused to take care of the ticket, this event still shows up in your tracker, but the Police station doesn't appear.

It seems like this is supposed to be another way of meeting Camila without dealing with the whole Kylie mess, since she gives you her card so you can call her. However, she didn't show up in my contact list or on the tracker.

Outcome: If you take care of the ticket, Amy max set to 60

Amy comes down with a cold

Prerequisites: Amy >=60; Schedule, then go on a date

If you do not take care of Amy, your progress with her is halted, since her max doesn't increase.

There was a weird quirk with this one. If you click on the "Go on a date" icon from inside your home you just to on a regular date. You need to click on the "Go on a date" icon from anywhere besides your home, and you will go on the Amy's sick date. You will know that you have done this right if you get a phone call instead of the date location selection menu.

Outcome: If you go to her place and take care of her, Amy max set to 80

Note: you must schedule a date in advance if (Go to see "Feeblejuice") does not get counted as completed as that quest takes priority over this quest

Talk to Amy

Prerequisites: Amy >=80; Interact with Amy

Once you've reached 80 , interacting with Amy brings up a conversation.

Response	Outcome
I'll be the iron fist and you the velvet glove!	+5
No... I just can't	+10

Outcome: If you accept her, Amy max set to 100

Conversations

Some characters (Hanna, Amy, etc) have choices under each topic. Use the following table to see the results

Topic	Mike's choice		
Books	What do you usually read +1	What would suit your tastes -1	What do you want to read +1
Computers	But you are a genius! +1	You are more than that +1	Looks can be deceiving -1
Fashion	People are shallow +1	It is not just fashion?!? -1	I can see through these dark veils +1
Food	Food is food -1	If only we could... +1	I am a food expert 1
Love	Indeed you are -1	I don't think like these people +1	Of course you are not +1
Music	Anyway, they all seem more or less the same -1	I didn't know that +1	Wanna try my tastes in music? +1
People	Too bad for them! +1	Judgemental, you said? -1	Lucky you! +1
Politics	I will follow you +1	We have to change them -1	Politics need to change +1
Sex	Sex is power +1	Sex is liberation +1	Sex is serious matter -1
Sports	A waste of energy +1	A lack of personality +1	A statement from a goth -1
Travel	We should go +1	Or we could go somewhere else -1	We should go properly +1
Television	You should let me help organize +1	You should prioritize +1	You should go out too -1

Time schedule

The following table shows at which time you can meet Amy in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 02:00	pub	00:00 02:00	pub	00:00 02:00	pub	00:00 02:00	pub	00:00 02:00	pub	00:00 01:00	pub	00:00 03:00	pub
03:00 09:00	sleep	03:00 09:00	sleep	03:00 09:00	sleep	03:00 09:00	sleep	03:03 09:00	sleep	02:00 09:00	sleep	04:00 15:00	sleep
10:00 11:00	electronic store	10:00 11:00	electronic store	10:00 11:00	electronic store	10:00 11:00	electronic store	10:00 11:00	electronic store	10:00	book store	16:00	bakery
12:00 13:00	coffee shop	12:00 13:00	coffee shop	12:00 13:00	coffee shop	12:00 13:00	coffee shop	12:00 13:00	coffee shop	11:00	clothes shop	17:00 18:00	book store
14:00 18:00	electronic store	14:00 18:00	electronic store	14:00 18:00	electronic store	14:00 18:00	electronic store	14:00 18:00	electronic store	12:00 13:00	cemetery	19:00 20:00	cemetery
19:00 20:00	pub	19:00 20:00	pub	19:00 20:00	pub	19:00 20:00	pub	19:00 20:00	pub	14:00 18:00	electronic store	21:00 22:00	movie theater
21:00	dark alley	19:00	dark alley	19:00	dark alley	19:00	dark alley	19:00	dark alley	19:00 20:00	movie theater	23:00	dark alley
22:00 23:00	night club	22:00 23:00	night club	22:00 23:00	night club	22:00 23:00	night club	22:00 23:00	night club	21:00	sex shop		
										22:00 23:00	night club		

Note: The cemetery is not accessible to the player

Categories: [Characters](#) | [Mike MC Characters](#)

This page was last edited on 8 March 2025, at 09:50.



Angela

Mike MC

Bree MC

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In-game description: "Angela is my mother."

Angela is Mike's mother and Minami's stepmother. She visits them once during one of Minami's [events](#).

She is not a romance option for Mike MC nor will she be one in the future!

Events

Dinner time

This event can either trigger with Bree **or** Minami

Prerequisites Bree: done [Striking distance](#) or [Die hard](#), Bree >= 85, invite her to a restaurant date

Prerequisites Minami: done [Angela's Visit](#), Minami >= 90, invite her on a restaurant date

Mike and his date will spot some familiar faces on their date in the restaurant.

If they follow them to the restroom, they will witness something obscene.

Outcome: If they followed them, Mike can ask about what they saw.

An urgent matter

Prerequisites: done Dinner time and followed them to the restrooms, interact with Bree

Mike will ask Bree if she can give him the phone number of her father.

If Mike didn't visit the scene in the restroom with Bree Mike needs >= 60 to convince her (optional).

After this event Mike has the following options on who to call:

- Bruce (Bree's dad)
- Angela
- His father

You can find these three people in the services list on Mike's phone.

Each one of the calls reveals context on Angela's situation. This is where the story ends for now.

Categories: [Characters](#) | [Mike MC Characters](#)

Angela



Voice actress	DornVA
Acquisition	Visits Minami and the MC during an event
Availability	Public
Pregnancy	No
Collaring	No
Marriage	No
Biographical information	
Date of birth	Summer 17
Physical description	
Gender	Female
Personal information	
Traits	Family, Dominant, Not Geek
Likes	knowledge, fitness, charm (x2), clothes, jewelry, career, money (x3)
Dislikes	video games, geek
Places to take on a date	restaurant, park, mall

Angela/FemaleMC

- Mike MC
- Bree MC

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Story events

An Unexpected visitor

Prerequisites: Mike ❤️ >= 50, livingroom, Saturday/Sunday, 14:00 - 16:00

Angela surprises Mike with a visit just to embarrass him in front of Bree.

The following Morality ranges will change who the event plays out (does not have an effect otherwise)

- 😊 >= 25
- 😬 between 24 & -24
- 😬 <= -25 the dialogue will change

Outcome: Mike ❤️ set to 55

Shopping spree

Prerequisites: done An Unexpected visitor >= 6 days ago, mall, Saturday, 14:00 - 18:00

Bree meets Angela in the mall. She helps her to spice things up in Angelas bedroom.

Categories: [Characters](#) | [Mike MC Characters](#)

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Angela



Voice actress	DornVA
Acquisition	Visits Minami and the MC during an event
Availability	Public
Pregnancy	No
Collaring	No
Marriage	No
Biographical information	
Date of birth	Summer 17
Physical description	
Gender	Female
Personal information	
Traits	Family, Dominant, Not Geek
Likes	knowledge, fitness, charm (x2), clothes, jewelry, career, money (x3)
Dislikes	video games, geek
Places to take on a date	restaurant, park, mall




Anna

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In-game description: "Anna is a member of the Deathless Harpies, Sasha's band."

Anna is a member of Sasha's band. She is unlocked by following Sasha's chain of events until you either see the Deathless Harpies perform, or are invited to the studio where they practice.

Anna starts out 75%  and with 20 .


After a date, Anna will reveal her tattoo that says “Anal whore”. She'll do cowgirl sex either vaginally or anally, and with  > 50 or anal beads, can do ass play during vaginal sex for +10 . She'll give a boobjob once your  >=75

If Mike did not take the guitar skill, after Anna is introduced she can give him the guitar book to learn the skill.


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- 1.3 Fans in the pub
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- 1.6 Take Anna to a restaurant date
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Pub crawling with Anna

Prerequisites: Anna  >= 20, 20:00-21:00, Mike has to be at home

Drunk Anna dials Mike, who then goes to hang out with her. They get drunk together and eventually Mike helps Anna get somewhere safe to sleep.


Outcome: Anna max  set to 30

Horror movies

Prerequisites: Anna  >= 30, done Pub crawling with Anna, use TV talk topic before 19:00, be at home 19:00-22:00,



After talking about TV with Anna, she reveals she likes horror movies. Later that same day, she will come by and watch a movie with Mike.

Note: This only triggers on the same day. If you miss the trigger, talk TV again, then go home that evening.

Outcome: Anna max  set to 40

Anna



Voice actress	VoiceLikeCandy
Acquisition	Joining band or band gig
Availability	Patreon, Mike MC only
Pregnancy	Yes
Fertility	Normal
Collaring	<u>Yes</u>
Marriage	Yes ( >=96)
Harems	Band, College, Petite
Biographical information	
Age	21
Physical description	
Gender	Female
Personal information	
Traits	Submissive, playful, dreamer, Analslut
Likes	Charm, Music, Concert
Dislikes	Underwear, Restaurant
Talk Topics	Love, Music, Travels, Sex (>60 )
Favourite Gift	Cute Swimsuit
Television Likes	Scifi, Romantic Comedy, Cartoon, History Channel, Porn
Television Favourite	Scifi
Places you can find this character	Street, Mall, Pub, Park, Studio (Fri 18-20)
Places to take on a date	Pub, Home, Mall

Fans in the pub

Prerequisites: Anna ❤️ >= 40, done Horror movies, invite Anna to a pub date, 🍷 >= 50% during the date

On a date (*1st date to trigger the second event) with Anna, Mike and Anna encounter fans of the Deathless Harpies.

You can help Anna during this encounter if your 🍷 >= 25. This will increase her current 🧠 by +10 points.

Outcome : Anna max ❤️ set to 50

Anna meets her ex

Prerequisite: Anna ❤️ >= 50, done Fans in the pub, invite Anna to a pub date, 🍷 >= 50% during the date

Mike takes Anna to a date in the pub at night. Anna spots her ex Gwendoline which results in a confrontation between her and Anna. Gwendoline will begin to insult Mike and Anna until Mike says that he has no problem with hitting girls.

Outcome: Max ❤️ set to 60

Anna meets her ex 2

Prerequisite: Anna ❤️ >= 60, done Anna meets her ex, meet Anna somewhere in the city (not in the studio)

Mike will spot Gwendoline and there will be another confrontation between her and Anna. As soon as Gwendoline talks to Mike and Anna she begins to insult them again until Mike successfully scares Gwendoline off.

Outcome: Anna max ❤️ set to 65

Take Anna to a restaurant date

Prerequisites: Anna ❤️ >= 65, done Anna meets her ex 2, invite Anna to a restaurant date, 🍷 >= 50% during the date

Mike talks to Anna because she seems to be a little bit distracted. After being afraid that she has ruined the date, Anna tells Mike that she had a fight with Kleio.

Outcome: Anna max ❤️ set to 70

Fix their relationship

Prerequisites: Anna ❤️ >= 70, done Take Anna to a restaurant date, **talked to Anna and Kleio**, 10:00-18:00

Talk with Kleio: Mike confronts Kleio about her fight with Anna and is able to convince her to go and talk with Anna.

Talk with Anna: After Mike confronted Kleio he speaks with Anna about the reason why they didn't settle their differences by now, to find out that Anna wanted Mike's attention so she didn't see a reason to do clear this up immediately.

After he talked to both of them Mike will receive a call from Anna where she tells him that all has been cleared up and that they want to meet him.

Outcome: Anna max ❤️ set to 75

Take Anna on a date 1

Prerequisites: Anna ❤️ >= 75, done Fix their relationship, 🍷 >= 90% during the date

Anna confesses to Mike that she likes him.

Outcome: Anna max ❤️ set to 80

Anna's confession

Prerequisites: Anna ❤️ >= 80, done Take Anna on a date 1, interact with her

Mike thinks that Anna is going to dump him, because she has been acting strange around him for some time.

Outcome: Anna max ❤️ set to 85

Take Anna on a date 2

Prerequisites: Anna ❤️ >= 85, done Anna's confession, invite Anna on a date, 🍷 >= 90% during the date

Mike tells Anna that he doesn't like the fact that he has been without her after a date.


Outcome: Anna max ❤️ set to 90, Anna's status gets updated to Girlfriend

Living-room fun time

Prerequisites: Anna  >= 90, done take Anna on a date 2, invite her to a date at Mike's home

Anna and Mike have a date at Mike's house.



Mike can either just accept or ask if he can record it. If you choose the later option Anna will lose -5  and gain +10 .

Outcome: Anna max  set to 95

The concert

Prerequisites: Anna  >= 95, done Living-room fun time, invite Anna to a date at the pub

Anna and Mike visit a Metalikea concert.


If Mike's  >= 50 the event will have a good ending, otherwise it will end poorly and Anna will lose -8 .

Outcome: Anna max  set to 100

Fist of the North Star

Prerequisites: Anna  = 100, done the concert, talk with her at the pub (not on a date)

Anna and Mike enjoy each others company in the pub until Gwendoline interrupts them.

Mike can either watch or interrupt which leads to Anna losing -10  and gaining +10 .


Submission events

This section is a work in progress. Unsure of requisites, but these worked for me. Check your story tracker to see when events are available for you.


Eat pastries with Anna

Prerequisites: Anna's  >= 40, invite Anna to a date at mall & go to the bakery

During a mall date, have a pastry with Anna

Outcome: Anna's max  set to 80.

Watch TV with Anna


Prerequisites: Anna's  >= 80, done Eat pastries with Anna, invite Anna to a date at home & watch TV

During a date at home, watch tv with Anna

Outcome: Anna's max  set to 100.

Sex events

Hot tub Sex

Prerequisites: Home Date, Anna  >=50, Sex with Anna at least once, Hot tub repaired

During a Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Other events

Anna's bad practice

Prerequisites: Band practice, practice >= 25, Anna  >= 25

Anna has a bad day at practice and the rest of the band gets upset with her. Mike gets to mediate.

Time schedule

The following table shows at which time you can meet Anna in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 06:00	sleep	00:00 06:00	sleep	00:00 09:00	sleep	00:00 08:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 05:00	sleep
07:00 08:00	coffee shop	07:00 08:00	coffee shop	10:00 11:00	coffee shop	07:00 08:00	coffee shop	10:00 11:00	coffee shop	10:00 11:00	clothes shop	11:00 18:00	park
09:00 13:00	university	09:00 13:00	university	12:00 14:00	park	09:00 13:00	university	12:00 14:00	park	12:00 14:00	coffee shop	19:00 23:00	pub
14:00	none	14:00	none	15:00 16:00	clothes shop	14:00	none	15:00 16:00	clothes shop	15:00 16:00	park		
15:00 17:00	street	15:00 17:00	street	17:00	coffee shop	15:00 17:00	street	17:00	coffee shop	17:00 18:00	drug store		
18:00	clothes shop	18:00	clothes shop	18:00 20:00	studio	18:00	clothes shop	18:00 20:00	studio	19:00 21:00	none		
19:00	park	19:00	park	21:00 23:00	pub	19:00	park	21:00 23:00	pub	22:00 23:00	pub		
20:00 23:00	pub	20:00 23:00				20:00 23:00	pub						

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#) | [Band Harem](#) | [Marry](#)

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Audrey

In-game description: "Audrey is my coworker. She's fairly useless at work; she can be nice, but she is trouble."

Audrey is Mike's coworker. She is a masochist and likes pain. She flirts with Mike in a way that pisses him off, as she is trying to get him to be hard on her. She isn't very detail oriented and makes a lot of mistakes at work, but some of these are on purpose in order to get punished.

In the office, Audrey will occasionally come to Mike asking for help after she's made a mistake. If accepted, Mike spends 2 hours and gains 1 ❤️ with Audrey. If refused ❤️ is lost.

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 - 1.4 First date
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 - 4.1 Go to the gym!
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Audrey



Voice actress	CremeChu
Acquisition	7 days in
Availability	Patreon only, Mike MC
Pregnancy	Yes
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Bitchy (Palla, Audrey, Cassidy), Jealous (Sasha, Audrey), Office
Biographical information	
Age	24
Date of birth	Summer 16
Physical description	
Gender	Female
Personal information	
Traits	Princess, submissive, rebel, flirty
Likes	Fitness, Charm, Hung(x2), Martial arts, Money, Purse(x2), Clothes, Sextoy, Waterpark
Dislikes	Home, Small dick(x2)
Talk Topics	Love, sex, food, travels, sport, fashion
Places to take on a date	Pub, Fancy Restaurant

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Story events

Mike saves Audrey

Danny

Prerequisites: didn't finish [Lexi calls Mike](#), 🌱 >= 20, 🍷 >= 20, Pub, Audrey present

Mike sees Audrey being threatened by Danny. Mike can choose to help her. If Mike chooses not to help, Audrey does not become available.

If you do help, you can choose to say she's your toy (she'll tease you about that later), or fight Danny or intimidate him. If you fight him you must have 75 🍷 or 50 🍷 + martial arts skill.

Ryan

Prerequisites: finished [Samantha asks for a date](#) & [Lexi calls Mike](#), 🌱 >= 20, 🍷 >= 20, Pub, Audrey present

Mike spots Ryan going to the bar in the pub. After a while he hears Ryan being an asshole towards Audrey.

If Mike tries to help Audrey he will beat up Ryan if: 🍷 >=90 or 🍷 >=50 + martial arts skill. If he does not have enough fitness he will get beat up.

Outcome: If helped Audrey in either of these events, Audrey is available, Audrey Max ❤️ is set to 20.

Note: If Danny and Ryan have [both been removed](#) from the game, Audrey will become unobtainable.

Audrey thanks Mike for the help

Prerequisites: Office, helped her with Danny, Audrey ❤️ >= 20

Audrey thanks Mike for helping her with Danny, and flirts with him in a manner he finds confusing.

Outcome: Audrey Max ❤️ set to 30, can be kissed at 28 ❤️.

Audrey in the gym

Prerequisites: Gym, Audrey ❤️ >= 30

Mike spots Audrey in the gym and stares at her for awhile. If he goes over to her, she slaps him in order to provoke him.

Outcome: Audrey Max ❤️ set to 40.

First date

Waterpark meetup

Prerequisites: not done Park meetup, Waterpark, Summer/Spring, Sat 12:00-16:00, done Audrey in the gym, Audrey ❤️ >= 40

Mike meets Audrey at the waterpark. They do some kissing, and if Mike tries to feel her up can increase 🧐

Park meetup

Prerequisites: not done Waterpark meetup, Park, Fall/Winter, Sat 12:00-16:00, done Audrey in the gym, Audrey ❤️ >= 40

Mike meets Audrey in the Park. Mike and Audrey are fooling around a bit.

Outcome: Audrey Max ❤️ set to 50.

Audrey's restaurant handjob

Prerequisites: 19:00, Audrey ❤️ >= 50, done Waterpark meetup

Audrey invites Mike to a date at the high class restaurant. While there, she gives him a hand job and once he's made a mess, leaves.

Outcome: Audrey disappears.

Audrey's punishment

Prerequisites: 🍀 >= 50, work or work hard, done Audrey's restaurant handjob, Audrey ❤️ >= 50, Fun <= 5 or Sexperience >= 10

Audrey reappears in the office, and Mike is angry. If he does not restrain himself, he fucks her right there on his desk. Audrey loves it.

Outcome: Audrey reappears, Audrey Max ❤️ set to 60.

Photocopied butt

Prerequisites: 🍀 >= 60, work or work hard, done Audrey's punishment, Audrey ❤️ >= 60

Mike finds a photocopy of a butt, and Lavish is there. Can use it to flirt with Lavish for 10 🧐. Mike can then accuse Aletta, Shiori or Audrey of leaving the photo for him.

Outcome: Audrey Max ❤️ set to 70

Relieve stress

Prerequisites: done photocopied butt, Audrey ❤️ >= 70, personal office, work or work hard

Mike calls Audrey into his office because he needs to relive stress.

If Mike's sexperience skill is >= 20 he can choose between the doggy and cowgirl position.

Audrey can't get pregnant from this event.

Outcome: Audrey max ❤️ set to 80

Mike's confession

Prerequisites: done Relive stress, Audrey ❤️ >= 70, personal office, call Audrey into your office (requires at least 50 🧐. See [Audrey#Submission events](#))

Mike calls Audrey into his office and confesses to her that he loves her.

Outcome: Audrey max ❤️ set to 90, Audrey disappears from the map

Audrey reappears

Prerequisites: done Mike's confession, Audrey ❤️ >= 80, days passed >= 3, work or work hard

Audrey reappears and confesses that she also loves Mike.

Outcome: Audrey max ❤️ set to 100, you can now marry Audrey.

Disciplining Audrey at work

These events are not relevant for increasing her ❤️ cap or progressing her main story.

Important: For these events you must have Shiori available. You will lock yourself out of Audrey's submission route if you don't [hire Shiori](#).

Audrey's HR threat

Prerequisites: Work or work hard, done [Shiori scolding 3](#), Audrey ❤️ >= 45 & 🧐 >= 25

Audrey comes to Mike and threatens to go to HR because he's a perv. If he "accepts her proposal she'll come back.

Audrey gets caught

Prerequisites: Work or work hard, Audrey ❤️ >= 55 & 🧐 >= 50, done Audrey's HR threat

Aletta catches Audrey shredding some important documents, and brings her to Mike. Mike spansks Audrey.

Mike has the option to let Aletta stay and watch (if Aletta's 🧐 >= 25 & ❤️ >= 75 & had post-date sex), which increases Aletta's ❤️ and 🧐.

Audrey gets more spanking

Prerequisites: Work or work hard, Audrey >= 65 & >= 75, done Audrey gets caught

Audrey makes even more “mistakes”. Mike calls her on it and spansks her again, this time fingering her ass.

Submission events

Getting dirty at the park

Prerequisites: Audrey >=15, Audrey sexperience >=1, Go on an evening date and get at least 80 date score

If Mike let's Audrey have her way: Date can be continued at home for a "hot coffee".

If Mike denies Audrey the fun at the park: -3 and +5 and Date ends!

Outcome: Audrey max set to 25

Distracted during the movie

Prerequisites: Audrey >=25, Audrey sexperience >=2, Go on a date to the cinema

Outcome: Audrey max set to 75

Thirsty at work

Prerequisites: Audrey >=75, Audrey sexperience >=5, Work hard at the office

Outcome: Audrey max set to 100

Other events

Go to the gym!

Prerequisites: No sport clothes, Audrey present

If you have not yet purchased sport clothes, Audrey will tell you to go to the gym, and that you need sport clothes to do so.

Sex events

Hot tub Sex

Prerequisites: Home Date, Audrey >=50, Sex with Audrey at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Time schedule

The following table shows at which time you can meet Audrey in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	nightclub
09:00		09:00		09:00		09:00		09:00		09:00		05:00	
10:00	office	10:00	office	10:00	office	10:00	office	10:00	office	10:00	gym	06:00	sleep
17:00		17:00		17:00		17:00		17:00		11:00		10:00	
18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	12:00	jewelry shop	11:00	gym
										14:00		12:00	
19:00	gym	19:00	gym	19:00	gym	19:00	gym	19:00	gym	15:00	waterpark	13:00	park
										16:00	spring/summer	14:00	
20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	15:00		15:00	waterpark
										16:00	clothes shop	16:00	Spring/Summer
21:00		21:00		21:00		21:00		21:00		17:00		15:00	
22:00	gym	22:00	gym	22:00	gym	22:00	gym	22:00	gym	18:00	park	16:00	gym
23:00		23:00		23:00		23:00		23:00				17:00	
24:00	pub	24:00	pub	24:00	pub	24:00	pub	24:00	pub	22:00	pub	18:00	gym
										23:00			
												19:00	pub
												23:00	

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Ayesha

Mike MC

Bree MC

In-game description: "Ayesha is a pro wrestler and a coach at the local gym."

Ayesha is an extremely muscular woman of color, who Mike meets at the gym. Under her tough façade, she is sensitive and enjoys being dominated in the bedroom. Mike can explore **BDSM** play with her.

Ayesha is part of the **Taming Harem** with **Kylie** and the **Sporty Harem** with **Hanna**.

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Ayesha



Voice actress	MidnightDatura
Acquisition	Gym
Pregnancy	Yes (pregnancy will not show in all scenes)
Fertility	Normal
Collaring	Yes
Marriage	no, yes with Sporty
Harems	Taming, Sporty
Biographical information	
Age	25
Date of birth	29 Winter
Physical description	
Gender	Female
Eye color	Brown
Personal information	
Traits	Sportsy, Rebel,
Likes	Charm, Fitness, Beach
Talk Topics	Music, People, Cloths, Sex(+❤️)/-❤️
Places you can find this character	Gym, City, Mall, Cinema(weekend 21:00 - 23:00)
Places to take on a date	Fancy Restaurant

Story events

Ayesha's introduction

Prerequisites: Gym, Wednesday, **Hanna** present.

Hanna introduces Ayesha.

Ayesha's show

Prerequisites: 14:00-18:00 Sunday, Bree in game, done Ayesha's introduction

Bree and Mike go see Ayesha do a wrestling show. During the match Mike has the choice to either protect Bree or to protect himself.

- *Protect Bree* (if 🧢 >= 50): Mike will get Ayesha's phone number.
- *Protect yourself*: Mike will use Bree as a human shield.

Personal trainer

Prerequisites: done Ayesha's show

Hanna helps Mike to hook up with a personal trainer. It turns out that the personal trainer is Ayesha. After the workout session, Mike can either compliment her muscles or her beauty.

If he complements her beauty she will thank him and Ayesha will gain 3 ❤️ and tell him, that most of the people don't see it the way he does and that some people make fun of her.

Outcome: Ayesha max ❤️ set to 10

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Meet Ayesha in the city

Prerequisites: Ayesha ❤️ >= 10, done personal trainer, go to the street when Ayesha is there

Mike walks around the city and hears some people insulting someone. As it turns out they are insulting Ayesha and Mike has to choose if he either stands up for her or ignores it.

If he helps her he will tell those guys off and intimidates the a little bit. He and Ayesha become friends afterwards.

If he doesn't help her he will see that she is going away from there and that it looks like she isn't taking the insults very good.

Outcome: If he helped her, Ayesha max ❤️ set to 20, Ayesha is dateable

First date with Ayesha

Ayesha beach date

Prerequisites: done meet Ayesha in the city, not done Hot coffee with Ayesha, Ayesha ❤️ >= 20, Summer, 09:00 - 16:00, have at least one of those: [bike/car/sports car](#), interact with Ayesha

Mike calls Ayesha and invites her to a date at the beach, which she accepts reluctantly. At the beach he notices that she isn't in a great mood and he tries to cheer her up. As soon as he is laying out their towels someone jogs by them and accidentally kicks sand into Mikes face. Ayesha does not find that one bit funny and she takes the poor guy into a submission hold.

After the guy apologizes Mike can either choose to tell her that it was an accident or keep quiet.

- If he tells her that it was an accident she will gain +10 🧠
- If he does not tell her that it was an accident, her ❤️ will be increased by +5.

Outcome: Ayesha max ❤️ set to 30

Hot coffee with Ayesha

Prerequisites: done meet Ayesha in the city, not done Ayesha beach date, Ayesha ❤️ >= 20, successful date with Ayesha

Mike and Ayesha go on a date. If 🍷 = 100 (every drink reduces the requirement by -5), Ayesha asks to have a "hot coffee".

On the way back, Mike can suggest they take the fast route through the cemetery for +4/+2/+1 🧠. They run into two goth characters, Vincent and Violaine.

If Mike goes for anal right away, Ayesha gains +10/+5/+3 🧠 and an additional +10 🧠 if he pulls out, if he doesn't +2/+1/+1 ❤️ and +6/+3/+2 🧠.

Ayesha then gives Mike a blowjob, regardless of choice she'll gain +4/+2/+1 🧠.

One final round later, deciding between Missionary and Doggystyle ends the night. Picking anal options increase 🧠, while trying to have sex unprotected will end the night early.

Outcome: Ayesha max ❤️ set to 30

Meet Ayesha at the cinema

Prerequisites: ❤️ >= 30, done beach date, invite Ayesha on a cinema date

Mike goes to the cinema with Ayesha. Both of them don't know any of the movies which are currently displayed at the cinema. Due a lack of information about the current movies they decide that Mike should pick a one movie. He can either decide to pick between a sci-fi thriller and a historical drama. Choosing the historical drama will increase Ayesha's ❤️ by +5

Outcome: Ayesha max ❤️ set to 40

Ayesha needs Mike's advice

Prerequisites: Ayesha ❤️ >=40, done meet Ayesha at the cinema, be at home, 10:00 - 14:00

Ayesha calls Mike and asks him for advice if she should accept the offer to become an MMA fighter or if she should continue being a wrestler.

If you tell her to do it you will gain +1 ❤️. If you tell her not to do it you will lose -2 ❤️ and gain +1 🧠

Outcome: Ayesha max ❤️ set to 50

Pro-wrestling show

Prerequisites: Ayesha ❤️ >= 50, done Ayesha needs Mike's advice, be at home, Saturday 09:00 - 14:00

Ayesha calls Mike because there is a huge wrestling show in town and Ayesha partakes in it. She asks Mike if he could jump in as a replacement for the guy that was supposed to be her manager for that event.

If he accepts he will be a part of the action and her ❤️ will be increased by 2. Otherwise it will be increased by 1

After the match he has the option to treat the match like it was a real fight or as if it is all faked.

If he acts like it's all real he will gain +2 ❤️. If not she will gain +1 ❤️ and lose -2 🧠.

Outcome: Ayesha max ❤️ set to 60

Mall date

Prerequisites: Ayesha ❤️ >= 60, done Pro-wrestling show, invite her to a date at the mall

Mike and Ayesha go to a date at the mall. Ayesha seems to be quite nervous the whole time and Mike has to decide if he either asks her what is wrong (if 🌿 >= 50) or if he starts to talk about himself.

If he talks about himself, Ayesha will lose -5 ❤️. If he asks her what is bothering her +5 ❤️

Outcome: Ayesha max ❤️ set to 65.

Intense training

Prerequisites: Ayesha ❤️ >=65, Go to the gym when Ayesha is there, Be Ayesha wrestling manager

Pro-Wrestling show, but just as spectators

Prerequisites: Ayesha ❤️ >=65, Ask Ayesha on a date, Don't be Ayesha Wrestling Manager

National Wrestling Tournament

Prerequisites: Ayesha ❤️ >=77.5, be home, wait for Ayesha to call you

True feeling hide behind muscles

Prerequisites: Ayesha ❤️ >=90, go on a date to the mall with Ayesha

BDSM events

Ayesha has a series of BDSM events. Every week, she will meet with Mike to try a new gadget in the bedroom with him. If Mike has the shibari skill and bought ropes, he will also tie Ayesha up. (All of the training scenes are repeatable during hot coffee.)

Ayesha BDSM request

Prerequisites: Ayesha 🧠 >= 50, interact with Ayesha

Ayesha is curious about trying some BDSM stuff with Mike.

Outcome: Mike and Ayesha agree to meet for their first training session in 7 days.

Ayesha BDSM training 1

Prerequisites: done Ayesha BDSM request 7 days ago, 16:00

Mike and Ayesha meet for their first BDSM training session.



If Mike's 🍆 >= 30 and Ayesha 🧠 >= 50, Mike is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.


Outcome: Ayesha max 🧠 set to 60, the next meeting is scheduled in 7 days.

Ayesha BDSM training 2



Prerequisites: 7 days after Ayesha BDSM training 1, 16:00

Mike and Ayesha meet for their second BDSM training session.

If Mike's  >= 30 and Ayesha  >= 60, Mike is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.

Outcome: Ayesha max  set to 70.

Ayesha BDSM training 3

Prerequisites: done Ayesha BDSM training 2, Ayesha  >= 70, date at home,  >= 75%

Mike and Ayesha take their training to the next level.



If Mike's  >= 50, he is up for the task, otherwise he gets cold feet and they postpone the meeting for two weeks.


Outcome: Ayesha max  set to 85, the next meeting is scheduled in 7 days.

Ayesha BDSM training 4

Prerequisites: 7 days after Ayesha BDSM training 3, 16:00

Mike and Ayesha meet for their last BDSM training session.








If Mike's  >= 50 and Ayesha  >= 85, Mike is up for the task, goes through with it, otherwise he gets cold feet and they postpone the meeting for two weeks.

Outcome: Ayesha max  set to 100.

Sex events

After-date scenes

The following after-date scenes are available for Ayesha:

Scene	Conditions
Cunnilingus	 >= 20
Blowjob	 >= 25
Missionary	for anal:  >= 10*
Doggy	 >= 5 for anal:  >= 10*
Reverse cowgirl	 >= 10 for anal:  >= 15*
BDSM	depending on the progress of her training

* does not apply if Mike [goes for anal on the first date](#)

Hot tub Sex

Prerequisites: Home Date, Ayesha  >=50, Sex with Ayesha at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Time schedule

The following table shows at which time you can meet Ayesha in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 08:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep
09:00 12:00	gym	09:00 12:00	gym	09:00 12:00	gym	09:00 12:00	gym	09:00 12:00	gym	09:00	park	09:00	park
13:00 14:00	coffee shop	13:00 14:00	coffee shop	13:00 14:00	coffee shop	13:00 14:00	coffee shop	13:00 14:00	coffee shop	10:00 12:00	mall (second floor)	10:00 12:00	mall (second floor)
15:00 20:00	gym	15:00 20:00	gym	15:00 20:00	gym	15:00 20:00	gym	15:00 20:00	gym	13:00 14:00	coffeeshop	13:00 14:00	coffee shop
21:00	city	21:00	city	21:00	city	21:00	city	21:00	city	15:00 16:00	forest	15:00 16:00	forest
22:00 24:00	sleep	22:00 24:00	sleep	22:00 24:00	sleep	22:00 24:00	sleep	22:00 24:00	sleep	17:00 18:00	city	17:00 18:00	city
										20:00 23:00	cinema	20:00 23:00	cinema
										24:00	sleep	24:00	sleep

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This page was last edited on 16 July 2024, at 03:05.

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


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In-game description: "Ayesha is a pro wrestler and a coach at the local gym."

Introduction

Prerequisites: Gym

Bree steps into a crowded gym. Near the back corner of the room is an open section of the floor designated for free-weights and medicine balls and yoga mats. That is Bree's destination for now as she unlocks her phone to search her social media for a spontaneous routine from the few fitness gurus she follows. She's tapping her way through an ab routine a guru has posted before she's interrupted by a voice. An Amazonian woman in stature. Bree's too awestruck and envious of her body for a moment to reply at all, but she quickly shakes her head. As Bree steps aside and watches her, something nags her. The Amazonian seems familiar. Bree finally pops the question; "Do I know you from somewhere?" When Ayesha reveals her name, Bree realises where she knows her from. Wrestling! Ayesha is a wrestler. Bree recognises Ayesha from her face being plastered all over the university. She'll say as much no matter which of the three options you choose; "I'm a huge fan" gains +1 , "I think you wrestled at my college", "not really my thing..." from these three choices, Ayesha offers to personally train Bree. All she has to do is ask for her at reception. This leads to Bree responding with either "That'd be great!" gains +1 , "Oh, thank you." or "I'll probably pass..." loses -1 

Outcome: Ayesha becomes available

Ayesha



Voice actress MidnightDatura

Acquisition Gym

Pregnancy Yes (pregnancy will not show in all scenes)

Fertility Normal

Collaring Yes

Marriage no, yes with Sporty

Harems Taming, Sporty

Biographical information

Age 25

Date of birth 29 Winter

Physical description



Gender Female

Eye color Brown

Personal information

Traits Sportsy, Rebel,

Likes Charm, Fitness, Beach

Talk Topics Music, People, Cloths, Sex(+, -)

Places you can find this character Gym, City, Mall, Cinema(weekend 21:00 - 23:00)

Places to take on a date Fancy Restaurant

Category: Characters

This page was last edited on 22 September 2023, at 06:49.

Bree

"I'm not antisocial. I'm just not user friendly."



In-game description: "One of my roommates, Bree is a full time student. She is bubbly and sweet."

When playing as [Mike](#) MC, Bree is one of his roommates. She is a cute, excitable blonde girl who is into video games and geekery in general.

When playing as Bree MC her detail can be found [The Hero/Bree](#)

If you kiss someone in front of Bree, (other than Sasha if the Home Harem is active) you will lose 20  with her.

Post-date, Bree can have sex with Mike:

- If you have completed [The Interview](#) and had sex with her at least once, she can give you a titty job.
- If  > 25 she can do it doggy. If she hasn't done anal, there is a 25% chance she'll do anal.
- She will always do missionary.
- If  >= 80 and Sasha isn't home, can do doggy sex in Sasha's room.

Bree



Voice actress	MissMoonified
Acquisition	Immediate
Availability	Public, Mike MC only
Pregnancy	Yes
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Home Harem , Gaming Harem , College Harem
Biographical information	
Age	22
Physical description	
Gender	Female
Personal information	
Traits	Sportsy, Bookworm, Playfull, Geek
Likes	Knowledge, Video Games, Books, Science Fiction, Mall
Dislikes	Nightclub
Talk Topics	Books, Food, Love, Sex, Politics, Travels, Computers, TV
Favourite Gift	Signed Book
Television Likes	Scifi, Romantic Comedy, Cartoon, History Channel, Pom
Television Favourite	Scifi
Places you can find this character	University (During Week), Arcade (On Saturdays)
Places to take on a date	Pub, Home, Mall

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General story events

Missing phone (bree_event_01)

Prerequisites: Living room, Bree present, Bree 10 .

Mike's phone is missing. While looking for it, he runs into Bree playing a videogame on the couch. If Mike asks her to help look, +5 . If Mike demands she look, +5 .

Outcome: Bree max  set to 20, kissable at 20 .

Playing in the arcade (bree_event_02)



Prerequisites: Arcade, Bree present (Saturday afternoons, 15 PM), Bree 20 .


Play games in the arcade with Bree. Different text if Mike has video games skill, but the outcome is the same.

Outcome: Bree max  set to 30.

Playing on the Z-Box (bree_event_03)

Prerequisites: Z-Box owned. Living room 10:00-19:00, Bree Present, Bree 30 .

Play on the Z-Box with Bree, and see her bedroom. If you tease her about country music, +5 . Otherwise +5 .

Outcome: Bree max  set to 40.

After you finish the Playing on the Z-Box event, Bree's story will split into either the **Maid path** or the **Gamer path**. You can only do one per playthrough, both on the same save file is not possible.

In order to open the Gamer path, you need to choose the video games skill in the **Introduction**, or have gained it via practicing the gaming skill until you gain it.


Be aware that only the **Maid path** allows you to raise Bree's max  over 50!


Gamer path

If you chose the Video games skill at the beginning of the game, you should now have a second Bree story tracker tab called "**Gamer Bree**".


However, you can still start the **Maid path** until you finish the first Gamer event: If you pick up Bree's call for **Rent troubles**, you will change to the **Maid path**. Ignore the call to stay on the Gamer path.

Video Game Training (bree_event_05)

Prerequisites: Did not finish **Rent troubles**, Mon-Sat 18:00-20:00, Living room, **Video games skill**, Bree  >= 40, interact with Bree
Bree asks Mike if you could lend her money for a video game tournament. If Mike goes to the arcade with Bree, there is an encounter with another [girl hogging the video game](#).

Outcome: Bree max  set to 50


Bree is Bored (bree_event_06)

Prerequisites: Mon-Fri 09:00, Living room, Video games skill, Interact with Bree, Bree  >= 50, had sex with Bree once

Bree will talk with Mike about her video games being too easy and boring. Mike suggests to help her with this Problem.

If Mike already had anal sex with Bree, he can choose anal as an option.

Warning: Bree can get pregnant from this event if you're not careful!

Outcome: Bree max  set to 55

Joystick (bree_event_07)

Prerequisites: Bree  >= 55, done Bree is Bored, living room, had sex once, interact with her

Mike finds out that Bree is pretty good at the game she is playing and that she is bored again.

Outcome: Bree  max set to 60

The Tournament (bree_event_08)

Prerequisites: Bree  >= 60, done Joystick >= 5 days ago, 08:00 - 20:00

Bree and Mike partake in a tournament.

Report the cheater	+1 	-
Be cautious	-1 	+1 

Outcome: Bree  max set to 65

Bree Scissorhands (bree_event_09)

Prerequisites: Bree ❤️ >= 65, done The Tournament >= 2 days ago, living room, Bree is in the living room

Bree points out that something about Mike seems different and offers to cut his hair.

Why not?	+1 ❤️	-
Love it	+2 ❤️	-
What have you done?	-3 ❤️	+5 🧠🧠
No, no way, never!	-3 ❤️	+5 🧠🧠

Outcome: Bree ❤️ max set to 70

Virtual Problems (bree_event_10)

Prerequisites: Bree ❤️ >= 70, done Bree Scissorhands >= 1 day ago, 07:00 - 20:00, living room, play videogames when Bree isn't present in the living room

Bree get's jealous about stuff that Mike does in-game.

Let's meet Thyra together	+1 ❤️	+2 🧠	promised to meet Thyra with her
Fine.. I won't meet Thyra	+2 ❤️	-	-

Outcome: Bree ❤️ max set to 75

Offline Meet Up (bree_event_11)

Prerequisites: Bree ❤️ >= 75, done Virtual Problems >= 3 days ago, 10:00 - 14:00

If you told Bree that you won't meet Thyra, you'll skip this event and Bree's max ❤️ will be set to 80. (You still need to trigger this event even though nothing will happen.)

Mike and Bree meet Thyra together (only if you chose to invite Bree to meet Thyra).

Mike can choose to leave immediately or talk for a minute with Thyra.

Outcome: Bree ❤️ max set to 80

Striking Distance (bree_event_12)

Prerequisites: Bree ❤️ >= 80, done Offline Meet Up >= 6 days ago, 08:00 - 18:00, Saturday/Sunday, living room, Bree is present

Mike meets Bree's father for the first time.

Outcome: Bree ❤️ max set to 85

Sleepover (bree_event_13)

Prerequisites: Bree ❤️ >= 85, done Striking Distance, 20:00 - 24:00, living room, interact with her

Mike and Bree got very tired and decided to go to sleep.

Let Bree stay	+2 ❤️	-
Ask Bree to leave	-2 ❤️	+1 🧠🧠

Outcome: Bree ❤️ max set to 90

Assignment (bree_event_14)

Prerequisites: Bree ❤️ >= 90, done Sleepover >= 2 days ago, 16:00 - 24:00, living room, interact with her

Bree has to finish an assignment and asks Mike if he can help her with it.

I'll help you (if knowledge >= 70)	+1 ❤️
You have to do it alone	-1 ❤️

Outcome: Bree ❤️ max set to 95

The Yearbook (bree_event_15)

Prerequisites: Bree ❤️ >= 95, done assignment >= 1 day ago, living room, interact

Mike sees Bree carrying a box with the label "school stuff" on it. He finds an old yearbook of her.

No, you weren't	+2 ❤️	-
Fat and ugly, indeed	-2 ❤️	+1 🧠

Outcome: Bree ❤️ max set to 100

The Passing of a Loved One (bree_event_16)

Prerequisites: Bree ❤️ >= 100, done The Yearbook >= 1 day ago, 08:00 - 20:00, living room, interact with her

Mike and Bree experience a devastating loss that might change their lives forever.

Maid Path

If you did not choose the videogames skill at the beginning (or pick Bree's call before you finish the Video game training event), you will play the "Maid Bree" storyline.

Rent troubles (bree_event_04)

Prerequisites: Did not finish Video game training, Mon-Fri, 12:00-18:00, Bree ❤️ >= 40, Bree 🧠 >=25

Bree calls Mike and asks to meet at the coffee shop. She explains that she doesn't have money for the rent, but she has a line on a job. Mike agrees to help her out with the job.

If Mike is mean to her, Bree gains 🧠. If Mike is kind to her, Bree gains ❤️. Mike can agree to cover her rent this month, which can be repaid later.

Outcome: Bree max ❤️ is set to 50.

Cooking practice (bree_event_05b)

Prerequisites: 09:00 - 22:00, Hallway or Bree's Bedroom, Bree in her bedroom, Bree ❤️ >=50

Mike asks Bree to cook for him to practice for her upcoming interview. If Mike is mean, 🧠 points are gained but ❤️ are lost.

Outcome: Bree max ❤️ set to 55.

Cooking Practice Redux (bree_event_06b)

Prerequisites: 18:00-22:00, Kitchen or living room, Done Cooking practice, Bree ❤️ >= 55, Bree in her bedroom.

Bree asks Mike to sample her cooking the day before her big interview. It's... not good.

Outcome: Bree max ❤️ set to 60.

The Interview (bree_event_07b)

Prerequisites: 12:00-18:00 Mon-Fri, Street, Done Cooking practice redux, Bree ❤️ >= 60

Bree has her interview at the Maid Cafe. If Mike paid her rent, she pays him back. After this, a new location, the Maid Cafe, is available. You can go there and buy coffee from Bree.

Outcome: Bree max ❤️ set to 65.

Visit Bree At Work (bree_event_08b)

Prerequisites: 18:00 Mon-Fri, Maid Cafe, Done The Interview, Bree ❤️ >= 65, had sex with Bree once

Visit Bree at work in the evening, to see how she is doing as a maid.

Outcome: Bree max ❤️ set to 70.

Kitchen Fun Time (optional) (bree_event_09c)

Prerequisites: done visit Bree at work, Sasha is not at home, 🧠 >= 50, 18:00 - 20:00, Bree is in the kitchen, you must be in the front porch

Bree cooks Mike something nice.

Outcome: Bree 🧠 max set to 75 (1 hour passes)

Advice (bree_event_09b)

Prerequisites: Bree ❤️ >= 70, Visit Bree at work, Maid Cafe,

Mike visits Bree at her workplace and drinks a cup of coffee.

Outcome: Bree ❤️ max set to 75

The One He Likes (bree_event_10b)

Prerequisites: Bree ❤️ >= 75, done advice >= 2 days ago, living room, 18:00 - 22:00, Bree is present

Mike wants to confess to Bree that she is the girl he likes.

Bree can't get pregnant from this event.

Outcome: Bree ❤️ max set to 80

Living Room Dominance (optional) (bree_event_11c)

Prerequisites; done Advice and Kitchen Fun Time, living room, 18:00 - 23:00, 🧸 >= 75, watch TV with Bree

Mike and Bree burn some energy in the living room.

Bree can't get pregnant from this event.

Outcome: Bree 🧸 max set to 100

The Aftermath (bree_event_11b)

Prerequisites: Bree ❤️ >= 80, done The One He Likes >= 2 days ago, living room, 18:00 - 22:00

Mike and Bree talk about the what happened the last time.

Outcome: Bree ❤️ max set to 85

Temporary Help (bree_event_12b)

Prerequisites: Bree ❤️ >= 85, The Aftermath >= 2 days ago, maid cafe, 18:00 - 22:00,

Mike helps Bree and her boss [Kiara](#) out in the maid cafe.

Mike can decide to decline Kiara's offer or to accept it.

Outcome: Bree ❤️ max set to 90

Preparation Time (bree_event_13b)

Prerequisites: Bree ❤️ >= 90, Temporary Help >= 2 days ago, living room, interact with her,

Bree talks with Mike about a her past and tells him that her dad is coming the next weekend.

This event has different dialogue if Bree is collared

Outcome: Bree ❤️ max set to 95

Where We Stand (optional) (bree_event_14c)

Prerequisites: done Preparation Time and Living Room Dominance, Bree 🧸 = 100, Summer, invite her on a date to the beach

Mike and Bree talk about their roles in their relationship

Outcome: Bree 🧸 max set to 100

Die Hard (bree_event_14b)

Prerequisites: Bree ❤️ >= 95, preparation time >= 2 days ago, 08:00 - 18:00, Saturday - Sunday, Bree is present

Mike proves to Bree's dad that he has balls of steel.

has different dialogue if Bree is collared

Outcome: Bree ❤️ max set to 100

Bree and Dwayne

Bree meets Dwayne (bree_event_office_01)

Prerequisites: Did not finish [Cassidy's story](#), Bree ❤️ >= 60, work or work hard

Bree is walking past Mike MC's office building and stops by for a visit. Mike introduces Bree to [Dwayne](#), the company's CEO.

Dwayne asks about Bree (bree_event_office_02)

Prerequisites: Done Bree meets Dwayne, did not finish [Cassidy's story](#), work or work hard

Dwayne stops by Mike MC's office and asks him to invite Bree back for the tour he suggested when they met. He makes it clear he intends to have sex with her in his office, and "generously" offers to let Mike join in.







Mike can agree to the proposal or refuse. If he refuses, he loses the current work progress. If he is rude about it, he will also lose all but the first promotion and Dwayne leaves with a general threat about not forgetting this.

Ask Bree about the Grand Tour (avoidable NTR) (bree_event_office_03)

Prerequisites: Done Dwayne asks about Bree, promised Dwayne to ask Bree

Talk to Bree and choose "About Dwayne."

Mike talks to Bree about her visit to the office. Bree admits that she finds Dwayne hot, so Mike presents the proposal to her.

- If Bree  >= 75, she will be up for it. The "tour" will happen the next Wednesday at 14:00.
- Otherwise, she will refuse the offer.
 - If her  >= 25, she politely explains that she wants nothing to do with him, and loses -10 .
 - If her  < 25, she will get mad at Mike for suggesting such a thing. She walks out and loses -25  and - 25 .



Sex events

Pool BJ (bree_pool_throat)

Prerequisites: Swimming 09:00-19:00, had sex with Bree, Bree  >= 50


Bree will give Mike a BJ in the pool.

Shower BJ (bree_shower_BJ)

Prerequisites: Had sex with Bree, 20:00-24:00, shower, , Bree  >= 75 and  >= 50

(Repeatable) Bree will give Mike a BJ in the shower.

TV BJ

Prerequisites: Mike MC, Bree  >= 75, had sex with Bree, watching TV with Bree. Repeatable


If Mike watches Porn with Bree, she can give him a nice BJ.

Masturbation

Prerequisites: 20:00-03:00, knock on Bree's bedroom, 25% chance

Mike can watch Bree masturbate. The scene changes if  > 25 or Mike has had anal with her.

Fuck at home

Prerequisites: Any room in house 20:00-24:00, Sex with Bree at least twice, Bree  >= 75

(Repeatable) Mike can ask Bree to have sex at home. If Sasha is in the room and the Home harem is active, Sasha will ask to join in.

When initiated in the bathroom, Mike will fuck Bree in the shower. **Unless she is on the pill, Bree may get pregnant from this event!**

Z-Box Penalty

Prerequisites: Win at least five times when playing z-box with bree, Bree  >= 80 and  > 25, Bree  >= 3

Penalty sex after win Bree 5 times in Z-Box


Warning: Bree can get pregnant from this event if you're not careful!

Beach BJ

Prerequisites: Beach 14:00-18:00, Bree  >= 75, Sex with Bree at least twice

Bree gives Mike a blowjob at the beach.

Hot tub Sex

Prerequisites: Home Date, Bree  >=50, Sex with Bree at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Other events

Consequences (bree_fight_dad)

Prerequisites: Bree is gone forever., alley

You meet someone how explains to you in detail on what the consequences are.

Outcome: -10 ( &  & )

Pregnancy request (bree_pregnant_request)

Prerequisites: Status is girlfriend, days since status changed >= 7, not pregnant already, Bree is present

She proposes to Mike to impregnate her.

Birthday date

Prerequisites: Bree is datable, Go on a date with her at her birthday

Restaurant					
Decision 1			Decision 3		
Don't help her	-10	🍷	No	-10	🍷
Help her	+10	🍷	Yes	+10	🍷
Decision 2			Final restaurant modifier		
Don't give her a gift	-20	🍷	-10	🍷	Mike has less then 300 🍷 -10 🍷
Give her a normal gift	+10	🍷	Mike has 300 🍷	+10	🍷
Give her a unusual gift	-10	🍷	If 🍷 >= 50, they will go to the cinema. If not the date ends after the restaurant		

Cinema					
Decision 1			Decision 3		
Action movie	-10	🍷	Tell her to shut up	-10	🍷 +5 🧠
Romcom	+10	🍷	Let her keep talking	+10	🍷
Decision 2					
Salty	-10	🍷	If 🍷 = 100, Bree has other plans then watching the movie		
Sweet	+10	🍷			

Get called daddy (Collared) (bree_call_daddy)

Prerequisites: Bree's bedroom, 🍷 >= 75, 🧠 >=75, have her collared, interact with her

Mike talks with Bree in her bedroom and asks if he likes her calling him Master. If Mike says no, she starts to call him daddy afterwards.

Outcome: Bree will refer to Mike as "Daddy" from now on.

Get called daddy (Non-Collared) (bree_call_slutty)

Prerequisites: Bree 🍷 >= 75, not collared, collared version not triggered.

Interact with Bree in her bedroom.

Talk about the first kiss (bree_about_kiss)

Prerequisites: Kissed Bree, Bree 🍷 >= 40 , Bathroom or Bree's Room

After the first kiss, Bree will tell Mike to forget it happened.

Talk about breakup (bree_talk_breakup)

Prerequisites: Bree present, Bree 🍷 >= 40

Bree will use a bad metaphor to express sympathy for Mike's breakup with Alexis.

Get out!

Prerequisites: Bree's Room or Bathroom, Bree < 70 🍷

Bree will ask you to leave her bedroom or step out of the bathroom.

If stepping into the bathroom and Bree is already in there, if 🍷 < 50 she will tell you to get out.

Anal confession (bree_anal_confession)

Prerequisites: Had anal with Bree

Bree will confess that she liked anal sex and will try not to be ashamed about it.

Bowsette (bree_event_bowsette)

Prerequisites: Hall or Bree's Bedroom 18:00-20:00, at least 21 days played, Bree 🍷 > 50

Bree will show her Bowsette cosplay. If Mike has already had sex with her, she'll let him fuck her in the costume.

Bree can't get pregnant from this event.

Let's go to the beach

Prerequisites: Living room, do not own a vehicle

Bree will suggest going to the beach. This event exists to remind players that there is a beach and it needs a vehicle to get there.

Valentines Day

On Valentine's Day (Spring 14), Bree will gift you a box of chocolates (consumable). If you eat them, they will replenish

1 🍬 and 1 🍫. This event may not trigger if her love points are not high enough.

The Hero's birthday

On the hero's birthday (your birthday is randomized for each playthrough), Bree will gift you Bree's Sweater. Wearing the sweater will **reduce** ✨ by 5 points. This event may not trigger if her love points are not high enough.

Time schedule

The following table shows at which time you can meet Bree in various locations.

Warning: The table is only valid if you turn randomness off.

Gamer path

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom
06:00		06:00		06:00		06:00		06:00		09:00		10:00	
07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bathroom	10:00	bathroom	11:00	bathroom
08:00	kitchen	08:00	kitchen	08:00	kitchen	08:00	kitchen	08:00	kitchen	11:00	kitchen	12:00	kitchen
09:00	living room	09:00	living room	09:00	living room	09:00	living room	09:00	classroom	12:00	living room	13:00	kitchen
10:00	university	10:00	university	10:00	university	10:00	university	12:00	dining hall	13:00	gym	14:00	pool
11:00		11:00		11:00		11:00		13:00		14:00		17:00	spring/summer
12:00	dining hall	12:00	dining hall	12:00	dining hall	12:00	dining hall	14:00	university	15:00	arcade	14:00	living room
13:00		13:00		13:00		13:00		17:00				17:00	fall/winter
14:00	university	14:00	university	14:00	university	14:00	university	18:00	book store	16:00	living room	18:00	bedroom
17:00		17:00		17:00		17:00				17:00		19:00	
18:00	living room	18:00	living room	18:00	living room	18:00	living room	19:00	bedroom	18:00	arcade	20:00	kitchen
19:00	bedroom	19:00	bedroom	19:00	bedroom	19:00	bedroom	20:00	kitchen	19:00	bedroom	21:00	kitchen
20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen	21:00	pub	20:00	kitchen	22:00	bathroom
23:00		23:00		23:00		23:00							
21:00	living room	21:00	living room	21:00	living room	21:00	living room			21:00	pub	23:00	bedroom
22:00		22:00		22:00		22:00				23:00			
23:00	bathroom	23:00	bathroom	23:00	bathroom	23:00	bathroom						

Maid Path

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom
06:00		06:00		06:00		06:00		06:00		09:00		10:00	
07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bathroom	10:00	bathroom	11:00	bathroom
08:00	kitchen	08:00	kitchen	08:00	kitchen	08:00	kitchen	08:00	kitchen	11:00	kitchen	12:00	kitchen
09:00	living room	09:00	living room	09:00	living room	09:00	living room	09:00	classroom	12:00	living room	13:00	kitchen
10:00	university	10:00	university	10:00	university	10:00	university	12:00	dining hall	13:00	gym	14:00	pool
11:00		11:00		11:00		11:00		13:00		14:00		17:00	spring/summer
12:00	maidcafe	12:00	maidcafe	12:00	maidcafe	12:00	maidcafe	14:00	university	15:00	maidcafe	14:00	living room
13:00	dining hall	13:00	dining hall	13:00	dining hall	13:00	dining hall	18:00	maidcafe	19:00	bedroom	18:00	bedroom
17:00		17:00		17:00		17:00		19:00				19:00	
14:00	university	14:00	university	14:00	university	14:00	university	20:00	kitchen	20:00	kitchen	20:00	kitchen
18:00	maidcafe	18:00	maidcafe	18:00	maidcafe	18:00	maidcafe	21:00	pub	21:00	pub	21:00	kitchen
23:00		23:00		23:00		23:00		23:00		23:00			
19:00	bedroom	19:00	bedroom	19:00	bedroom	19:00	bedroom					22:00	bathroom
20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen					23:00	bedroom
21:00	living room	21:00	living room	21:00	living room	21:00	living room						
22:00		22:00		22:00		22:00							
23:00	bathroom	23:00	bathroom	23:00	bathroom	23:00	bathroom						

Categories: [Characters](#) | [Public Characters](#) | [Mike MC Characters](#) | [Marry](#) | [Home Harem](#)

Camila Foglio

(Redirected from [Camila](#))

Sergeant Camila Foglio is working as an inspector for the local police station.

Mike meets her the first time when he brings camera footage to the police station proving that Kylie is stalking him.

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Camila



Voice actress	CinderDryad
Acquisition	When reporting Kylie to the police
Availability	Patreon, Mike MC
Pregnancy	Yes
Fertility	Normal
Harems	Criminal
Biographical information	
Age	27
Physical description	
Gender	Female
Personal information	
Traits	Dominant, Workaholic, Trashy
Likes	Shooting, Charm, Career, Restaurant, Forest
Dislikes	Cinema, Sweets, Home
Talk Topics	Sex, Sports, Travels

Story events

Cinema Date

Prerequisites: Camilla decided to arrest Kylie during [Report Kylie to the police](#).
Saturday evening (6pm-12am)

Camila calls if you can meet her at the cinema. He can either decide to be amused or to get angry after she tells him that this is a date.

Be amused +2

Get angry -2

Outcome: Camila max set to 10

Meet Camila at the shooting range

Prerequisites: Cinema Date done, Camila's >=10, Saturday afternoon (12pm-6pm)

Mike joins Camila at the shooting range. If Mike has the "Shooting" skill he gains 1.5 , otherwise 1 during this event. If Mike has seen Aletta's [The firing range](#) before, she can be met here during this event.

Outcome: Camila max set to 20

Pick Camila up at the hospital

Prerequisites: Meet Camila at the shooting range done >= 3 days ago, Camila's >=20, afternoon(12pm-6pm)

Camila calls and asks you to pick her up at the hospital. Camila got shot and Laura the doctor asks you to look out for her.

Side with Camila +2


Side with Laura -2

Outcome: Camila max set to 30


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A mugger at the mall

Prerequisites: Pick Camila up at the hospital ≥ 1 day ago, Camila's  ≥ 30 , mall


Some scumbag stole an old women's purse. Mike has the option to tackle the mugger if his  ≥ 50

Tackle the mugger +2 

Leap -2 

Outcome: Camila max  set to 40

A park date

Prerequisites: A mugger at the mall done ≥ 1 day ago, Camila's  ≥ 40 , take Camila to a date in the park

Date During Winter

Camila tells a few stories until Mike and Camila have a snowball fight with some kids. After the snowball fight is done, Mike can ask her if she's ok.

Date During Spring/Fall

Camila looks insecure about being in the wilderness, after an exchange about her attitude, she falls in silence. Mike can ask her if she's ok

Are you ok? +2 

Ignore Camila



Outcome: Camila max  set to 50

A date with Camila

Prerequisites: A park date in winter done ≥ 1 day ago, Camila's  ≥ 50 , take Camila on a date

Camila got a new hairstyle and asks you about your opinion. (Depending on your opinion she will keep the new one or not)

I love it +2 

Meeeh... -2  +1 

Outcome: Camila max  set to 60

Go on patrol with Camila

Prerequisites: A date with Camila done, Camila's  ≥ 60 , police station evening(18:00-00:00)

Mike goes on patrol with Camila, after a while they meet Lexi. Mike can tell Camila if he knows Lexi or not.

Outcome: Camila max  set to 70

Hospital Call

Prerequisites: Done go on patrol with Camila, Camila  ≥ 70 ,

Camila will call Mike from the hospital in the Afternoon. The hospital will be available on the city map, next to the park, one day after receiving the call. Camila will then remain in the hospital for 5 days.

Outcome: Camila max  set to 80

Cinema Date

Prerequisites: Have a date with Camila in the cinema, Camila  ≥ 80 ,

Mike invites Camila to a nerd movie but she will be annoyed of it, so she will find better ways to pass the time.

Outcome: Camila max  set to 90

Important Talk


Prerequisites: Talk with Camila, Camila  ≥ 90 ,

Camila has something important to talk with Mike the next time they meet.

Outcome: Camila max  set to 100


Prison events

Kylies request

Prerequisites: Kylie is in prison, Camila  >= 60, had sex >= 1, visit her at work

Mike got a letter from Kylie and decides to talk with Camila about that. Camila convinced Mike to go and see Kylie in prison.



Conjugal visit

Prerequisites: done Kylies request >= 3 days ago, Camila  >= 60, had sex >= 1, visit her at work

Mike gets follows Camila for his conjugal visit.

Submission events

Kink talk 1

Prerequisites: Camila  >=25, Camila  >=2, Go on a date with Camila and get 50 date score

Kink talk 2


Prerequisites: Camila  >=50, done Go on patrol with Camila, Talk to Camila

Police Car sex

Prerequisites: Camila  >=75, Camila  >=4, Be home during the afternoon

Sex events

Hot tub Sex

Prerequisites: Home Date, Camila  >=50, Sex with Camila at least once, Hot tub repaired

During at Date at home, click the "*Dip in the hot tub*" button when all the requirements are met.

Time schedule

The following table shows at which time you can meet Camila in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 09:00	sleep	00:00 10:00	sleep
07:00 08:00	gym	07:00 08:00	gym	07:00 08:00	gym	07:00 08:00	gym	07:00 08:00	gym	10:00 18:00	police station	11:00 18:00	police station
09:00 19:00	police station	09:00 19:00	police station	09:00 19:00	police station	09:00 19:00	police station	09:00 19:00	police station				
20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema	20:00 23:00	cinema				

Cassidy

In-game description: "Cassidy is the daughter of the company CEO, Dwayne. She's sexy, but thinks she's better than everyone else."

Cassidy is [Dwayne's](#) daughter. She is a bored, spoiled rich girl who decides to toy with Mike. She can learn her lesson... or Mike can learn his.

Cassidy is introduced in the [Office Party](#), but her storyline only starts once you made some [progress with Aletta](#). Thanks to Cassidy, Mike will be under investigation at work. He has 7 days to collect enough information to clear his name, or he risks consequences.

Important: Playing through Cassidy's storyline is a requirement for multiple other routes in the game! If she leaves at the end of the investigation, you will be locked out of the [Office Harem](#) as well as [Aletta's](#) and [Audrey's](#) romance path!

Depending on the outcome of the investigation, Cassidy can be played in two different paths: She can either submit to Mike and become his pet, or he has to bow to her and accept her as his mistress. If Mike agrees to become her slave, Cassidy can have Dom Points (💩).

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Story events

Cassidy bursts onto the scene *(cassidy_start)*

Prerequisites: done [Office party](#), wait 14 Days, work or work hard

Cassidy bursts into Mike's office and demands Mike be her personal valet on a trip to Switzerland. Mike refuses and she goes on her merry way, but she is angry about it.

Mike is investigated *(cassidy_start_investigation)*

Prerequisites: 7 days after Cassidy bursts onto the scene, done [meet the CEO](#), work or work hard

Aletta comes into Mike's office and informs him that he's under investigation for embezzling money from the company. This prevents work and work hard options.

Once the investigation starts, Mike has 7 days to get 100 investigation points.

- If Aletta 💖 >= 50 when she informs Mike about the investigation, she gives him a folder of information for 20 points.
- Mike can hack Aletta's computer every day when she is not there, either at 08:00 or 20:00. This is worth up to 13 points each, up to 15 with 📁-boosting clothing and accessories, scaled by Mike's 📁, with a minimum of 5 points per hack. To have the best chance of succeeding this investigation, have a very high knowledge!
- Mike can talk to Aletta, Lavish, Audrey and Shiori and ask them to help with the investigation. They will call back 2 days later, so this must be done early. Lavish provides a minimum of 15 points, Aletta and Audrey provide a minimum of 5, all scaling up with higher love (at approximately 1 point per 3.5 💖.) Shiori however, gives 10 negative points. If you have [Camila unlocked](#), then you can also talk to her for 10 investigation points when she calls back.
- Mike can hire a private investigator from his office for 10 investigation points.
- A couple of days into the investigation, Cassidy will call Mike and ask for a midnight meeting. Mike can go to the electronics shop and buy a [spy camera](#). If he installs the camera in his office, he can record Cassidy. This is critical to getting the best ending.
- Make sure you don't accept her offer as mistress. If you accept, Dwayne gets fired.
- Mike can ask Cassidy 3 questions during the midnight meeting if he set up the spy camera. For maximum points they should be:
 - What do you know about the investigation?
 - Who are you working with?
 - Where is the money?

Asking these questions provides 20 points.
- If Mike asked who Cassidy is working with, Mike will have the option to call the accountant from his office. Doing so provides 20.

Cassidy



Voice actress	KumBomb
Acquisition	14 days after Office Party
Availability	Patreon only, Mike MC
Pregnancy	Yes (100 💖)
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Bitchy Harem (Palla, Audrey, Cassidy)
Biographical information	
Age	23
Date of birth	Spring 9
Physical description	
Gender	Female
Personal information	
Traits	Spoiled, princess, playful, dominant
Likes	Dance, Charm, Fitness, Beach, Flowers, Sweets
Dislikes	Home, Park
Talk Topics	Sex, food, fashion
Places to take on a date	Fancy Restaurant, Waterpark (spring)

(cassidy_setup_meeting)

After 7 days the investigation is complete, Aletta will call Mike into the office. Cassidy will talk to him in the office beforehand. If you decline the call you can buy yourself more time to investigate.

Outcome: (cassidy_investigation_complete)

- If Mike gets 100% investigation points and recorded Cassidy, Mike presents his case to Cassidy. She agrees to become his pet in order to prevent Dwayne from being fired (**pet path**)
- If Mike gets 100% investigation points but did not record Cassidy, she believes Dwayne will beat the rap. She is wrong, Dwayne gets fired. **Cassidy leaves the game.**
- If Mike does not get 100% investigation points, but did record Cassidy, she will give Mike a tittyjob, then take the evidence and **leave the game.**
- If Mike does not get 100% investigation points and did not record Cassidy, Cassidy asks him to be her slave (**dom path**). If he refuses, Mike is fired, and loses all access to the office and working. He'll have to get a job at the mall.

Mike's new assistant (cassidy_new_assistant)

Prerequisites: Personal office, finished Mike is investigated, Cassidy still in game.

If Cassidy is still around after the investigation, Aletta introduces her to Mike as his new personal assistant.

Outcome: Cassidy max ❤️ set to 40

Pet path: If Cassidy agreed to be his slave, Mike can play with her in the office. If Mike plays with her too much while her ❤️ is low, she'll get so humiliated she will leave.

Dom path: If Mike agreed to be Cassidy's slave, occasionally he has to give her oral.

Dwayne and Cassidy

Note: The storyline can be played through regardless if Cassidy is Mike's pet or he is her slave, only the dialogue will be different.

Important: In order to successfully finish the storyline, **you need to have the martial-arts skill!** If you did not choose it at the beginning of the game, it has to be learned from [the Master](#) during the Summer season!

Cassidy asks about Aletta (cassidy_bad_day)

Prerequisites: Personal office, Cassidy ❤️ >= 40, done Mike's new assistant

Cassidy asks about Aletta, and is coy about why.

Cassidy and Dwayne fight (cassidy_overhear_argument)

Prerequisites: Coffee break, done Cassidy asks about Aletta >= 1 day ago

Mike overhears Cassidy accusing Dwayne of cheating on his wife.

Cassidy and Dwayne fight fallout (cassidy_dwayne_fight_fallout)

Prerequisites: Personal office, done Cassidy and Dwayne fight 1 day ago

If Mike insist to know what's bugging Cassidy she will talk a bit about the fight. She reveals Cherie, Dwayne's wife, is her stepmother and they hate each other. But with Dwayne cheating on her, she's starting to wonder what actually happened to her own mother.

Outcome: Cassidy max ❤️ set to 60

Dwayne does not approve (cassidy_dwayne_visit)

Prerequisites: Personal office, done Cassidy and Dwayne fight > 7 days ago, Cassidy is pet

Dwayne visits and tells Mike he does not approve of how Mike is treating his daughter. Mike makes it clear he can fuck off or Dwayne will be ruined.

Cassidy and Aletta fight (cassidy_aletta_fight)

Prerequisites: Personal office, done Cassidy and Dwayne fight fallout > 7 days ago (or Dwayne does not approve if appropriate)

Mike encounters Aletta and Cassidy fighting. Mike learns that Dwayne has been using Aletta for sex; SHE is the one Dwayne was cheating with.

Cassidy decides to take a break.

Outcome: Cassidy disappears.

Cassidy needs comfort (cassidy_needs_comfort)

Prerequisites: Living room, 3 days after Cassidy and Aletta fight

Cassidy shows up and tells Mike that she found her Mom. She learned that Dwayne paid her to leave, and a lot of her childhood has been a lie.

Note: Mike can get rid of her; if he does this ends Cassidy's story.

Outcome: Cassidy max ❤️ set to 80. Cassidy returns.

Cassidy and Aletta make nice (cassidy_aletta_make_nice)

Prerequisites: Work or work hard, done Cassidy needs comfort >= 1 day ago

Cassidy and Aletta come together and work on a plan to punish Dwayne. Mike agrees to help.

Cassidy arranges a party (cassidy_arrange_party)

Prerequisites: 7 days after Cassidy and Aletta make nice, Cassidy present.

Cassidy explains she's arranged for Mike to get an invitation to a party at the mansion she and Cherie live at. During that conversation Mike has 3 different options how he can react to Cassidy telling him that she will try to seduce her father to distract him.

Choice	❤️	🧠
Mike tells her not to do it	+3	+0
Mike tells her to do it	+0	+5
Mike tells her that she belongs to him	-	-
He tells her that he cares about her	+3	+0
He tells her that he owns her	+0	+5

All these value changes are true if you play on normal

The party (cherie_first_meeting_appointment)

Prerequisites: done Cassidy arranges a party, Saturday 18:00

Mike visits the party and talks to Cassidy's stepmother Cherie. They talk for a while and before she leaves she asks Mike for his name.

Talk with Cassidy about the party (cassidy_cherie_next_steps)

Prerequisites: done The party, Personal office when Cassidy is there

Mike and Cassidy talk about the party and Cassidy hints that Cherie might be slightly interested in Mike. Cassidy tells Mike to just drop by the mansion in order to meet Cherie again.

Meet Cherie again (cherie_cold_call)

Prerequisites: done talk with Cassidy, 11:00 to 14:00 Monday to Friday

Mike visits Cherie and they have lunch together where they talk about Dwayne.

Talk with Cassidy (cassidy_chat_about_cherie)

Prerequisites: done meet Cherie a second time

Mike talks with Cassidy about the things he talked with Cherie about during dinner.

Talk to Aletta (aletta_chat_about_cherie)

Prerequisites: done talk with Cassidy, talk to Aletta in her office

Mike talks with Aletta about his his meeting with Cherie. Aletta talks about the need to make an alternative plan for herself if Cherie does not call Mike.

If Aletta's ❤️ >= 50 the dialog will play out a bit different.

Dwayne confronts Mike in his office (cherie_dwayne_confrontation)

Prerequisites: done talk to Aletta >= 5 days ago, Personal office, Cassidy is not in the office

Dwayne comes to Mikes office to tell him to stay away from Cherie.

Cherie calls Mike (cherie_first_call)

Prerequisites: done Dwayne confrontation >= 2 days ago, livingroom/bedroom 10:00 - 22:00

Cherie calls Mike to break off whatever is going on between them because she won't let Dwayne destroy him. Mike then tells Cherie that he has a plan to get rid of Dwayne. She tells him that she will try to give him an opportunity to help him with whatever he has planned.

Talk to Cassidy and Aletta

Prerequisites: done Cherie calls Mike, Cassidy is at the office, Aletta is at the office

Talk to Aletta: (aletta_chat_about_cherie2)

When Mike talks with Aletta she is relieved that Cherie called him back and that it'll all end soon.

If Aletta's ❤️ >= 70 and Mike had sex with her the dialog will be different. Aletta will ask Mike if he is going to have sex with Cherie.

When he gets asked if he wants to have sex with Cherie he can either say yes or no to that.

- **If he says yes:** Aletta will tell him that she knows that he is fooling around with some other women and asks him if he is willing to dump them all in order to be together with her after this whole incident.
- If he tells her that he is not willing to do so she will asks him if that's it for their relationship.
 - If you choose "I guess so" she will be mad at Mike and her ❤️ cap will be set to 12. **Relationship ends.**
 - If you choose "No", she will lose 10 Love, and gain 4 at the end of the scene. **Relationship continues.**

Note: Currently, there is no way to get Aletta's ❤️ over 50 without having already completed the CEO story arc.

Talk to Cassidy: (cassidy_chat_about_cherie2)

When Mike talks with Cassidy about the call he got from Cherie he can either tell Cassidy that this might hurt Cherie or that he thinks that Cherie wants him. She tells Mike, that she is going to buy a gun just in case.

If her ❤️ >= 50, the dialog will be a bit different if Mike tells her that he wants to have sex with Cherie.

Mike can either tell her not to do so or encourage her to buy one.

Cherie calls Mike again (cherie_second_meeting)

Prerequisites: done talk to Cassidy and Aletta

This is a critical event! If you choose the wrong answers it will end here. You can see in the table below how to play this in order to progress!

Mike talks with Cherie about the safe he needs her to steal information from. She gets upset when she hears that Cassidy is involved in the planning and when he tells her that it's also for him to get revenge on Dwayne she questions his affection for her. He can choose if he either wants to tell her that he has feelings for her or that the situation is a bit complicated.

She will go to grab a drink, at this point Mike can stop her physically from doing so or just ask her to wait.

In the following dialog she tells him to leave the house right this instant, but before Mike can leave she asks him if she would offer him to have sex with her right now if he would do it.

This table shows the different combinations of you choices and how they will end. Note that the first no is part of the selection beside don't hesitate and hesitate and will branch afterwards in a yes or no answer. Every ✖ means that you reach a bad end and every ✔ that you reach a positive end where she will help you.

first choice	second choice	third choice		fourth choice*
The feelings are real	ask her to wait	don't hesitate: ✖	hesitate: ✖	no: ✖ yes: ✖
	stop her (no promises)	don't hesitate: ✖	hesitate: ✖ no	no: ✖ yes: ✖
	stop her (promises)	don't hesitate: ✖	hesitate: ✔	no: ✔ yes: ✖
It's complicated	ask her to wait	don't hesitate: ✖	hesitate: ✔	no: ✔ yes: ✖
	stop her (no promises)	don't hesitate: ✖	hesitate: ✔ no	no: ✔ yes: ✖
	stop her (promises)	don't hesitate: ✔	hesitate: ✔	no: ✔ yes: ✔

*You'll only be able to get the fourth choice if you choose no during the third choice.

Wait for Cherie's call (cherie_vault)

Prerequisites: done Cherie calls Mike again >= 7 days ago, Cherie decided to help Mike, 22:00-23:00



SAVE BEFORE YOU ACCEPT HER CALL!


In order to successfully finish the event, **you need to have the martial-arts skill!** It can be picked [at the beginning of the game](#), or learned from [the Master \(only possible in Summer!\)](#).

Cherie calls Mike to give him a folder with information about Dwayne. Unfortunately Dwayne shows up an begins to attack Mike. If Mike has the martial-arts skill he will survive Dwayne's attack. If not he will die.

After Mike arrives home Cassidy will come to his house and the talk about everything that happened. They will discuss their relationship.

If Cassidy is Mike's pet, he has to choose if he wants to keep it that way, end their relationship, or if he wants her to be his girlfriend. She won't accept for you to have any other women besides her (this has no real impact at the moment other than changing the dialog) if her  < 100.

		
Girlfriend	>=60	-
Slave	>=75	>=95

Outcome: Cassidy max  set to 100.


(cassidy_dwayne_denouement)

If she stays your pet, nothing changes on the way you can interact with her during work.

If she is your girlfriend you can no longer perform any sexual activity with her during work. If she is your girlfriend she won't accept the slave collar anymore.

Sex events

Hot tub Sex

Prerequisites: Home Date, Cassidy  >=50, Sex with Cassidy at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Beach Sex

Prerequisites: Cassidy  >=75, Had sex with Cassidy at least once. Interact with Cassidy at the beach or during a date at the beach. (nudist beach also counts)


Other events

Dog Walk Pt 1

Prerequisites: Cassidy collared, Cassidy status "pet", Cassidy  >= 90, Mike has a date with Cassidy at home during the evening, DateScore >= 90%

Mike takes Cassidy out on a walk

Dog Walk Pt 2

Prerequisites: Cassidy collared, Cassidy has the "pet" status, Cassidy  = 100, Done Dog Walk Pt 1, take Cassidy on a home date.

Mike takes Cassidy out on a walk again. (This event is repeatable)

Time schedule

The following table shows at which time you can meet Cassidy in various locations.

Warning: The table is only valid if you turn randomness off.

Mike is her plaything

You can't find her on the map from Friday to Saturday.

Monday			Tuesday			Wednesday			Thursday			Friday		Saturday		Sunday	
00:00	sleep		00:00	sleep		00:00	sleep		00:00	sleep		00:00	traveling	00:00	traveling	00:00	traveling
11:00			11:00			11:00			11:00			24:00		24:00		24:00	
12:00	beach	summer	12:00	beach	summer	12:00	beach	summer	12:00	beach	summer						
17:00	sleep		17:00	sleep		17:00	sleep		17:00	sleep							
18:00	clothes shop		18:00	clothes shop		18:00	clothes shop		18:00	clothes shop							
19:00	beach	summer	19:00	beach	summer	19:00	beach	summer	19:00	beach	summer						
	gym			gym			gym			gym							
20:00	sex shop		20:00	sex shop		20:00	sex shop		20:00	sex shop							
21:00	nightclub vip		21:00	nightclub vip		21:00	nightclub vip		21:00	nightclub vip							
24:00																	

She is Mikes plaything

Monday			Tuesday			Wednesday			Thursday			Friday			Saturday			Sunday		
00:00	sleep		00:00	sleep		00:00	sleep		00:00	sleep		00:00	sleep		00:00	nightclub vip		00:00	nightclub vip	
11:00			11:00			11:00			11:00			11:00			03:00			05:00		
12:00	personal office		12:00	personal office		12:00	personal office		12:00	personal office		12:00	personal office		04:00	sleep		06:00	sleep	
14:00			14:00			14:00			14:00			11:00			10:00					
15:00	bakery		15:00	bakery		15:00	bakery		15:00	bakery		15:00	bakery		12:00	beach	summer	11:00	beach	summer
16:00			16:00			16:00			16:00			14:00				gym	12:00		gym	
17:00	personal office		17:00	personal office		17:00	personal office		17:00	personal office		17:00	personal office		14:00	gym		12:00	gym	
19:00			19:00			19:00			19:00			19:00								
20:00	beach	summer	20:00	beach	summer	20:00	beach	summer	20:00	beach	summer	20:00	beach	summer	15:00	sex shop		13:00	beach	summer
21:00	clothes shop		21:00	clothes shop		21:00	clothes shop		21:00	clothes shop		21:00	clothes shop		17:00	beach	summer	14:00	gym	
22:00			22:00			22:00			22:00			22:00				18:00	sex shop		15:00	beach
24:00	nightclub vip		22:00	nightclub vip		22:00	nightclub vip		22:00	nightclub vip		22:00	nightclub vip		18:00	sex shop		15:00		beach
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															23:00					
															17:00				beach	summer
															18:00				gym	
															19:00				nightclub vip	

This page was last edited on 13 January 2025, at 06:09.

Emma

In-game description: "Emma is the girl of my dreams. Literally, I had an amazingly intense dream about her, and then she turned out to be real. I feel drawn to her. Is it mystical? I don't know!"

Emma is a manic pixie dream girl that Mike can dream about. Unlocking her requires a number of steps and it will be difficult to progress her story all the way through if Mike MC has gone steady with any other girl or has [Cassidy as his pet](#), so it is advisable to go for Emma early in the game. If you are deep into a walkthrough, there are still some ways to pursue Emma if you meet some requirements. (Not in a relationship with Samantha, and Bree pregnant and 🧠 >=45)

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General story events

Dreams of Emma

Prerequisite: Days played > 10, 🧠 >= 10, Sleep, 20% chance

Mike has a dream about Emma.

Fucking the Dream Girl

Prerequisite: >= 7 days since Dreams of Emma, 🧠 >= 10, Luck 🍀, Sleep

There are three options to boost your luck:

- choosing "I'm lucky" at the beginning of the game

Emma



Voice actress	Mizz Peachy
Availability	Public, Mike Mc
Pregnancy	Yes
Fertility	Infertile
Collaring	Yes
Marriage	Yes
Harems	Friendly , Petite
Biographical information	
Age	22
Place of birth	Spring 27
Physical description	
Gender	Female
Eye color	Green
Personal information	
Traits	Playful, Family, Geek, Innocent
Likes	Charm, Knowledge, Home, Park, Flowers, Teddy bear
Talk Topics	Travel, Love, Sex ❤️ >40: Computers

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Full Version K-S

FAFOW DLC

Base Game Harems

FAFOW DLC
Harems

Tools

- using a four-leaf clover before going to sleep (you can find them in the [park](#) from Spring to Fall between 2 and 8 in the morning, 20% chance)
- receiving [Lavish's lucky panties](#) as a birthday or Christmas gift.

If you chose "I'm unlucky" at the beginning, you will need Lavish's panties and a four-leaf clover at the same time.

Mike dreams about Emma again. This time, it goes all the way into the lewd.

Just a Glimpse

Prerequisite: Park, 10:00-15:00

Mike spots a girl in the park who resembles the one from his dreams. Regardless of how you choose to react, you can now go searching for her at the Gym, Mall, Park and University.

Samantha's Friend

Prerequisite: Bakery, 10:00-15:00, done Just a Glimpse and searched at all locations, Samantha present, [Samantha](#) ❤️ >= 60

When you enter the bakery Samantha introduces you to her friend from university, Emma.

Important: If Samantha introduces Mike as her boyfriend, Emma will have reservations to pursue the relationship.

Samantha will introduce you as a boyfriend under three conditions:

- Samantha is your slave and calls you master
- Completed Sam's wedding, and had sex with her when she shows up at your house. [after the wedding](#)
- Completed the event where Sam breaks up with Ryan [Samantha dumps Ryan](#)

==(Optional) after [Path D](#) talk to Samantha and choose "No i don't see you that way" Then finish [The current route](#) opening up the option to pick "yes" when she assumes too much, allowing [Dating Emma](#) possible after slave route.

A Friend Date

Prerequisite: Bakery, 2 days since Samantha's Friend

Samantha organizes to get together with Mike and Emma. It will take place at 16:00 on the day of your choice.

Choosing to joke about dating both of them gains Samantha 5 🧠. After this event Emma will give you her number.

Outcome: Emma become available on the map, ❤️ max set to 10.

Talk about Samantha

Prerequisite: Emma ❤️ >= 10

Emma tells mike she is worried about Sam. If you are on Samantha's [marriage](#) or revenge path, the dialogue gives different options.

Outcome: Emma ❤️ max set to 15.

Coffee Confession

Prerequisite: Coffee Shop (Mon/Wed/Thu 07:00), Emma ❤️ >= 15

Emma tells Mike about some odd dreams she's been having.

Outcome: Emma ❤️ max set to 20.

Scavenger Hunt

Prerequisite: Emma ❤️ >= 20

Emma will call to invite Mike to go on a scavenger hunt with her around the city. The event will start at the chosen date at 16:00. There are three riddles that must be solved, hinting to a location and something within that location. Unlike a regular date, you can move around the map. You can also do regular actions like working or eating, but any character interaction is automatically with Emma. Your action bar also gains a button to have Emma repeat the hint and a button to guess if you are in the right place. If you are in the right location, you then have to choose which object from a list is the one the riddle refers to. Every successful answer will increase your score by 30 🍀. If you reach 100 🍀 Emma kisses Mike (you can also interact with her to gain points).

Answers to the riddles are behind the spoiler tags. Hover over the text to read it.

What has keys but unlocks nothing? Electronics Shop, Computer


It sits high glowing and watches the world go by, without it everything would seem dark and dangerous. Park, Lamp

Elegant in public, a sign of power. Constricting in private, a sign of submission. Sex Shop (open from 20:00), Collar

Outcome: Emma ❤️ max set to 30.

Fate or Coincidence?

Prerequisite: Pub, Emma  >= 30, buy Emma a drink

Mike and Emma talk about their dreams. Saying you don't believe in coincidence gains 2  (normal game).

Emma suggests a sleepover at Mike's place to test their "supernatural" connection (although they agree on Saturday, the sleepover will actually happen on Friday).

Sleepover Time

Prerequisites: Living Room, Friday 21:00-0:00, Emma  >= 40

Mike and Emma have a sleepover to see if they can share another dream.

Wait for Emma to Reappear

Prerequisites: done Sleepover Time (I had to wait a day to trigger this discussion)

Emma won't appear on the travel bar to indicate she is at a location, you just have to run into her at one of her usual hangouts (there is a very high chance that you can meet her after the sleepover in the coffee shop at the mall). Mike talks to Emma about his latest dream.

You can admit to having another dream (or lie and then choose "Relent"), which leads to the question if they should explore it or not.

- *We should explore it:* If Mike was introduced as Samantha's boyfriend, he has to talk to her before he can progress with Emma.
- *Nothing:* Mike decides not to do anything about the situation and that it's best that they pretend it never happened.

If you lied and choose "It's better this way" afterwards, her story progression ends here.

Outcome: Emma's max  set to 60, if Samantha **did not** introduce you as her boyfriend **Emma is now dateable**.

(Optional) Avoid the unavoidable

Prerequisites: done Wait for Emma to Reappear, Emma's  < 60, Samantha introduced you as her boyfriend

To avoid problems with Emma at this point it is recommended to do the following three steps in order to keep her in the game as a dating option:

1. Friendzone Samantha
2. Choose the "Ask for a second chance" option when you interact with Samantha (Don't use the "Go Steady" option)
3. Check if her status says "Friend" and nothing else

If you have done those two steps **exactly as they are mentioned** here, you should be able to continue her storyline.

Talk with Samantha

Prerequisites: Emma  >= 60, Samantha is not friendzoned, Samantha introduced you as her boyfriend

Mike calls Samantha to talk with her about Emma.

If Samantha's status is "girlfriend", you'll have the following dialogue options:

- *Of course:* The dialogue continues
- *I don't really:* Mike breaks up with Samantha (**this leads to a bad end**).

When Samantha asks if she has to get out of the way:

- *No!:* Samantha arranges a meeting with Mike and Emma the next day 14:00-18:00 (**this leads to a good ending**)
- *I want to explore with Emma:*
 - If Samantha is Mike's girlfriend she breaks up with him (**this leads to a bad end**).
 - Otherwise, Mike friendzones Samantha and Emma gets the OK from her (**Emma is now dateable**). *You can later apologize to Samantha.*

To be or not to be

Prerequisites: done Talk with Samantha, chose "I want to explore with Emma" or "I don't really", Samantha is friendzoned, Emma is present

Emma talks with Mike about the whole Samantha situation.

- If Mike chose "*I want to explore with Emma*" and Samantha was not his girlfriend, Emma will be ok with dating Mike
- If Mike chose "*I don't really*" or "*I want to explore with Emma*" and Samantha was his girlfriend, Emma is mad that he betrayed Samantha and will be gone forever.

Meeting with Samantha and Emma

Prerequisites: done talk with Samantha, chose that you don't want to end things with Samantha

Mike, Emma and Samantha will meet in the bakery and talk about the whole situation.



If Samantha  >= 45, her dialogue will be a bit different. She promises to fix things with Emma (**This path is not implemented at the moment!**)


Outcome: Nothing changes, **Emma is still not dateable**

Dating Emma

Handjob scene

Prerequisites: Emma is dateable, Emma  >= 60, invite Emma to a date 4 times



- For the after date scene to happen you have to invite Emma to Mike's home **3 times**. She will tell Mike that she will consider it another time.
 - Accept her choice and do this on three different dates with her.
 - Don't insist** that she comes home with you, she will lose a lot of  and the amount of times you need to ask are increased by +1.
- When Mike asks her for the **fourth time** she will accept his invitation and go home with Mike. There she proposes that they watch some Anime.
 - Don't propose to do something different instead on the fourth date or she will get mad and leave for the evening.
- When Mike invites Emma home for the **fifth time**, Mike can propose to either watch another anime series or that they do something sexier.
 - If Mike proposes to do something sexier, Emma will ask him with how many girls he has been together (had sex with) and if he has a girlfriend at the moment:
 - If Mike is not seeing any girl, everything is fine and Emma will give Mike a handjob
 - If Mike is seeing another girl (**these status count**: girlfriend, fiancée, mistress, pet, sex slave, pregnant)
 - Yes**: Emma will remember that Mike admitted to having a girlfriend (**this will be relevant later**). If his girlfriend is Palla, Lexi or Audrey, nothing will happen.
 - [LIE] No**: Emma will get that Mike lied to her and she will become undateable and her max  will be set to 12.
 - If Mike just tells her that they're out of Benji episodes then the whole conversation about the other girls will be avoided and Emma will give Mike a handjob

Outcome: At this point of Emma's story a new value is introduced (**Lovepoints**, those are not the same as  and can't be tracked in-game) that has to be increased in order to successfully get to a point in her story where you'll be able to [keep dating Emma](#). The following three events don't have a specific order in which they have to be finished!

Cinema date

Prerequisites: Invite Emma to a date at the cinema, Emma gave Mike a handjob

Mike and Emma go on a date to the cinema. Mike has multiple reactions from which he can choose on how to react to the shown footage on screen.

Decision			Lovepoint
I feel disgusted by the kiss	- 2	-	-
I don't like the kiss, but I don't show it	-	+ 15%	+1
I like the kiss	-	+ 20%	+1




Eavesdrop on Emma and Bree

Prerequisites: Emma & Bree are at the University (classroom), Emma gave Mike a handjob

Mike hears Emma and Bree talk about him at the university.

If you didn't already start Bree's maid path or her gamer path she will just watch a movie with Emma.

If Mike helps Bree with her money problems (maid path) or talked with her about the video game tournament (gamer path):

Checks (only one applies)	Lovepoint	additional information
Bree is pregnant with  >= 45	+1	Emma is ok with Bree
Bree is a sex slave	-	-
Bree is part of the home harem	-	-
If Mike had sex with Bree with  >= 45	+1	Emma is ok with Bree
If Mike had sex with Bree with  < 45	-	Emma thinks Mike is cheating
If Mike didn't have sex with Bree	+1	-

Girlfriend situation

Prerequisites: Invite Emma to a date at the park and have a picnic, Emma gave Mike a handjob

Emma will ask Mike again if he sees someone or how his relationship with some of the other girls go.

If a girl has **any of these statuses** she will count as a girlfriend: **girlfriend, fiancée, mistress, pet, sex slave**.

There are some girls that don't get considered as girlfriends (Lexi, Audrey and Palla if Mike admitted it to her during the handjob event).

- If Mike has no active girlfriend at the moment (Emma and Samantha don't count), he didn't get any girl pregnant and didn't admit that he has any girlfriends before, Emma will gain **+1 Lovepoint** and +20% 🌈
 - Bree does not count if Emma **thinks that Bree is ok**
- If Mike admitted that he had a girlfriend before but broke up with all of them, Emma will gain **+1 Lovepoint**
- If Palla, Audrey or Lexi are his girlfriends (and he admitted it before) then Emma will gain **+1 Lovepoint** and +20% 🌈
- If Mike still has no girlfriend everything is fine and Emma will gain **+1 Lovepoint**
- If Mike got a girlfriend in the meantime or got any girl pregnant, Emma get's suspicious and thinks that Mike is cheating on her (🌈 +5)

(Optional) Riding the line

Prerequisites: Emma gave Mike a handjob

Strictly speaking, it's possible to continue Emma's story while still dating girls she does not otherwise approve of, if you do things correctly. Notably, for the purposes of Bree's lovepoint **Bree being pregnant will override all other versions of the scene**,

so it is possible to have formed the home harem and still date Emma so long as Bree is pregnant and has the requisite stats. At which point, simply trigger the scene in the university and then select one of the two correct options during the cinema date, and the storyline should progress normally.

The Judgment

Prerequisites: done Girlfriend Situation & Emma talks to Bree & Cinema date, Emma is present

Mike and Emma meet and Mike has awaits Emma's final decision about him.

- If Emma's Lovepoints >= 3, her Max ❤️ will be set to 70 and she gains +2 ❤️ (her being suspicious of Mike cheating is not relevant)
- If Emma's Lovepoints = 2, OR Emma's Lovepoints = 1 and she is not suspicious of Mike cheating on her, her max ❤️ will be set to 70 and she gains +1 ❤️
 - Do note that for the second condition, it means you must have at least 2 Lovepoints to continue dating her if she suspects you of cheating.
- If Emma's Lovepoints = 0, she will not date Mike anymore

Bedroom roleplay

Prerequisites: done Emma handjob scene, Emma ❤️ >= 70.

After you saw the handjob and increased her ❤️ to 70, Emma will propose to do some roleplay in the bedroom.

- "Oh no, I've waited forever for this..." will lead to a bad ending for that scene resulting in Emma leaving forever.
- As you wish my Princess leads to some cunnilingus action. Afterwards she will ask Mike if he wants to be her boyfriend.
 - Accepting that increases her max ❤️ to 80 and sets her status to girlfriend
 - If Mike tells her that he can't do that her max ❤️ will be set to 25 and she will be undateable.

Finishing the cunnilingus scene successfully allows you to choose between the handjob and the cunnilingus scene after a date.

Beach Date

Prerequisites: be at 90 ❤️

Take Emma to the beach for a date and she'll mention how she wants her wedding.

- Max ❤️ will be set to 100
- Can successfully propose after this

Blowjob scene

Prerequisites: done Bedroom roleplay







At their fifth date Mike can either ask Emma if she wants to give him a blowjob or he can insist on sex (if he does, Emma will leave and the date ends there).



Finishing the blowjob scene successfully allows you to choose a blowjob in further after-date events.


Petite love

Prerequisites: done Blowjob scene

In order to unlock the different sex scenes with Emma you need to loosen her up or have sex with her in order to increase her .

- To **loosen Emma up** you have to perform cunnilingus during the after date scene. There is unfortunately no tracking how often you performed cunnilingus.
 - Mike needs at least 10  to perform cunnilingus
- Emma's  is increased by having vaginal or anal sex with her (cunnilingus, blowjob or handjob do not increase ).
 - At the beginning it is not possible to have vaginal sex with her without loosening her up first (exception see in the table below)
 - Anal is unlocked when Mike MC's  >= 20 and Emma  >= 50
 - You can check the  in Emma's character card

The base value you have to reach (loosened up +  combined) can be seen in the table below. This value changes if you have picked "Small penis" or "Hung" during character creation. You can modify your penis size with the [pills available in the drugstore](#). Once you have sex with Emma, she will be unlocked for all penis sizes. The process for this however, will be expensive (10,000  if you start with a small dick)

Loosened up + 	Small dick	Normal	Hung
Hottub	0	5	10
Missionary	5	10	15
Doggy	10	15	20
Cowgirl	10	15	20
Reverse Cowgirl	10	15	20



Sex Events

Beach Sex

Prerequisites: Emma  >=75, Had sex with Emma.

Interact with Emma at the beach or during a date at the beach. (nudist beach also counts)

Kissing Emma

Emma doesn't allow Mike to kiss her by just raising her . To unlock kissing Mike must go on a date with Emma and the date score () must be raised to 75%. After Mike kissed her for the first time he can kiss her everywhere.

Time schedule

The following table shows at which time you can meet Emma in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 08:00	sleep	00:00 08:00	sleep
07:00 10:00	coffee shop	07:00 10:00	bakery	07:00 10:00	coffee shop	07:00 10:00	coffee shop	07:00 10:00	bakery	09:00 10:00	bakery	09:00 10:00	bakery
11:00	classroom	11:00	classroom	11:00	classroom	11:00	classroom	11:00	classroom	11:00 12:00	gym	11:00 12:00	gym
12:00	university	12:00	university	12:00	university	12:00	university	12:00	university	13:00 18:00	bakery	13:00 18:00	bakery
13:00	university cafeteria	13:00	university cafeteria	13:00	university cafeteria	13:00	university cafeteria	13:00	university cafeteria	19:00 22:00	pub	19:00 22:00	park
14:00	university	14:00	university	14:00	university	14:00	university	14:00	university	23:00 00:00	sleep	23:00 00:00	sleep
15:00 17:00	classroom	15:00 17:00	classroom	15:00 17:00	clasroom	15:00 17:00	classroom	15:00 17:00	classroom				
18:00	university	18:00	university	18:00	bakery	18:00	bakery	18:00	university				
19:00 20:00	park	19:00 20:00	park	19:00 20:00	park	19:00 20:00	park	19:00 20:00	park				
21:00 00:00	sleep	21:00 00:00	sleep	21:00	sleep	21:00	sleep	21:00 22:00	pub				
								23:00	sleep				

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Hanna

In-game description:

Gym Girl: "There is this hot girl at the gym. I don't even know her name.

"Hanna: "Hanna is the daughter of the owner of the gym."Hanna is a serious fitness buff, and her father owns the gym.

She is shy and extremely well built. If Hanna has sex after a date, she'll do the cowgirl position or missionary.

She will require a condom unless  >= 90 or give her at least 3 drinks and choose her cowgirl pose during the after date scene and she will accept to have sex without a condom.

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Hanna



Voice actress	Miradessa
Acquisition	Buy a gym membership
Availability	Public, Mike MC
Pregnancy	Yes
Fertility	Normal
Collaring	Yes
Marriage	Yes
Biographical information	
Age	23
Date of birth	Fall 30
Physical description	
Gender	Female
Personal information	
Traits	Sportsy, Rebel
Likes	Fitness(x2), Park, Waterpark
Dislikes	Nightclub
Talk Topics	Love, Sex, Food, Travels, Sport, Fashion, Politics, TV, Books, People, Computers
Places to take on a date	Pub


Story events

Hanna's introduction

Prerequisites: Gym 10:00-17:00, >7 days played,  >= 20, Train or Train Hard

Mike sees Hanna running on the treadmill.


Hanna masturbates

Prerequisites: Gym 10:00-17:00,  >= 30, Train or Train Hard, done Hanna's introduction Mike, while taking a shower, watches Hanna masturbate without knowing who she is.

Meet Hanna

Prerequisites: Renew gym membership(it takes 5 to 7 days for membership to expire),  >= 40

Mike is introduced to Hanna. He finds out her dad owns the gym, and sometimes she works there.

Outcome: Hanna max  set to 20

Shower with Hanna

Prerequisites: Hanna ❤️ >= 20, Train or train hard, 🧘 >= 50, done Meet Hanna

Hanna boldly asks to join Mike in the shower. If accepted, she gives Mike a BJ.

Outcome: Hanna max ❤️ set to 30

Race

Prerequisites: Hanna ❤️ >= 30, Park 6:00-10:00, Hanna is present, 🧘 >= 50, done Shower with Hanna

Mike races Hanna in the Park.

Outcome: Hanna max ❤️ set to 40

Working out

Prerequisites: Hanna ❤️ >= 40, 🧘 >= 70, Gym, done Race, Train or Train Hard.

Mike and Hanna work out together. Hanna flirts with Mike

Outcome: Hanna max ❤️ set to 50

Gym Talk

Prerequisites: Hanna ❤️ >= 50, 🧘 >= 80

Mike and Hanna talk about the gym. Hanna's father has debts he can't pay, so he steals money from his business. After you talk to her, the max ❤️ will be set to 60.

The outcome requires that you **reach 60 ❤️ and talk to her**. The decisions, their requirements and their consequences are listed in the table below. **Warning, this decision will permanently alter which path Hanna's route will take going forward.**

Choice	Requirement	Outcome
Tell her to sell the Gym	none	She will leave the game
Tell her to make it more attractive	🧘 >= 25	Max 🧘 set to 50, Max ❤️ set to 70, Ayesha's and Hanna's clothes change while working, Lewd Path choosen
Lend her the Money	💰 >= 5000	+10 ❤️, Max ❤️ set to 70, Lend Money path choosen

Lewd Path

Hanna and Mike are visiting the strip club

Prerequisites: Done **Gym Talk**, told Hanna to make the gym sexier during **Gym Talk**, Hanna ❤️ >= 70, happens after a date when DateScore >= 50%

Hanna and Mike visit the strip club., Hanna have Sexy dress

Choice	Requirement	Outcome
Encourage Hanna to dance	💡 >= 60	Hanna will dance in the strip club, +2 ❤️
Discourage Hanna from dancing	none	+1 💡, Hanna and Mike will leave the strip club

Outcome: Hanna ❤️ max set to 80

Hanna's date at the strip club

Prerequisites: Done **Hanna and Mike are visiting the strip club**, Hanna ❤️ >= 80, Mike gifted Hanna a **sexy dress**, Mike goes on a date with Hanna and chooses Strip club as a location

Choice	Requirement	Outcome
Encourage Hanna to dance	💡 >= 60	+2 ❤️
Discourage Hanna from dancing	none	+1 💡

Outcome: Hanna ❤️ max set to 90, 💡 max set to 100

Meet Hanna on the front porch

Prerequisites: Done date at the strip club, Hanna ❤️ >=90

Wait on the front porch

Outcome: Hanna max ❤️ is set to 100

Lend Money Path (Currently ❤️ locked 70 in 25.2.ob)

Talk to Hanna about the Gym

Prerequisites: Done **Gym Talk**, chose to lend her money, Hanna ❤️ >= 70. Talk to Hanna

Mike talks to Hanna about how the Gym is doing. She will say it's doing well, better than ever in fact.

She will then proceed to pay you back some of the money you gave to her (1000 💰). If you reject the money, she will be upset. For positive response, accept the money.

(Currently **deadend** here cause she won't give you any more repayment now.


Tested through a whole 'year' in game version 25.2.ob.)

After accepting the repayment 4 times she will ask to take you out on a date and pay for the whole thing. If you accept the offer, you will get +2 ❤️, and set up a date. Otherwise, you will have to set up the date later.

Outcome: Hanna max ❤️ is set to 80,


Hanna takes you out on a date


Prerequisites: Done **Talk to Hanna about the Gym**, Hanna  >= 80.

You go on a Fancy dinner date with Hanna, and one point during the date she will try to give you back some of the money you lent her. You can choose to accept the money for 1000  or reject it. She doesn't really seem happy if you reject it. You then continue on your date as usual.

Outcome: Hanna max  is set to 90,

Hanna confronts you at the gym


Prerequisites: Done Hanna takes you out on a date, Hanna  >= 90. Workout at the gym while Hanna is there

Hanna is upset about her current status with Mike. When Mike asks her about this, Hanna will ask to marry Mike. If Mike agrees, a date will be set, and you will achieve a Hanna ending. If Mike reject Hanna, Hanna will lose 5 .

Outcome: Hanna max  is set to 100,

Sex events

Hot tub Sex

Prerequisites: Home Date, Hanna  >=50, Sex with Hanna at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Other events

Touchy customer


Prerequisites: done Gym talk, convinced her to make the gym more sexy, Hanna is at the gym, visit the gym

Mike visits the gym after Hanna changed its image to make it sexier. He spots Hanna having trouble with one of the customers.

Mike can either intervene or let it happen.

Outcome: Hanna  max set to 75

"Dog" Walk Pt 1

Prerequisites: Done **Touchy customer**, Hanna collared, Hanna  >= 90, Mike has a date with Hanna at home during the evening, DateScore >= 90%

Mike takes Hanna out on a walk

(Note: If you played the **Touchy customer** event in a version before v22.9.0, you have to play it again for this event to unlock!)

"Dog" Walk Pt 2

Prerequisites: Done "Dog" Walk Pt 1, Hanna Collared, Hanna  = 100, Take Hanna on a home date.

Mike takes Hanna out on another walk. (This event is repeatable.)

Conversations

Hanna has some of the most complex conversations in the game and you are able to adjust her stats depending upon your responses.

Topic	Mike's choice			
Books	Fantasy: -	Fitness: +1	Romance: -	Comics: -
Computers	Teach: +1	Agree: -	Doubt: -1	-
Fashion	Cute: +1	Slutty: +1	Sweaty: +1	Nothing: -1
Food	Whatever: -1	Junkfood: -1	Healthy: +1	I'm vegan: +1
Love	You: +1	Someone else: +1	I don't need love: -1	Myself: -1
Music	No: +1	80s media: -	Anime soundtracks: -	Rock, metal: -
People	Love People: -	Hate People: -	Depends: +1	How about you: +1
Politics	Agree: +1	Disagree: -1	Both: +1	I don't know: -1
Sex	Love it: -1	Want you: +1	I'm a dom: +1	I'm a sub: -1
Sports	Nope: -	E-sports: -1	Running: +1	Sex: +1
Travel	Hiking: +1	Different country: +1	Theme park: -1	Nope: -1
Television	In the zone: +1	Soap opera: -	Netflix and chill: -1	Super Hero: -1

Time schedule

The following table shows at which time you can meet Hanna in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	00:00 06:00	sleep	11:00 18:00	park
07:00	park	07:00	park	07:00	park	07:00	park	07:00 11:00	gym	07:00 11:00	gym		
08:00 22:00	gym	08:00 22:00	gym	08:00 22:00	gym	08:00 22:00	gym	12:00 14:00	coffee shop	12:00 14:00	park		
								15:00 22:00	park	15:00 18:00	gym		

Categories: [Characters](#) | [Patreon Characters](#)

Harmony

In-game description: "Harmony is a girl I met at church."

Harmony is a voluptuous redhead that starts out as a devout Christian. Mike runs into her at church when attending mass on Sunday.

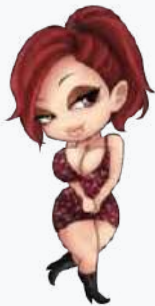
Harmony has a special purity stat (💦) that needs to be lowered in order to advance her storyline. At high 💦, Harmony will not kiss, date, dance or have sex. Mike has to corrupt Harmony by decreasing her 💦 in order to open up these activities, uncovering the secret slut that is hidden inside her.

Harmony's 💦 will also influence which one of three traits she can have. She starts with 100 💦 and the Religious trait, while at <30 💦 she will instead have the Flirty trait and at <10 💦 she will become Slutty. This set of traits is directly related to which storyline you can bring her down, so you will likely need to either target or dodge some specific events based on what you would like to do with her.

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Harmony



Voice actress	PixieWillow
Acquisition	Attend Church
Availability	Patreon only, Mike MC
Pregnancy	Yes, need to buy her a drink at the pub first
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	GoodEvil
Biographical information	
Age	24
Date of birth	Fall 22
Physical description	
Gender	Female
Personal information	
Traits	religious, pacifist, innocent
Likes	Charm, Knowledge, Work, Beach, Leather bound bible(x2)
Dislikes	Pub
Talk Topics	Love, Travels, Food, Politics, TV, Fashion

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Story events

Church girls are hot

Prerequisites: Church, Sunday, 09:00-11:00, attend mass,

While attending mass, Mike sees a girl so hot he has to masturbate. If he does it in the church, she catches him in the act. It's awkward.

Harmony invites Mike to church

Prerequisites: done Church girls are hot, did not wait to masturbate, Church, Sunday, 09:00-11:00, attend mass

Mike runs into Harmony again. They talk awkwardly. Eventually she decides he needs some Godly help and invites him to private Bible study.

Bible study 1

Prerequisites: done Harmony invites Mike to church, accepted her help, Church, Sunday 14:00-16:00, 🏛️ >=5, Harmony present, bible study

Mike and Harmony study the bible together. With 📖 >= 10 Mike can find issues with the bible, which results in -5 😊.

Outcome: Harmony max ❤️ set to 30, you can now give gifts

Bible study 2

Prerequisites: Church, Sunday 14:00-16:00, Harmony present, Harmony ❤️ >= 20, 🏛️ >=5, bible study

Mike and Harmony study the bible again. With 📖 >= 20 Mike can find fault with the moral of the story, which results in -10 😊.

Outcome: Harmony max ❤️ set to 30

Bible study 3

Prerequisites: Church, Sunday 14:00-16:00, Harmony present, Harmony ❤️ >= 30, 🏛️ >=5, bible study

This week, Harmony wants to discuss Mike's sexual habits. With 📖 >= 30, Mike can question her perspective, which results in -5 😊.

Outcome: Harmony max ❤️ set to 40

Bible study 4

Prerequisites: Church, Sunday 14:00-16:00, Harmony present, Harmony ❤️ >= 40, 🏛️ >=5, bible study

Mike and Harmony study the bible more. With 📖 >= 40 Mike can offer his own views, causing Harmony to kiss him on an impulse and -5 😊.

Outcome: Harmony max ❤️ set to 50

Roller-skating

Prerequisites: done Bible study 4, Harmony ❤️ >=50, ask for a date any day except Saturday

Mike invites Harmony to go roller-skating next Saturday at 14:00. While roller-skating Mike can either choose to make it lewd or keep it Christian:

Choice	😊 >=90	😊 >=60	😊 >=40	😊 < 40	😊 < 10
Follow her lead	+10 ❤️	+5 ❤️	-10 🌀	-5 ❤️	-10 ❤️
Make it lewd	-10 ❤️	-5 ❤️	+10 🌀	+5 ❤️	+10 ❤️

Note: To lower 🧠 to the respective levels, the events below (starting with [Annual Church dance](#)) have to be completed first!

Outcome: Harmony max ❤️ set to 60

Date at the mall

Prerequisites: done Roller-skating, Harmony ❤️ ≥ 60 , any day except Saturday, ask for a date

Mike and Harmony go shopping together and Mike can choose the stores they visit:

Store	🧠 ≥ 90	🧠 ≥ 60	🧠 ≥ 40	🧠 < 40	🧠 < 10
Bridal store	+10 ❤️	+5 ❤️	-	-5 ❤️	-10 ❤️
Lingerie store	-10 ❤️	-5 ❤️	-	-5 ❤️	+10 ❤️

Note: To lower 🧠 to the respective levels, the events below (starting with [Annual Church dance](#)) have to be completed first!

Outcome: Harmony max ❤️ set to 70

Slutty Path

Invite Harmony on another date 2

Prerequisites: Harmony ❤️ ≥ 70 , completed Date at the mall

Ask Harmony for a date.

Go on the date on Saturday night. From here, you will be following the section of [Harmony's Corrupted events](#).

Outcome: Harmony max ❤️ set to 75

Go on a date with harmony at the nightclub

Prerequisites: Harmony ❤️ ≥ 75 , completed Go to my date with Harmony at home

Once her 🍷 becomes positive, Harmony starts to imbibe a little strongly...

Outcome: Harmony max ❤️ set to 85.

Go on a date with harmony at the nightclub 2

Prerequisites: Harmony ❤️ ≥ 85 , completed Go on a date with harmony at the nightclub

Once her 🍷 becomes positive, Harmony wants to explore...

Outcome: Harmony max ❤️ set to 95.

Invite Harmony on another date 3

Prerequisites: Harmony ❤️ ≥ 95 , completed Go on a date with harmony at the nightclub 2

When you ask her for a date, Harmony wants to go to the strip club on Saturday evening...

Outcome: "Go to my date with Harmony at the strip club" appears in the tracker

Go to my date with Harmony at the strip club

Prerequisites: Harmony ❤️ ≥ 95 , completed Invite Harmony on another date 3

Harmony has her dance all planned out...

Outcome: Harmony max ❤️ set to 100.

Vanilla Events

These events require Harmony to not have the religious or slutty traits.

Board night with Harmony

Prerequisites: Harmony  ≥ 70

Ask Harmony on a date.

Meeting Harmony's parents

Prerequisites: Harmony  ≥ 75

Ask Harmony on a date

Harmony meets Angela

Prerequisites: Harmony  ≥ 85

Ask Harmony on a date

Love Confession

Prerequisites: Harmony  ≥ 90

Ask Harmony on a date to the park

Religious events

These events require Harmony to have the religious trait

Meeting Harmony's parents

Prerequisites: Harmony  ≥ 70

Ask Harmony on a date

Harmony meets Angela

Prerequisites: Harmony  ≥ 85

Ask Harmony on a date

Concerns about housemates

Prerequisites: Harmony  ≥ 90

interact with Harmony

Nun Confession

Prerequisites: Harmony  ≥ 90

Wait for Harmony to call you

Nun reveal

Prerequisites: Harmony  ≥ 95

Wait to see Harmony on a Sunday

Corrupted events

These events require Harmony to have the slutty trait

Board night

Prerequisites: Harmony  ≥ 70

Ask Harmony on a date

Nightclub with Harmony

Prerequisites: Harmony ❤️ ≥ 75 & 🧠 ≥ 70

Take Harmony on a date to the nightclub

Strip Club with Harmony

Prerequisites: Harmony ❤️ ≥ 85 & 🧠 ≥ 90

Take Harmony on a date to the nightclub

Dual Performance at the strip club

Prerequisites: Harmony ❤️ ≥ 95 & 🧠 ≥ 100

Ask Harmony on a date

Purity reducing events

Tip: Never invite Harmony to a date if you want to reduce her 🧠 and you have her at her current max ❤️. It will **always** trigger the next story event instead.

Always reduce it by at least one point, for example:

- If for example Harmony is at 60 ❤️ and you try to trigger any of the events below you'll always invite her to the [date at the mall](#) instead.
- Reduce her ❤️ to 59 in order to trigger any of the events below

Annual church dance

Prerequisites: done Bible study 4, Harmony 🧠 ≤ 80 , Monday-Saturday, interact with Harmony

Harmony invites Mike to the annual church dance on Sunday at 14:00. When Mike dances with Harmony he can choose to pull her close for the dance or not.

If Mike pulls her close it will lower -5 🧠 and she will lose -5 ❤️.

Outcome: Harmony's 🧠 can be decreased to 70

Picnic in the park

Prerequisites: done Annual church dance, Harmony 🧠 ≤ 70 , Summer/Fall, Saturday, ask for a date (**It is possible to ask her on a date on any day Monday-Saturday. However, only Saturday yields this event**)

Gifting "Romance Novels" or using hypnosis (if you have fully read the skill book acquired from reaching 100 🧠) are the most effective ways to decrease 🧠.

Mike invites Harmony to date in the park at the next Sunday 12:00. They accidentally kiss and Mike can either lean into the kiss or pull back from it.

If Mike leans into the kiss Harmony's 🧠 will be reduced by -5.

Outcome: Harmony's 🧠 can be decreased to 50

You can now date Harmony if 🧠 ≤ 65 and ❤️ ≥ 25 , and dance with her if 🧠 ≤ 60 .

At 🧠 ≤ 55 , the [after-date scene](#) becomes available (which also decreases 🧠).

Broken wings

Prerequisites: done Picnic in the park, church, attend the mass, Harmony 🧠 ≤ 50 , Harmony is present

Mike attends the mass together with Harmony.

Outcome: Harmony's 🧠 can be decreased to 30

Fall from heaven

Prerequisites:done Broken wings, Saturday/Sunday, nightclub date, Mike has stamina 🍆, Harmony 😇 <= 30, interact with her

Mike and Harmony go to a nightclub to party.

- If he accepts her proposal, they will have some fun in the VIP section of the nightclub.
 - -5 😇, +4 ❤️, +20 🍆
- If he refuses Harmony is disappointed that Mike is no fun
 - -5 ❤️, -20 🍆

Outcome: Harmony's 😇 can be decreased to 10

After date scene

Position	❤️	😇	🧠
Missionary	>= 50	<= 55*	-
Titjob	>= 50	<= 55*	>= 50
Cunnilingus	>= 50	<= 65*	>= 50
Blowjob	>= 50	<= 50	>= 50

You can't choose between the titjob and the blowjob if you do them the first time. The initial event for those will trigger as soon as you meet the requirements during the after date scene. The first one of those two that will trigger is the titjob. The blowjob will trigger if you get to the after date scene during another date. If you successfully triggered the titjob and blowjob you can now choose them during the after date scene.

* **Note:** The after-date scene gets unlocked once Harmony's 😇 reaches 55. However, if her 😇 goes up again (e.g., by trying to gift her the slave collar before she is ready for it), she will remain open for sex. In fact, if Mike has sex with her for the first time and 😇 >= 65, she will ask him to stick it in her butt so she can technically remain a virgin.

Time schedule

The following table shows at which time you can meet Harmony in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep
12:00		12:00		12:00		12:00		12:00		12:00		08:00	
13:00	coffee	13:00	coffee	13:00	coffee	13:00	coffee	13:00	coffee	13:00	park	09:00	church
14:00	shop	14:00	shop	14:00	shop	14:00	shop	14:00	shop	14:00		12:00	
17:00	book	17:00	book	17:00	book	17:00	book	17:00	book	17:00	book	13:00	church
18:00	store	18:00	store	18:00	store	18:00	store	18:00	store	18:00	store	18:00	
19:00		19:00		19:00		19:00		19:00		19:00		19:00	
24:00	sleep	24:00	sleep	24:00	sleep	24:00	sleep	24:00	sleep	24:00	sleep	24:00	sleep

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Kat

This girl is hogging the arcade game Bree wants to practice on during the Gamer Bree arc. Later, Kat appears in the same arc as a gaming tournament player named Thyra.

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Kat



Acquisition	Complete Offline Meet Up
Pregnancy	Yes
Fertility	normal
Collaring	Yes
Marriage	Yes
Harems	Gaming, Petite, Jack & Kat (streaming harem?)
Biographical information	
Age	22
Physical description	
Gender	Female
Eye color	Blue
Personal information	
Traits	Shy, Geek, Jealous, not Princess, not Family,
Likes	Video games, High libido, not restaurant, not night-club, not park, arcade

Story Events

Meeting Kat

Completing Offline Meet Up introduces you to Kat

Outcome: Kat max ❤️ set to 10, Kat unlocked

Go to the arcade

Prerequisites: Done Offline Meet Up, Arcade, Kat present, Kat ❤️ >= 10

Kat and Mike face off in a gaming tournament at the local arcade.

Note: Do not initiate a first date if you do not have the knowledge and gameplay experience required, it will lock you out of Kat's submission route much further down the progression. Mike and Kat play video games.

Outcome: Kat max ❤️ will increase to 20, if Mike

📖 >=50 and Video Games Played >= 15 then Kat 🧠 max will increase to 10.

Talk with Jack

Prerequisites: Cinema, 14:00 - 18:00, Kat ❤️ >= 20

Jack shows Mike a video of Kat playing a suspiciously familiar game. Turns out that Jack has a parasocial relationship with Kat.

Note: A couple encounters with Jack later, you will be able to choose to introduce Jack to Kat, or not.

Outcome: Kat max ❤️ = 30

Amusement Park Date

Prerequisites: Prior 14:00 Mall Date or 20:00 Pub or Cinema Date, as Kat on date to Amusement Park, Kat ❤️ >= 30

Mike can chose different locations for the date. Some help date progress more than others, the date must finish before 18:00:

- Ferris Wheel (+20 Date Points)
- Carousel (0 Date Points)
- Haunted House (+5 Date Points)
- Love Boat (+5 Date Points)
- Hedge Maze (+20 Date Points)
- Ice Cream (+10 Date Points)

You will always get +15 points at the end of the date

Outcome: Kat max ❤️ increases to 40

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Take Kat on a date

Prerequisites: Kat  >= 40

If the date ends with at least a 90% date score, then Kat reveals her taboo interest in being an online cam girl. If you accept this, she will lose become less (-2) submissive. Otherwise nothing changes, but Mike will disapprove of her cam girl. You will have one more chance to switch this; to progress Kat will need to be permitted to be a cam girl at the next encounter.

Outcome: Kat max  increases to 50

Meet Jack on the street


Prerequisites: Street between 10:00 and 16:00. Kat  >= 50

Jack will figure out that Kat is the camgirl regardless.

Outcome: Kat max  increases to 60

Next date with Kat

Prerequisites: Kat  >= 60


Upon the completion of a successful date, Kat will open up. If you are okay with Kat being a cam girl, her max  will increase.

Outcome: Depending on choices, Kat max  increases to 70

Private live



Prerequisites: Kat  >= 70; 14:00-17:00; Street

Kat will show you self, when It's over, Kat will go to the bath.

Outcome: Kat max  increases to 75; Kat's home is unlocked

Kat Submission Route

Undead Rising With Kat

Prerequisites: Have bought ZBox 360, Kat  >= 40 and  >= 10

Mike needs to take Kat on a date to your home, and then play video games with her to trigger this interaction.

Outcome: Kat max  increase to 20.

Kat's Pub Date

Prerequisites: Kat  >= 50 and  >= 20

Mike needs to take Kat on a date to the pub and either; buy a round, or offer her a drink.

Outcome: Kat max  increase to 40.



Kissing Kat

Prerequisites: Kat  >= 60 and  >= 40

Kat feels some apprehension at kissing Mike because she wants you to spit in her mouth (*how vanilla!*) , Mike can choose to believe it's disgusting or he can agree to spit in her mouth.

Outcome: Kat max  increase to 60.

Talk to Kat

Prerequisites: Kat  >= 65 and  >= 60, Completed Kissing Kat, Interact/Talk to Kat.

After Kat reveals her spitting kink in 'Kissing Kat', they talk more about it, and Mike alleviates her fears.

She feels seen and deeply connected to you.

Outcome: Kat max  increase to 80.

Have a nice time with Kat during a date

Prerequisites: Kat ❤️ >= 65 (?) and 🧠 >= 80, Completed Talk to Kat, Take Kat on a date, Interact/Talk, date score = 50)

After raising her kink level further and taking her on successful date, Kat confesses she always wanted to devote herself to just one man, in a submissive way.

Mike can agree to try or disagree. If disagree Kat asks Mike to consider it.

Outcome: I agree, Kat max 🧠 increase to 100, can now be collared (maybe before?)

Forever Master

Prerequisites: Kat ❤️ >= 80 (?) and 🧠 >= 100, Completed Have a nice time with Kat during a date, Interact/Talk. (Might be other requirements? I was ❤️ 100, 🧠 100 on a 100% restaurant date)

When raising Kat's kink level to 100 she will ask Mike to be her forever Master.

Mike can accept or decline.

Outcome: Forever Master

Submission events

This section is a work in progress. Unsure of prerequisites, but these worked for me. Check your story tracker to see when events are available for you.

Have fun with Kat (Needs verification)

Prerequisites: Kat 🧠 >= 60, engage with her

Kat gives to Mike a remote so he can control a pleasure toy inside her.

The toy has 3 setting, low, medium and high intensity.

Outcome: Kat has remote toy that Mike can use.

Sex events

Mall date photo booth BJ

Prerequisites: (I'm not clear on the details as aren't in the tracker. But worked for me. While on a mall date in the afternoon (Spring 2pm), I was at ❤️ 100 and 🧠 86)

Kat and Mike sneak into photo booth where she gives Mike oral sex.

Outcome: Increased 🧠 of 4 and date score +40%

Time schedule

The following table shows at which time you can meet Kat in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday
11:00	electronic shop	19:00	street	11:00	electronic	14:00 18:00	arcade	12:00	coffee shop	19:00	street	
12:00	bakery	21:00 22:00	cinema	12:00	bakery			13:00	drugstore	20:00 23:00	cinema	
13:00	mall			13:00	mall			14:00 18:00	arcade			
14:00 18:00	arcade			14:00 18:00	arcade							
19:00	park			19:00	park							




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Kleio

In-game description: "Kleio is a member of the Deathless Harpies, Sasha's band."

Kleio is a tattooed rebel who is in Sasha's band. She is unlocked by following Sasha's chain of events until you either see the [Deathless Harpies perform](#), or are [invited to the studio where they practice](#).

After date, she can give BJ, do doggy and missionary. Mike needs 50  to do more than BJ. She requires 90  or to be drunk (at least 3 drinks) to have sex without a condom. With 50  she will do anal.

Kleio starts at 100%  and will move down a bit as she progresses through her story.

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Story events


Hang with Kleio at the mall


Prerequisites: 14:00, Kleio  >= 10, Kleio introduced at practice or performance


Kleio calls Mike up and offers to hang out at the mall. She'll ask Mike a few questions, and if she's satisfied with his answers she'll talk about how she broke up with her girlfriend. If Mike answers well she will lose 5 .

Outcome: Kleio is kissable, Kleio max  set to 20

Kleio gets a tattoo


Prerequisites: 17:00, Kleio  >= 20, done Hang with Kleio at the mall


Kleio calls Mike and asks him to go with her while she gets a tattoo. She asks Mike a few questions, including which tattoo to get. If Mike answers appropriately, she says she had fun and she will lose 5 .

Outcome: Kleio max  set to 30


Kleio raises hell

Prerequisites: Wake up 05:00-09:00, Kleio  >= 30 &  <= 70, done Kleio gets a tattoo



Kleio wakes Mike up with a call, and asks him to go out. She raises a bunch of hell. If Mike asks no questions and goes along with, she is flirtatious, and she will lose 5 .

Outcome: Kleio max  set to 40

The car needs repairs (Something will happen soon)

Prerequisites: Tuesday or Thursday between 09:00 and 18:00, Done **Kleio raises hell**, Mike has a car,  >= 40, at map

Mike will need to take his car in for repairs. Sasha suggests taking it to Kay. Turns out that Kay is actually 'K' meaning Kleio.

If Mike has the sports car Kleio gains +5 of  and the story continues with **Kleio calling about the car (only way to raise her  to 100!)**

If Mike doesn't have the sports car the story continues with **Kleio bringing Mike his fixed car**.

Kleio studio sex

Prerequisites: Studio, done **Kleio raises hell**, in band, Kleio  >= 50 &  <= 75, not done **Kleio calls about the car**, or **Kleio brings Mike his fixed car**.


Sasha gets upset and walks out of band practice. Mike can comfort her, but Sasha sends him back.

He and Kleio then have sex in the studio.



Outcome: Kleio  set to 55

Kleio fixed the car

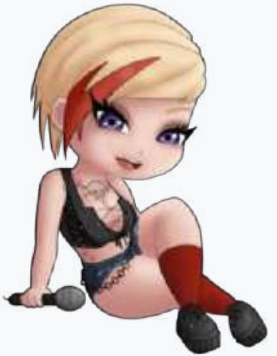
Kleio calls about the car




Prerequisites: Monday, Wednesday or Friday between 20:00 and 23:00, Done **The car needs repairs** & **Kleio studio sex** (Mike **had** the sports car during the event), Kleio  >= 55, at map, not done **Kleio brings Mike his fixed car**

Kleio calls Mike that his car is fixed.

Outcome: Kleio  set to 60,  set to 100

Kleio



Voice actress	Ko Clover
Acquisition	Band practice OR Sasha's gig
Availability	Patreon, Mike MC only
Pregnancy	Yes (88  required to keep)
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Band , Pixie
Biographical information	
Age	20
Date of birth	Winter 16
Physical description	
Gender	Female
Personal information	
Traits	Rebel , Musk , Poor
Likes	Fitness, Knowledge, Guitar, Kart, Racing
Dislikes	Mall
Talk Topics	Love, sex ( >25), food (cooking), politics, travel, fashion, books( >25), music

Kleio brings Mike his fixed car

Prerequisites: Monday, Wednesday or Friday between 14:00 and 18:00, Done **The car needs repairs & Kleio studio sex** (Mike **didn't have** the sports car during the event), Kleio ❤️ >= 55, at the living room, not done **Kleio calls about the car**

Kleio shows up at Mike's home to bring him his car.

Outcome: Kleio ❤️ set to 60

The protest

Prerequisites: Kleio ❤️ >=60, 12:00 - 18:00, done Kleio studio sex, done the car needs repair

Kleio calls about a protest she was going to partake with Mike. Right answer is Yes.

Outcome: Kleio max ❤️ set to 70

Take Kleio on a date

Prerequisites: Kleio ❤️ >= 70, on a date with Kleio, 🍷 >=90%, finish the date

Kleio and Mike talk about what they think of each other.

Outcome: Kleio max ❤️ set to 75

Hang out with Kleio

Prerequisites: Kleio ❤️ >= 75, done the protest, done Take Kleio on a date, interact with Kleio

Mike talks with Kleio about her being weird lately. She confesses that she likes Mike.

Outcome: Kleio max ❤️ set to 80

Take Kleio on a date 2

Prerequisites: Kleio ❤️ >= 80, taken Kleio on a date (finish the date), done Hang out with Kleio

Kleio talks with Mike about the date

Outcome: Kleio max ❤️ set to 85

Hang out with Kleio at the park

Prerequisites: Kleio ❤️ >= 85, done Take Kleio on a date 2, go on date in the park

Take Kleio on a date at the park, she butts heads with an interesting opponent..

Outcome: Kleio max ❤️ set to 90

Hang out with Kleio 2

Prerequisite: Kleio ❤️ >= 90, done Hang out with Kleio at the park, 19:00 - 21:00, interact with Kleio in the pub

Kleio and Mike visit a concert together. If you decide to get jealous over Kleio's comment about the bassist her ❤️ will be decreased by 5 points.

Outcome: Kleio max ❤️ set to 95

Kleio needs help

Prerequisites: Kleio ❤️ >= 95, done hang out with Kleio 2, days passed since concert >= 1

Kleio calls Mike because she needs him to help her with a difficult situation.

Outcome: Kleio max ❤️ set to 100.

Kleio proposes to Mike

Prerequisites: Kleio ❤️ = 100, not engaged to Mike, done Kleio needs help & days passed >= 7, 09:00 - 19:00

Kleio will call Mike and asks him if he could meet her at the place they had their first date together (the rooftop).

Prerequisites for the event: Kleio ❤️ = 100, 18:00 - 20:00, go to the rooftop (you will gain access after the call)

Kleio proposes to Mike. He can either accept the proposal which leads to their wedding the next Sunday (and therefore ending the game) or he can reject her proposal which leads to Kleio losing -15 ❤️ (you can still propose to her if you buy the ring on a later point).

Outcome: Depending on your decision you can end the game at this point. For the Kleio & Anna ending you can find the conditions [here](#).

Meet Kleio's ex

Prerequisites: Done Hang with Kleio at the Mall, done Morgan cinema date, Location Pub, Kleio and Morgan present

Mike learns that Morgan and Kleio were together. This will add the Morgan and Kleio to the story tracker which leads to a threesome. The information about how to achieve this can be found on the [Pixie Harem](#) wiki site.

Sex events

Hot tub Sex

Prerequisites: Home Date, Kleio ❤️ >=50, Sex with Kleio at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Customization events

Kleio calls Mike Master

Prerequisites: Kleio 🧔 >= 50

Kleio calls Mike Master.

Double trouble


Prerequisites: Kleio & Bree ❤️ >= 50, both are at the pub

Mike goes to the pub to relax from a stressful day, when he meets Bree and Kleio.

He has to decide if he wants to play pool with Kleio or play on the Arcade with Bree.

- If Mike chooses Bree, Kleio will loose -10 ❤️ (this option enables Kleio's new haircut)
- If Mike chooses Kleio, Bree will loose -10 ❤️

Back to the classics

Prerequisite: Kleio  >= 60, Chose Bree in the [Double trouble](#) event

Kleio asks Mike if he prefers Girls with long hair.

Twintail

Prerequisites: done Back to the classics at least 7 days ago, meet Kleio

Kleio let her hair grow out.

Outcome: You can now switch between Kleios hairstyle with twintails or her short hair.

Time schedule

The following table shows at which time you can meet Kleio in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
18:00	coffee shop	18:00	coffee shop	10:00 11:00	clothes shop	18:00	coffee shop	10:00 11:00	clothes shop	10:00 18:00	clothes shop	11:00 18:00	city
19:00	city	19:00	city	12:00 14:00	city	19:00	city	12:00 14:00	city	22:00 23:00	kart track	19:00 23:00	Pub
21:00 24:00	kart track	21:00 24:00	kart track	15:00 17:00	clothes shop	21:00 24:00	kart track	15:00 17:00	clothes shop				
				18:00 22:00	studio			18:00 22:00	studio				
				23:00	pub			23:00	pub				

The table below shows Kleio's schedule after you finish [this](#) event. The rooftop can only be accessed if you received the call that starts the event [Kleio proposes to Mike](#).

Monday			Tuesday			Wednesday			Thursday			Friday			Saturday			Sunday		
08:00 17:00	car dealer		08:00 17:00	car dealer		10:00 11:00	clothes- shop		08:00 17:00	car dealer		10:00 11:00	clothes shop		10:00 18:00	clothes shop	rooftop call not done	11:00 18:00	city	rooftop call not done
18:00 19:00	coffee shop	rooftop call not done	18:00 19:00	coffee- shop	rooftop call not done	12:00 14:00	city		18:00 19:00	coffee- shop	rooftop call not done	12:00 14:00	city		17:00 20:00	rooftop	rooftop call done	11:00 20:00	rooftop	rooftop call done
18:00 20:00	rooftop	rooftop call done	18:00 20:00	rooftop	rooftop call done	15:00 17:00	clothes shop		18:00 20:00	rooftop	rooftop call done	15:00 17:00	clothes shop		22:00 23:00	kart track		21:00 23:00	pub	
21:00 24:00	kart track		21:00 24:00	kart track		18:00 20:00	studio	rooftop call not done	21:00 24:00	kart track		18:00 20:00	studio	rooftop call not done						
						18:00 20:00	rooftop	rooftop call done				18:00 20:00	rooftop	rooftop call done						
						21:00 22:00	studio				21:00 22:00	studio								
						23:00	pub				23:00	pub								

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#) | [Band Harem](#) | [Pixie Harem](#) | [Many](#)

Kylie

In-game description: "Kylie is the younger sister of my ex-girlfriend, Alexis. She is crazily hung up on me, and acts jealous every time she sees me with other women. This could be trouble!"

Kylie is the younger sister of Mike's ex-girlfriend [Alexis](#). She has a special stat called **Yandere** (👁️) which represents how her jealousy can make her violent. Yandere is primarily raised when Kylie witnesses Mike interacting with other girls, such as kissing them while she is there. There are also random events on dates with Kylie that can raise Yandere, and during her events Yandere can increase dramatically depending on Mike's choices. Once raised, Yandere can be lowered using hypnosis (save before using, there's a maximum of two hypnosis adjustments before Kylie will gain +20 👁️ each time you visit same place she is), when Kylie gives Mike her cookies or if you manage to unlock the [Taming Harem](#) with [Ayesha](#).

Note: If you do not want Kylie to interfere with your playthrough, you can easily avoid her completely. Her second event will only trigger if you go to the university on Tuesday or Friday.

The higher Kylie's Yandere, the more obsessed she becomes with Mike and the more psychotic she behaves. Mike can help her [overcome](#) her tendency for violence, or he can report her to the police and have her [imprisoned](#). Kylie's arrest is a requirement if you want to unlock [Camila](#) as a romance option.

After a successful date, Kylie can have sex in the missionary, cowgirl and doggy position. At 👁️ >= 15 you can give her cunnilingus, at 👁️ >= 30 she can give you a BJ. She also has a bondage option (👁️ >= 75).

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Kylie



Voice actress	MissMoonified
Acquisition	University, 7 days in
Availability	Patreon only, Mike MC or Bree MC
Pregnancy	Yes
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Taming
Biographical information	
Age	18
Date of birth	Winter 13
Physical description	
Gender	Female
Personal information	
Traits	Yandere 👁️, submissive, playful
Likes	Fitness, Charm, Knowledge, Beach
Talk Topics	Love(>25 ❤️), sex, food, tv, fashion

General story events

Kylie's introduction

Prerequisites: University, 10:00-17:00, >= 7 days played

Kylie sees Mike at the university and re-introduces herself. The last time Mike knew Kylie, she was a little girl, but now she is a very attractive adult. Mike is conflicted about her, but she is cute and bubbly.

Kylie's crush

Prerequisites: done Kylie's introduction, University, Tue or Fri, 🍀 >= 30,

Mike meets Kylie at the university, where she admits that she had a crush on him all the way back when he was dating Alexis.

Outcome: Kylie becomes generally available and starts [talking](#) Mike. Kylie ❤️ max set to 20.

Kylie phone sex

Prerequisites: Kylie is not in prison, 19:00-24:00, Kylie ❤️ >= 20

Mike calls Kylie (click on her icon) and Kylie masturbates while he is on the phone with her.

Outcome: Kylie ❤️ max set to 50

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Kylie gets jealous

Prerequisites: Kylie is not in prison, Kylie  >= 25, Kylie present, talk or compliment any other girl with  >= 25 (except [Minami](#))

Kylie sees Mike chatting with another girl. She confronts him about it.


Mike can say she's just a friend, or tell Kylie he likes the other girl, fuelling her jealousy (+10 ).

Outcome: Whoever Mike interacted with becomes **Kylie's target**. You can change the target by kissing another girl in front of Kylie. **To start the [Taming Harem](#), Kylie has to target [Ayesha](#).**

Depending on Mike's answer, the next event will play out differently:

Kylie asks for study help

Prerequisites: done [Reconnecting with Alexis](#), done Kylie gets jealous at least 3 days ago and said target was just a friend, Kylie is not in prison, University

Kylie runs into Mike and asks him for help with her studies. If he accepts they go and he gives her some pointers. If they refuse, she gains +5  and storms off. Alexis shows up and offers some advice on dealing with her.

Kylie peeps on Mike

Prerequisites: done Kylie gets jealous at least 3 days ago and said he liked target, Kylie is not in prison, Bedroom, 22:00-04:00

Mike tries to get some work done late at night, and discovers Kylie peeping on him. He can let her in or not, and either way she acts creepy.

After you finish either of these events, Kylie's story can develop into two possible directions:

Mike can support Kylie in the endeavour to overcome her pathological tendencies ([Reform Path](#)), or let her go down the violently jealous route ([Yandere Path](#)).

Reform path

Note: For Kylie to get better, Mike has to commit to their relationship and keep Kylie's  below 25. Otherwise Kylie will return to her Yandere path!

Trying to change

Prerequisites: done Kylie asks for study help or Kylie peeps on Mike,  < 25, Kylie  >= 40, interact with Kylie

Kylie apologises to Mike for her obsessive behaviour. She promises to see a therapist if Mike agrees to become her boyfriend.

If Mike agrees, her status changes to girlfriend and  max is set to 90. If he refuses, **the Reform Path ends**.


Outcome: Kylie  max set to 60

Dealing with the demons

Prerequisites: done Trying to change at least 3 days ago, agreed to become her boyfriend,  < 25, Kylie  >= 50, Coffee shop, Kylie present

Kylie tells Mike about the improvements she is making since going to therapy.



Confession

Prerequisites: done Dealing with the demons at least 3 days ago,  < 25, Kylie  >= 60, interact with her



Kylie confesses to Mike she realised what she was feeling before was not love but obsession.

Outcome: Kylie  max set to 75,  max set to 75

Proud

Prerequisites: done Confession at least 3 days ago,  < 25, Kylie  >= 75, interact with her



Mike tells Kylie he is proud of her improvement and of being with her.

Outcome: Kylie  max set to 100,  max set to 50

Yandere path

Mine alone

Prerequisites: done Kylie asks for study help or Kylie peeps on Mike, Kylie is not in prison,  >= 25, Kylie  >= 40, interact with Kylie

Kylie demands that Mike commits exclusively to her. If Mike agrees, her status changes to girlfriend and she loses -10 . If he refuses, she gains +10 .

Outcome: Kylie  max set to 60



Sabotage

Prerequisites: done Mine alone or Trying to change at least 3 days ago,  >= 25, Kylie  >= 50, Kylie is not in prison, Bedroom, 14:00-18:00

Mike catches Kylie in his room as she is punching holes in his condoms.

This event will subtract one condom from your inventory if you have any

Gaslighting


Prerequisites: done Sabotage at least 3 days ago,  >= 35, Kylie  >= 60, Kylie is not in prison, Bedroom, 23:00-04:00

Kylie wants to meet up. When Mike confronts her about what happened, she pretends not to know what he is talking about and offers him a BJ instead.

If Mike agrees, he will believe that they can overcome their issues (**ends the event chain**). If he refuses, she acts all calm and says he will be hearing from her soon.

Outcome: Kylie  max set to 75

Assault

Prerequisites: done Gaslighting at least 3 days ago and refused Kylie,  >= 60, Kylie is not in prison, Bedroom, 20:00-23:00

Kylie comes to Mike's house and attacks either Bree or Sasha with a knife. Mike realises she has gone completely insane.

Outcome: Kylie  max set to 100

Stalking events


Stalking

Prerequisites: Kylie is available, front porch, 00:00-06:00

Mike starts to see someone on the front porch at night, but that person will be gone by the time Mike can get out there.

Outcome: Kylie will disappear for 1-7 days without any option to contact her.

Kylie is a stalker

Prerequisites: Kylie  >= 25, installed the spy camera >= 7 days ago, Bree & Sasha are at home, living-room, 10:00-18:00

Mike gets annoyed by the fact that something wakes him up at 03:00 every night and overhears a conversation of his roommates about the lights going on at that time. Mike decides to check the spy camera footage in order to find out what is going on.

Outcome: The police station becomes available.

Talk with Kylie about the camera footage

Prerequisite: done Kylie is a Stalker

Mike has an urgent wish to die and talks with Kylie about the spy camera footage. Kylie tries her best to convince Mike that she sorry for what she did telling him she was just passing by on that day and that it lead to her doing it every night. Kylie promises Mike that she won't show up at 03:00 at his house anymore.

Outcome: Removes the police station temporarily (you can get access again through the [other spy camera event](#))

Kylie's night assault

Prerequisites: Kylie  >= 50, Kylie  >= 50, 00:00 - 06:00, opened the door when she was in front of the house once

When Mike hears a strange sound in front of the house he can open the front door and check for him self what's going on.

If you decide to open the door you will trigger an event where Kylie tasers Mike and tries to force him into having sex with her. Mike has the option to scream for help or stay silent and endure it.

WARNING: If you scream for help when you don't have both Bree and Sasha at  >= 75, the one with more  will come to check on you and will be murdered by Kylie.




Outcome: Kylie gets pregnant if she is successful. If you installed a spy camera at the front porch, you will have evidence to report Kylie to the police.

Kylie attacks Bree

Prerequisites: Kylie  >= 50, Kylie  >= 50, Bree is [Kylie's target](#), both are in the same location

Mike hears someone fighting in the distance. He soon recognizes that the voices are those of Kylie an Bree.

He can either decide to intervene and help Bree or to hide and watch.

	Kylie	Bree
Help Bree	+10 	+5  +5 
Do nothing	-	-5 

Kylie's Christmas murder

Prerequisites: Home, Christmas, 06:00 - 12:00, Kylie is [targeting a girl](#), Kylie  >= 90, Kylie  >= 25, Kylie is not in prison

Kylie brings Mike his Christmas present. At first Mike is excited, but then he discovers it's the severed head of the targeted girl. Mike responds poorly and Kylie murders Mike.

Outcome: Game over

Prison events

Report Kylie to the police

Prerequisites: done Kylie's night assault or Kylie is a stalker

Mike goes to the police station in order to report Kylie. Mike tells [Sergeant Camila Foglio](#) everything he knows and hands her the evidence.

If one of the following conditions is true, Kylie will be arrested:

- She [raped Mike](#) and he allows it to happen by staying silent
- She killed Sasha or Bree

It will ***not*** be enough to lead to an arrest if:

- She attempted to rape Mike but was successfully repelled by Mike [screaming for help](#)
- She was caught on camera stalking Mike (as of version 23.8.0c)

After you reported it to the police you'll have to wait >= 7 days to hear from the police if they arrested Kylie or not.

Outcome: Kylie is in prison

Orange is the new Black

Prerequisites: done Kylie got arrested, completed Camila prison visit, Kylie  >= 50, visit the police station


Mike gets a letter from Kylie and decides to visit her to. If Mike does not accept her proposal the event chain will end here.

Behind bars

Prerequisites: done Orange is the new Black, accepted her proposal, Kylie  >= 50, visit the police station

Mike comes in to take responsibility for the proposal he made



Oral attention

Prerequisites: done Behind bars ≥ 1 day ago, Kylie  ≥ 50 &  ≥ 40 , Sunday, 10:00 - 18:00

Mike visits Kylie a third time to fulfil his carnal desire.


Sex events

University BJ



Prerequisites: Kylie  ≥ 50 &  ≥ 50 , Kylie is at the university, study with her, **20% chance**

Kylie gives Mike a blowjob in an empty classroom.


Kylie the Voyeur

Prerequisites:  ≥ 25 , take Alexis to a date, finish the date successfully and invite her over for hot coffee, **20% chance**

While Mike spends some time alone with Alexis after a date, he feels that something isn't right. He spots someone peeping on them and soon finds out that it's Kylie.

Mike can confront Kylie about her peeping on him and Alexis (click on the Alexis icon when interacting with Kylie). She proposes that she will peep again when Mike has sex with someone because he seems to like some audience. If Mike accepts, she gains +5 , if he declines +10 .

Hot tub Sex

Prerequisites: Home Date, Kylie  ≥ 50 , Sex with Kylie at least once, Hot tub repaired

During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

Other events

Birthday date

Prerequisites: Kylie is datable, go on a date with her at her birthday

Mike opens the door expecting to find Kylie, but finds Sasha instead who had come back for her keys. Sasha tells Mike that she spotted someone fitting Kylie's description climbing over the fence...

Restaurant			
Decision 1		Decision 3	
Tell Kylie off	-10 🍷	Smooth things over	+15 🍷
Ignore it	+15 🍷	Tell Kylie you are mad	-10 🍷
Decision 2		Decision 4	
Agree to give Kylie a tour	+15 🍷	Psychological thriller	+15 🍷
Make up an excuse	-10 🍷	Rom-com	-10 🍷

She will then ask for a birthday gift. Giving her one will raise your 🍷 by 47.5 but not doing so drops it by 32.5. If you have not slept with Kylie prior then the date ends there, but if you have then you will have sex in Bree's bed.

Time schedule

The following table shows at which time you can meet Kylie in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday						
00:00 - 03:00	Sleep	00:00 - 03:00	Sleep	00:00 - 03:00	Sleep	00:00 - 03:00	Sleep	00:00 - 03:00	Sleep	00:00 - 03:00	Sleep	00:00 - 03:00	Sleep						
04:00 - 05:00	Front porch	04:00 - 05:00	Front porch	04:00 - 05:00	Front porch	04:00 - 05:00	Front porch	04:00 - 05:00	Front porch	04:00 - 05:00	Front porch	04:00 - 05:00	Front porch						
06:00 - 09:00	Sleep	06:00 - 09:00	Sleep	06:00 - 09:00	Sleep	06:00 - 09:00	Sleep	06:00 - 09:00	Sleep	06:00 - 09:00	Sleep	06:00 - 10:00	Sleep						
10:00 - 17:00	University	10:00 - 17:00	University	10:00 - 12:00	University	10:00 - 17:00	University	10:00 - 17:00	University	10:00 - 11:00	Gym	11:00 - 12:00	Gym						
18:00	Clothes shop	18:00	Clothes shop	13:00	Coffee shop	18:00	Clothes shop	18:00	Clothes shop	12:00 - 14:00	Clothes shop	13:00 - 14:00	Park						
19:00	Gym	19:00	Gym	14:00 - 16:00	University	19:00	Gym	19:00	Gym	15:00 - 16:00	Waterpark	15:00 - 16:00	Waterpark						
20:00	Sex shop	20:00	Sex shop	17:00	Coffee shop	20:00	Sex shop	20:00	Sex shop	15:00 - 16:00	Clothes shop	Fall/Winter (every odd week)	15:00 - 16:00						
				18:00	Clothes shop					15:00 - 16:00	Coffee shop	Fall/Winter (every even week)	17:00 - 18:00						
				19:00	Gym					17:00			19:00	Park	17:00 - 18:00	Gym			
										-			-						
										18:00			23:00						
				20:00	Sex shop														

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#)

This page was last edited on 17 February 2025, at 02:23.


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Lavish

In-game description: "Lavish is an intern at the office."

Lavish is the new office intern. She is young, driven and somewhat innocent. She is determined to succeed and will work for it.

Lavish is one of the characters with an additional stat. Like [Palla](#), Lavish has a  stat that shows her progress towards promotion but she also has a hidden Sleaze stat that gets increased if Mike interacts with her in a certain way.

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Lavish



Voice actress MissNiaSax


Acquisition Office party

Availability Patreon only, Mike MC

Pregnancy Yes

Fertility Normal

Collaring [Yes](#)

Marriage Yes (100 )

Harems [Office Harem](#)

Biographical information

Age 20


Date of birth Spring 3

Physical description

Gender Female

Personal information

Traits Innocent, workaholic

Likes Knowledge, Charm, Career , Clothes, Cinema, RomComs, Action

Talk Topics Love, travels, food, politics, TV, fashion

Story events

Lavish's introduction

Prerequisites: done [Office Party](#), work or work hard

Aletta introduces Lavish as the new intern. Mike is her manager.


Outcome: Lavish max  set to 10

Lavish does filing

Prerequisites: Work or work hard, done Lavish's introduction, Lavish employed >= 2 days

Mike admires Lavish's figure as she does filing. He has the following two options to interact with her during that event:

Say nothing +1  -

Oh I'll call +1  +1 Sleaze

Lavish’s first official review

Prerequisites: Work or work hard, done Lavish does filing, Lavish employed >= 4 days

Mike has his first management meeting with Lavish. He tries to figure out if Lavish was flirting with him. In the meantime, Lavish expresses that she wants more interesting work. He has the following possibilities to interact with her during that event:

Call me {name}	+2	❤️	-
Let her stay formal	+2	👁️	
Throw in an innuendo	+1	👁️	+1 Sleaze
Keep it clean	+1	❤️	-

Outcome: Lavish gains +5 📦

Lavish’s first project

Prerequisites: Work or work hard, done Lavish’s first official review, Lavish employed >= 7 days

Mike is overwhelmed with work and realizes he can give Lavish some of the work. He can choose to give her an easy but important project, a hard but less important project, or do the work himself.

Harder Project	+10	📦	Easier Project	+5	📦
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The outcome of the project (📦 gain) is part of the next paragraph, the table is there to provide information about the amount you'll gain later.

Outcome: Lavish max ❤️ set to 15.

Lavish turns in her project

Prerequisites: Work or work hard, done Lavish’s first project, 2 days later

If Mike assigned her a project, he gets the results here.

If he did not give her a project, she asks for one. She explains that she is ambitious. If Mike has flirted with her, she can promise ambiguous favors for good projects.

Gave her the harder project			+10	📦
I'm Impressed	+5	❤️	-	
Play it cool	-		-	
Make an innuendo out of it	+3	👁️	+1 Sleaze	
Gave her the easier project			+5	📦
Compliment her	+3	❤️	-	
Play it cool	-		-	
Make an innuendo out of it	+3	👁️	+1 Sleaze	
Didn't give her a project				
Like a kiss?	+3	👁️	+1 Sleaze	
I'll keep that in mind	+3	❤️	-	

Outcome: Lavish max ❤️ set to 20, she gains 📦 points depending on which project Mike gave her.

Lavish’s next project

Prerequisites: Work or work hard, done Lavish turns in her project, Lavish employed >= 14 days

Mike offers Lavish a project. You can choose from the following interactions:

Hug her back	+5	❤️	-
Grab her ass	+4	👁️	+1 Sleaze

Outcome: Lavish max ❤️ set to 30

Lavish turns in her next project

Prerequisites: Work or work hard, done Lavish’s next project, 7 days later

Lavish turns in her next project. Mike can compliment her work or not, and be sleazy or not. If Mike has been sleazy in previous reactions, she is more obvious about showing off for him.

Great work	+2	-	-	+10
Not bad	-	+2	-	+10
You deserve a naughty reward¹			+1 Sleaze	+5
Let it go	-	-	-	-
Unless you want me to	-	-	+2 Sleaze	-

¹ If you choose this option you can choose one of the two below

Outcome: Lavish max set to 40

Lavish at the pub

Prerequisites: Pub, interact with Lavish, done Lavish turns in her next project

Mike interacts with Lavish in a less formal setting. It becomes clear that Lavish is willing to offer sex for status at work.

Only relevant if she calls Mike Mr. {last name} at work

I like it when you call me that outside work	+2	+1 Sleaze
Call me {name}		
In general	+2	-
Outside of work	+2	-
Just say Hi		

Following the initial interaction Mike can either compliment her looks or her work:

Compliment her looks	+1	+1 Sleaze
Compliment her work	+1	-

Outcome: Lavish max set to 50

Lavish seeks a promotion

Prerequisites: Work or work hard, done Lavish at the pub, Lavish days employed >= 21

Lavish tells Mike that she wants to apply for his old job. Mike can encourage her or discourage her. In some circumstances she'll straight up promise him sex.

Dialogue choice	Result		
Of course	-	-	-
Anything for you, sweetheart	+2 ²	+1	+1 Sleaze
Absolutely (if >= 20)	+5	-	-
You could be (if >= 10)	-	+2	-
I don't know (if >= 5)	-5	-	-
No	-10	-	-
Yes	+2	-	-
No	-	-	-
I will help	-	-	-
I will not help	she will be gone forever		
Whatever I want? Like ... sex? (Sleaze <= 10)	Current sleaze + 2, or set to 20 (whichever is larger), promised sex		
I'll help but you'd better pay up (Sleaze >= 10)	+10 Sleaze		

Lavish needs guidance

Prerequisites: Work or work hard, done Lavish seeks a promotion, Lavish days employed >= 28

Lavish needs help with a technical screening for the interview. Mike can help and potentially ask for (and receive) a kiss.

I'll help	+5 	-	+15 
I can't	-10 	-	-
I'll help... for a kiss (if she promised sex)	+2 	+5 Sleaze	+10 

Lavish needs coaching

Prerequisites: Work or work hard, done Lavish needs guidance, Lavish days employed >= 30


Lavish asks for coaching for her upcoming interview. Mike can help or not, can ask for a kiss (or another kiss)

Fine	+5 	-	+15 
I can't	-10 	-	-
For another kiss (kissed her once before)	+2 	+5 Sleaze	+10 
I'll help... for a kiss (didn't kiss her before)	+2 	-	+10 



Aletta asks Mike about Lavish

Prerequisites: Work or work hard, done Lavish needs coaching, Lavish days employed >= 35

Lavish has passed all the interviews and Aletta asks Mike's opinion.

In this event a temporary stat (convinced) will be introduced. At the end if the Amount of convinced points +  is >= 50 Lavish will get the job.

There are multiple options depending on Lavish's work performance and how many sleaze points Mike gathered:


- Fantastic (only available if  >= 50 or sleaze > 20)
 - If her  is > 50, convinced will be increased by +10 points
- She's ok, I guess
 - +2 convinced points will be gained
- I wouldn't hire her
 - No: This does not influence anything
 - Yes: If Mike's sleaze points > 20, convinced will be increased by +10 points

After Lavish gets her promotion, Aletta informs Mike that she's moving the position to work under him, so Mike will still be Lavish's boss.

Lavish got the job

Prerequisites: Interact with Lavish, done Aletta asks Mike about Lavish, Lavish was hired.

If Lavish was hired, she'll thank Mike for his help, kiss him if she promised to do so earlier (and say there's more coming).

Outcome: Lavish max  set to 70, is now kissable and datable.

Working together

Prerequisites: Lavish  >= 70, done Lavish got the job, work or work hard

Lavish works together with Mike and helps him solve a problem.

Outcome: Lavish  max set to 75


Trouble at the restaurant

Prerequisites: Lavish  >= 75, done Working together, restaurant date

Someone is causing trouble during Mike's date with Lavish.

Outcome: Lavish  max set to 80

Lavish's presentation

Prerequisites: Lavish  >= 80, done Trouble at the restaurant, (Shiori, Aletta, Audrey & Lavish are in the office), Aletta's office

Lavish holds a presentation at work with little Freudian Slip at the end.

Outcome: Lavish will disappear for some time.

Hide and Seek


Prerequisites: done Lavish's presentation >= 3 days ago, work or work hard

Lavish has been avoiding Mike for some time after the incident at the presentation. Mike finds her and talks with her about what happened.

Outcome: Lavish  max set to 90

Papers to Sign


Prerequisites: done Hide and Seek >= Wait about a week, work or work hard

Mike gets called into Aletta's office. Once there, he finds Lavish there as well and Aletta tries to trap the two of them into signing papers declaring they are a couple and therefore the company is not responsible. Both Aletta and Lavish suffer a -13  loss even before the questions are asked.

	Refuse to sign	Sign the document
Deny everything	Lavish -25 	No effect
Admit guilt	Lavish -25 	No effect
Advocate innocence	No effect	No effect

Outcome: Lavish  max set to 100.

Disciplining Lavish at work

These events are not relevant for increasing her  cap or progressing her main story.

Important: For some of these events you must have Shiori available. You will lock yourself out of Lavish's submission route if you don't [hire Shiori](#).

Lavish spanking start

Prerequisites: Done [Shiori scolding 5](#) and [Shiori shows off 3](#), Lavish  >= 45 &  >=25, Lavish is at work

Call Shiori to your office, choose "Don't you think you need to be punished" in the "Fuck" menu.

Lavish catches Mike spanking Shiori.

Lavish Office Blowjob

Prerequisites: Mike is in his office, no girls are currently in Mike's office, Lavish  >= 50 &  >=50, Lavish is at work

Outcome: Lavish blowjob get's unlocked in the "Fuck" menu while at work. Lavish  max set to 60.



Lavish spanking 1

Prerequisites: Done Lavish spanking start at least 2 days ago, Mike is in his office, work or work hard, Lavish  >= 55 &  >= 60, Lavish is at work

Lavish asks Mike for spanking sessions.

Outcome: Lavish spanking get's unlocked in the "Fuck" while at work. Lavish  max set to 70.

Lavish spanking in the office

Prerequisites: Done Lavish spanking 1 at least 3 days ago, done Lavish Office Blowjob, Lavish  >= 62.5, had sex with Lavish at least once, has Stamina 

Choose "Spank her" in the "Fuck" menu while Lavish is in your office. (Can only be done once per day)

Lavish spanking 2


Prerequisites: Done Lavish spanking in the office at least 3 times, Mike didn't spank Lavish on the same day, Lavish  >= 65 &  >= 70, Lavish is at work, work or work hard

Lavish confesses that she's addicted to getting spanked.

Outcome: Lavish  max set to 100

Sex events

Hot tub Sex


Prerequisites: Home Date, Lavish  >=50, Sex with Lavish at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Other events

Lavish's lucky panties

Prerequisites: Lavish  &  >= 50, Mike's birthday or Christmas, already received Lavish's tie, interact with her

The second present you get from Lavish are her lucky panties. Those boost your  and you need them and a four leaf clover to gain access to Emma if you have chose the "I'm unlucky" trait at the beginning of the game.

Outcome: You'll get Lavish's panties and gain a permanent +1 

Time schedule

The following table shows at which time you can meet Lavish in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday														
00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 05:00	nightclub													
10:00 17:00	office	10:00 17:00	office	10:00 17:00	office	10:00 17:00	office	10:00 17:00	office	10:00 11:00	gym	06:00 10:00	sleep													
18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	12:00 14:00	clothes shop	11:00 12:00	gym													
19:00	gym	19:00	gym	19:00	gym	19:00	gym	19:00	gym	15:00 16:00	clothes shop	13:00 14:00	park													
20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	17:00 18:00	park	15:00 16:00	beach	summer												
21:00 23:00	cinema	21:00 23:00	cinema	21:00 23:00	cinema	21:00 23:00	cinema	21:00 23:00	cinema	21:00 23:00	pub	15:00 16:00	gym	spring/fall/winter												
												17:00 18:00	gym													
																								19:00 23:00	pub	

Categories: [Characters](#) | [Office Characters](#) | [Mike MC Characters](#) | [Patreon Characters](#)

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Lexi

- Mike MC
- Bree MC

Lexi is a trailer park trash, drug addicted prostitute. She isn't smart, but she can be sweet. Her initial encounters can cost Mike money.

After a date, Lexi can do BJ and standing positions. Mike can give her drugs to change the experience a little. This has different dialogue if she is pregnant.

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Lexi



Voice actress	Squeaky
Acquisition	Night time alley encounter, 7 days in
Availability	Patreon only
Pregnancy	Yes starts on pill, must use Command to tell her to go off)
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Home Harem , Criminal , GoodEvil , Whore
Biographical information	
Age	19
Date of birth	Summer 5
Physical description	
Gender	Female
Personal information	
Traits	Slutty, dumb, trashy, poor, lazy
Likes	Fitness, Knowledge, Guitar, Pub,
Dislikes	Waterpark, Small dick
Talk Topics	Love(>25 ) , sex, food, tv, fashion

Story events

Alley encounter

Prerequisites: Dark Alley 22:00-04:00, min 9 days played, > 250 

Mike runs into Lexi in an alley on the street. While interacting with her, he is jumped by the thug Danny. Lexi suddenly asks Danny for help, and there is a fight.

Mike can win this fight with 50 , or 25  + Martial Arts skill. If Mike has already defeated Danny (in Audrey's scene or in Samantha's scene) Danny will not attack, and instead defers to Mike.

If Mike loses the fight, he also loses 500  (or all his money if he has less).


Outcome: Potential loss of 500 .


Nightclub BJ

Prerequisites: Nightclub, done Alley encounter

Mike meets Lexi in the nightclub, who offers him a BJ in the bathroom.

If this BJ is not accepted, Lexi leaves the game.


If the BJ is accepted, Lexi steals Mike's wallet and up to 500 

Outcome: 500  lost OR Lexi permanently leaves game.

Lexi appears



Lexi now has two different events you can use to unlock her. It uses the in-game season to decide which of the events you'll see.

Pool time fun


Prerequisites: Living room 20:00-24:00, done Nightclub BJ, not done Meeting at the mall Season: Spring/Summer, has Stamina 

Mike gets a phone call from Lexi, who is right outside the house. She talks her way into being invited in and gets some sexy time in the pool.

Lexi can't get pregnant during this event (she starts on the pill by default).

Outcome: Lexi becomes available. Lexi max  set to 50. Get back your 500 

Meeting at the mall

Prerequisites: Ground floor of the mall 12:00-18:00, done Nightclub BJ, Season: Winter & Day < 25, has Stamina 

Mike gets a phone call from Lexi. She wants to talk to him at his house but Mike thinks some neutral ground is the better option. Lexi thanks Mike for the day in her own way.

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Outcome: Lexi becomes available. Lexi max ❤️ set to 50.

Looking for Lexi

Prerequisites: done Pool time fun, Lexi ❤️ >= 50, Days passed since Lexi went missing >= 7 (there is no notification for her being removed from the map!), Friday or Saturday 17:00 -24:00
Mike has had a hard week and begins to think about Lexis body. He tries to contact her multiple times without any luck and starts to look around for her.

You need to look for her at the following places : **Mall, Park, Dark Alley, Nightclub**

Mike finds Lexi

Prerequisites: done looking for Lexi, Mon-Fri 10:00-14:00, car/sports car, City

Mike installs a tracking app and finds out where Lexi is. He sees that she is not living a very luxurious life. She tells Mike that Danny threatens to kill him if she keeps seeing him.

Mike has can choose between 2 options:

- He can back off which results in Lexi being removed from the game
- Stand up to Danny

Outcome: Lexi max ❤️ set to 60

Danny and his friends visit for a cup of tea

Prerequisites: days passed >= 3, done Mike finds Lexi , Lexi ❤️ >= 60, living room

Danny visits Mike at home and forcefully enters his house. He tells Mike that he should have stayed away from Lexi and will pay the price.

There are 2 Options Mike can choose:

Use Brain:

- If 🗨️ < 50, Mike will lose 500 🏠 and Lexi will be gone forever
- If 🗨️ >=50. Mike will successfully convince Danny to drop it

Use Brawn (the following values may be lower with the martial arts skill)

- If 🥊 < 50, Mike will lose 500 🏠 and Lexi will be gone forever
- If 🥊 >= 50, Mike will successfully scare off Danny

Outcome: Lexi max ❤️ set to 70

Lexi calls Mike

Prerequisites: days passed >= 3, done Danny comes over, wake up at 07:00, Lexi ❤️ >= 70,

Untypically for Lexi, she calls Mike early in the morning. Turns out that instead of Lexi, Danny is talking to Mike. He blackmails Mike into meeting with him. As soon as Mike arrives he gets attacked by Danny and they fight.

There are 2 possibilities how this will end:

The following values may be smaller with the marital arts skill

1. If Mike's 🥊 <75 Mike will not survive the fight
2. If Mike's 🥊 >75 Danny will not survive the fight

Outcome: Lexi max ❤️ set to 80

Hide the evidence

This event has two locations where it can trigger. The events are slightly different but the outcome is the same.

Prerequisites: done Lexi calls Mike, Forrest OR Beach 20:00 - 06:00, Danny's corpse is in Mikes inventory

Mike and Lexi get rid of the evidence either in the forest or on the beach.

Outcome: Lexi max ❤️ set to 90

Aftermath

Prerequisites: done Hide the evidence, interact with Lexi

Lexis and Mike talk about what had to be done.

Outcome: Lexi max ❤️ set to 100

Pimping Lexi

Celebration time (avoidable NTR)

Prerequisites: done [Meet the CEO](#), didn't finish [Cassidy's story](#), didn't have sex with Aletta, had sex with Lexi, promoted, 12:00 - 16:00

Mike is celebrating his promotion with Dwayne and Aletta and they meet Lexi in the pub.

Lexi meets Jack

Prerequisites: Mall date with Lexi, 5% chance, Lexi ❤️ > 75

Mike and Lexi meet Jack at the mall, who pervs on her a bit.

Jack asks about Lexi

Prerequisites: 16:00-17:00, 5% chance, done Lexi meets Jack

Jack calls up Mike and asks if he's serious about Lexi. If he says no, he offers money for Lexi. Mike can accept for 500 🏠.

Mike pimps Lexi

Prerequisites: Talk to Lexi, done Jack asks about Lexi

Mike tells Lexi he's pimping her out, and he'll give her half of the 500 🏠. She agrees for a mere 10 ❤️ lost.

Lexi prostitution with Jack (avoidable NTR)

Prerequisites: Street, 15:00-17:00, done Mike pimps Lexi

Lexi and Jack meet up, and Jack gets what he paid for:

Outcome: 250 🏠 gained.

Ryan meets Lexi

Prerequisites: Mall date with Lexi, Ryan is not dead, finished Lexi prostitution with Jack

Ryan spots Mike with Lexi who hits on Lexi. If Mike knows that Ryan cheated on Sam, there is additional dialogue.

Ryan calls Mike about Lexi (avoidable NTR)

Prerequisites: 12:00-18:00, done Ryan meets Lexi, 1 day later, Ryan is not dead

Ryan calls Mike. If you don't pick up the call or tell Ryan to piss off the event chain ends here. If Mike agrees to send Ryan Lexi's info, then Mike pimps out Lexi to Ryan.

Lexi prostitution with Ryan



Prerequisites: Said yes to Ryan when he called, Ryan is not dead

Mike is nervous as Lexi returns with news of the outcome; She says she fucked him for money and that's it. At this point she asks if Mike would be willing to become her pimp full time. If you say no the event chain for all future Lexi prostitution content ends here. If you agree to it Mike becomes her official pimp (currently there's no additional content with the event chain)

Outcome: 200  gained




Lexi meets the Master (avoidable NTR)

Prerequisites: Said yes to 'Mike pimps Lexi', take Lexi on a beach date

Mike and Lexi are on a date when they catch Master peering on Lexi from the bushes. Lexi tries to scare him off when Master pulls out some cash to feel up Lexi. Mike can tell him to beat it, and the date continues as normal, or Mike can tell Lexi to go with it and Mike gets 25  and Lexi gets -2 .

Slave Lexi


Lexi meets Sasha

Prerequisites: Mall date, Lexi  >= 75 &  >=25, Sasha  >= 75 and Sasha present in clothes shop


Sasha sees Lexi on a date with Mike.

If Sasha has agreed to be Mike's slave, she is meek and asks if Lexi pleases him.

If she is not, she is angry and loses 20 .

Outcome: If Sasha is Mike's sex slave Lexi's  will be set to 50

Lexi gives herself to Mike

Prerequisites: Lexi  >= 50, Talk to Lexi, done Lexi meets Sasha while Sasha was slave,

While talking to Lexi, she offers herself to Mike. Mike can accept or refuse her request to become his slave.

Outcome: If Mike accepts her as a sex slave: Lexi max  set to 90, her status gets updated to sex slave.

To increase her  to 100 check the collaring table [here](#).

Dance with Sasha and Lexi

Prerequisites: done Lexi meets Sasha, gift Sasha the sexy dress, take Lexi on a date at the nightclub at Saturday, Sasha is at the nightclub

Lexi and Mike will meet Sasha while they dance in a nightclub.

Dance with Sasha (threesome)

Prerequisites: done dance with Sasha and Lexi, take Sasha to a date at the nightclub on Saturday, Lexi is at the nightclub

Mike goes on a date with Sasha in the nightclub. After a while Lexi joins them on the dance floor and both girls decide that Mike needs to do some work too.

Dance with Sasha or Lexi (Foursome)

Prerequisites: done Dance with Sasha (threesome), done [Samantha wants to know the truth](#), take Sasha or Lexi to a date at the nightclub on Saturday, Sasha, Lexi and Samantha are at the nightclub

Mike goes on a date with Lexi or Sasha in the nightclub.

If you've chosen Lexi, Sasha will join them on the dancefloor (or the other way around).

After a short while Samantha joins the group. If Mike is in a non-exclusive relationship with Samantha they decide to leave the nightclub to have some fun in Mike's bedroom together.

If Mike is in an exclusive relationship with Samantha, she will get furious and leave forever.

Outcome: Depending on your relationship with Samantha, you'll either see the foursome or lose Samantha.

Other events


Pregnancy request

Prerequisites: Status is girlfriend, days since status changed >= 7, not pregnant already, Lexi is present

She proposes to Mike to impregnate her.

Note: This is just a conversation for love points. You can't get her pregnant without going down the slave route to take her off the birth control.



Smoke with Lexi during a home date

Prerequisites: Select Home as the location for a date, Lexi  > 60, 5% chance to trigger the event

On a home date, Lexi offers Mike to smoke herb on the couch,



Sex events

Nightclub fun

Prerequisites: Nightclub, Lexi present or on date, sex with Lexi at least twice, Lexi  > 37, Lexi  > 25


At the nightclub, Mike can ask Lexi for a BJ from the interact menu.

Beach sex

Prerequisites: Beach, Lexi present or on a date, sex with Lexi at least twice, Lexi  > 37, Lexi  > 25

At the beach, Mike can ask Lexi for Sex from the interact menu.

Hot tub Sex

Prerequisites: Home Date, Lexi  >=50, Sex with Lexi at least once, Hot tub repaired

During a Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Blowjob Alley

Prerequisites: Lexi ❤️ >=50, between 0am and 5am, not on a date, Lexi is not at the dark alley.
Mike goes to the dark alley, gets blow by Lexi.

Lexi is still dealing

Prerequisites: Dark Alley 00:00-05:00, Lexi ❤️ >= 75
(this event is not repeatable)
Mike catches Lexi in the street, still dealing drugs even after he told her not to.
He punishes her with his dick.
Lexi can't get pregnant from this event.

Time schedule

The following table shows at which time you can meet Lexi in various locations.
Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 10:00	sleep	00:00 10:00	sleep	00:00 10:00	sleep	00:00 10:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 05:00	nightclub
11:00 17:00	trailer park	11:00 17:00	trailer park	11:00 17:00	trailer park	11:00 17:00	trailer park	10:00 11:00	coffee shop	10:00 11:00	clothes shop	06:00 10:00	sleep
18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	12:00 14:00	clothes shop	12:00 14:00	mall (ground floor)	11:00 20:00	alley
19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	15:00 16:00	clothes shop	15:00 16:00	clothes shop	21:00 23:00	pub
21:00 24:00	pub	21:00 24:00	pub	21:00 24:00	pub	21:00 24:00	pub	17:00 20:00	alley	17:00 18:00	clothes shop		
										19:00 20:00	alley		
										21:00 23:00	nightclub		

Moved in with Mike

Monday			Tuesday			Wednesday			Thursday			Friday		Saturday			Sunday																											
00:00 10:00	living room		00:00 10:00	living room		00:00 10:00	living room		00:00 10:00	living room		00:00 09:00	living room	00:00 09:00	living room	00:00 05:00	nightclub																											
11:00 17:00	pool	spring/summer	11:00 17:00	pool	spring/summer	11:00 17:00	pool	spring/summer	11:00 17:00	pool	spring/summer	10:00 11:00	coffee shop	10:00 11:00	clothes shop	06:00 10:00	living room																											
11:00 17:00	living room	fall/winter	11:00 17:00	living room	fall/winter	11:00 17:00	living room	fall/winter	11:00 17:00	living room	fall/winter	12:00 14:00	clothes shop	12:00 14:00	mall (ground floor)	11:00 20:00	alley																											
18:00	clothes shop		18:00	clothes shop		18:00	clothes shop		18:00	clothes shop		15:00 16:00	clothes shop	15:00 16:00	clothes shop	21:00 23:00	pub																											
19:00 20:00	sex shop		19:00 20:00	sex shop		19:00 20:00	sexshop		19:00 20:00	sex shop		17:00 20:00	alley	17:00 18:00	clothes shop																													
21:00 24:00	pub		21:00 24:00	pub		21:00 24:00	pub		21:00 24:00	pub				19:00 20:00	alley																													
														21:00	pool	spring/summer																												
																												21:00	living room	fall/winter														
																																										22:00 23:00	nightclub	

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#) | [Marry](#)



Lexi/FemaleMC

- Mike MC
- Bree MC

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Lexi is a trailer park trash, drug addicted prostitute. She isn't smart, but she can be sweet.

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Found Someone, You Have


1.4


Pool time fun

Story events

Stranger danger

Prerequisites: City,  >= 250, days played >= 9, 18:00 - 02:00

Bree will meet a strange girl named Lexi who invites her to a party. If Bree decides to follow Lexi she will get into a fight with [Danny](#). If she does not have the [martial arts skill](#) she will lose 500 . If Bree decides to ignore Lexi nothing happens. (You can trigger the event again)

Outcome: Depending on your choice either nothing will happen or Bree will lose 500 

Coffee time

Prerequisites: done Stranger danger >= 1 days ago


Bree decides to grab a cup of coffee after her previous encounter with [Danny](#) and Lexi. She meets Lexi and they talk about what happened the other day. Bree can tell Lexi to fuck off (removing her from the game) or she can decide to let Lexi tell her story.

Outcome: Lexi is either gone forever or available (depending on your choice).



Found Someone, You Have

Prerequisites: done Coffee time >= 3 days ago, Lexi  >= 10, Lexi  >= 45, Saturday or Sunday 12:00 - 19:00, be at home

Bree is preparing for a movie marathon of her favorite movie series Star Battles when Lexi calls and decides to show up spontaneously. They start watching the movies together. Bree can offer Lexi to stay over or can tell her that it's late already.

Outcome: Lexi max  set to 20, Lexi is now datable


Pool time fun

Prerequisites: done Found Someone, You Have >= 3 days ago, Lexi  >= 20, Lexi  >= 40, summer, be at home, 20:00 - 23:00

Lexi surprises Bree at home and she brought a couple of things with her.

If Bree decides to smoke she will get -4 morality. If she declines she will gain +1 morality.

After smoking the weed they decide to have some fun in the pool.

Outcome: Lexi max  set to 30

Lexi



Voice actress	Squeaky
Availability	Patreon only
Pregnancy	No
Collaring	No
Marriage	No
Biographical information	
Age	19
Date of birth	Summer 5
Physical description	
Gender	Female
Personal information	
Traits	Slutty, dumb, trashy, poor, lazy
Likes	Fitness, Knowledge, Guitar, Pub,
Dislikes	Waterpark, Small dick
Talk Topics	Love(>25 ) , sex, food, tv, fashion

Category: [Characters](#)

This page was last edited on 26 October 2021, at 06:58.

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Minami

Minami is Mikes adopted little sister which was added in Version 20.6. She lives together with Mike and his roommates.

She is described as a little bit self obsessed or even entitled. In general she has a very cheerful character and is a bit geeky.

She has an exclusive gameplay mechanic which is a bit like Harmony's purity system or Morgan's masculinity. You have to play through a few events to enable dating.

You can either have sex with Minami in the cowgirl or missionary position.

There is a chance to increase your siscon points by calling her.

Siscon points are represented by a picture of Minami face.

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Minami



Voice actress	LadyELise VA
Acquisition	After she moves in with Mike
Availability	Public, Mike MC only
Pregnancy	Yes
Fertility	Fertile
Collaring	Yes
Marriage	Yes
Harems	Home Harem
Biographical information	
Age	18
Date of birth	Summer 25
Physical description	
Species	Human
Gender	Female
Eye color	Blue
Personal information	
Traits	Flirty , Playful , Geeky
Likes	Knowledge, Fitness, Charm, Mall
Dislikes	Hung
Talk Topics	Sex, Books, Computer, People, Fashion, Food, Travel, TV
Places you can find this character	University, Home, Movie theater (fri evening), Pub(weekend)

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Story events

First phone call

Prerequisites: Played days >= 13

Minami calls Mike to let him know that she will start with her first year in college soon.

Second phone call



Prerequisites: Played days>= 26, 10:00 - 14:00, done first phone call

Minami will call Mike again and talks with him about where she will stay during her college days. Mike can talk with Bree and Sasha about Minami moving in.

Minami moves in

Prerequisites: days passed >= 4, done second phone call

Minami moves in with Mike and the girls. If Mike forgets to tell one (or both) of them the one he didn't tell will lose the amount from the table below.


	Sasha	Bree
didn't tell	-25 	-15 

If you don't clean the attic Minami will lose 10 .

Outcome: You can now interact with Minami;

She starts with 100  and 0 Siscon points


Minami asks for a favor

Prerequisites: Minami  >=95, done Minami moves in, Siscon points >= 20, Minami is at home, talk with Minami,

Minami talks with Mike about going on training dates with him.

Outcome: Max Siscon Points set to 40 (if Mike agrees to help her)

Practice dating

Prerequisites: Minami  >=95, Siscon Points >= 40, done Minami asks for a favor, Saturday 14:00, **INTERACT WITH HER & Click/press on the invite to date icon**

Mike goes to an aquarium practice date with Minami.

If Mike holds her hand it will increase his Siscon Points by +5.

Outcome: You can now date Minami, Max Siscon Points set to 60 (if Mike holds her hand at the aquarium).

Practices Kissing

Prerequisites: Minami  >=95, Siscon Points >=60, Minami is at home, 14:00-18:00, Living room or Minami's room, done Practice Date


Minami asks Mike to continue his lessons about dating and wants to practice kissing with him.

If Mike refuses to help her Minami will gain +50 . (This will lock out this path for good)

If Mike helps her it will increase his Siscon Points by +5.

Outcome: Max Siscon Points set to 80 & Minami can be kissed (only if Mike kisses Minami)

Minami wants to learn about the ding-dong



Prerequisites: Minami  >=95, Siscon Points >= 80, 14:00 - 18:00, Living room or Minami's room, done practice kissing event

Minami asks Mike if he can help her learn more about male biology.

If Mike refuses Minami will storm off angrily (she won't leave the game).

Outcome: Max Siscon Points set to 90(only if Mike shows his ding-dong) & +5 Siscon Points

Yet another lesson


Prerequisites: Minami  >=95, Siscon Points >= 90, 20:00 - 00:00, Living room or Minami's room, done Minami wants to learn about the ding-dong, 

Minami asks Mike to teach her about third base.

If Mike accepts the Siscon cap will be increased to 100. If not the siscon cap stays at 90.

Outcome: Max Siscon Points set to 100

Mattress wrestling

Prerequisites: Minami  >= 95, Siscon >= 100, done Yet another lesson, 20:00-22:00, Living room or Minami's room, 

Mike realizes that he thinks more and more about Minami in a sexual way. She asks him if he can help her learn about mattress wrestling.

If he refuses Minami loses 10 .


Minami can't get pregnant from this event.

Outcome: You can now trigger the after date scene with Minami.

Visitor


Prerequisites: Have sex with Minami once, Minami is at home, be at home, 14:00 - 16:00, Saturday

Their mother comes over for a visit.

Outcome: Minami max  set to 10



Get Minami back to her old self

Prerequisites: Done Visitor

To get Minami's  back to 100 you have to take her to different date locations. Those are:

Nightclub, beach, cinema, home, mall, park, pub, restaurant, waterpark

You have to take Minami to every of single one of them (there is no specific order) to increase her  max back to 100.

Outcome: After every date Minami's max  will be increased by +10 .

Confront Minami

Prerequisites: done visitor, Minami  >= 50, interact with Minami

Minami and Mike talk about the phone call their mother had.

Talk with Minami again

Prerequisites: done confront Minami, Minami  >= 75, interact with Minami

Minami and Mike talk about the phone call again and how they want to deal with the situation.

People from her past

Meet Jack

Prerequisites: Minami is in the Pub

Mike and Minami are tired from Mike showing Minami around, so they take a break at "The Winchester Arms" (the pub). They meet Jack and talk with him.

Meet Alexis

Prerequisites: Fri. 18:00, Alexis is at the mall, click on the Mall

Mike and Minami walk through the mall and Minami gets excited about all the shops. They meet Alexis.

Meet Kylie

Prerequisites: Kylie is not in jail, Minami and Kylie are both at the university, 10:00-12:00 OR 14:00-17:00 on a weekday, university

The times in prerequisites are only correct if you deactivate randomness.

Mike shows Minami the campus and meet Kylie.

Meet Morgan

Prerequisites: done Minami meets Alexis, Morgan masculinity <=80, BOTH have to be present at the mall (they don't have to be in the coffee shop), go to the coffee shop

You could need a lot of tries to accomplish the miracle of having both at the same time in the mall.

Minami and Mike talk with Morgan in the coffee shop.

Siscon events

To see how many siscon points you have, open your phone and select Minami contact

Minami struggling


Prerequisites: Minami is at home, living room, Minami  >= 95

Minami tries to bring her college books into her room. She asks Mike if he is willing to help her studying.

Refusing to help her has no negative effects, but the event will stop there.

Outcome: +10 Siscon points (if Mike helps Minami)

Bathroom event 1

Prerequisites: Minami is at home, take a shower, Minami  >= 95

Minami will interrupt Mike's shower because she has to go to the toilet.

Outcome: +10 Siscon points.

Bathroom event 2


Prerequisites: Minami is at home, Siscon Points >= 20,  <= 2

Mike has to use the bathroom immediately, but Minami is using it right now.

Mike can either enter the Bathroom or go in the yard.

Outcome: +10 Siscon points

Band practice


Prerequisites: Joined Sashas band, go to band practice, Minami  >= 95

Minami will show up to band practice. Here she will meet Kleio and Anna.

The decision you make has an effect on the KP of the girls.

Outcome: +10 Siscon points


Minami is afraid of the storm

Prerequisites: Minami is at home, sleep at night 21:00-23:00, Minami  >= 95

Minami comes to Mike's room for a sleepover because she is afraid of the storm.

Outcome: +10 Siscon points

Minami is cosplaying

Prerequisites: Hallway, Minami is at home, Minami  >= 95, Siscon Points >= 20

Minami tells Mike that she started cosplaying and wants to show him something.

Mike can either refuse or go with her.

Outcome: +10 Siscon points (if Mike goes with her)

Minami playing games

Prerequisites: Minami & Bree are at home, living room, Minami  >= 95

Mike sees that Minami started to feel more at home and started to hang around in less casual cloths while playing games with Bree.

Mike can either refuse or stay with the girls and watch them play video games.

Outcome: +10 Siscon points (if Mike stays)

Strip poker

Prerequisites: All three girls are at home, Minami  >=95, Siscon Points >= 40, living room

Minami suggests a game of strip poker.

Outcome: +10 Siscon Points if Mike decides to play.


Fun at the pool

Prerequisites: Minami and Bree at home, Bree or Minami are at the Pool. Spring/Summer, Minami  >= 95, Siscon Points >= 60, go to the pool, not done [Christmas shopping](#)

Mike applies sun cream to Bree at the pool. Minami sneaks beside them and asks Mike if he can also apply sun cream on her.

Outcome: If Mike accepts he will gain +10 Siscon points.


Christmas shopping

Prerequisites: invite Minami to a date in the mall. Winter & between day 18 - 24, Minami  >= 95, Siscon Points >= 60, not done [Fun at the pool](#)

Mike goes shopping for christmas gifts with Minami when she gets distracted by something she sees in a shop window.

Outcome: If Mike compliments her he will gain +10 Siscon points.

The Nightclub


Prerequisites: Minami is at the nightclub, Siscon Points >= 80, Minami  >= 95

Mike visits a nightclub in order to escape the boredom of his home. He spots a petite girl on the dance floor and starts dancing with her. As it turns out the girl is Minami and Mike can either choose to stop dancing or he can keep dancing with Minami.

Outcome: If he keeps dancing +10 Siscon points

Other events

Minami likes blonde

Prerequisites: done [Sasha likes blonde](#), Minami  >= 60, Minami is at home, 06:00 - 17:00, Sasha dyed her hair >= 7 days ago and Mike liked it

Minami is curious why Sasha dyed her hair. If Mike told Sasha that he likes blonde hair Minami will dye her hair.

Slave command interaction: You can tell Minami to change her hairstyle back to her original any time.

Outcome: Depending on your choice during Sasha's event she will get a haircut.


Pregnancy request


Prerequisites: Status is girlfriend, days since status changed >= 7, not pregnant already, Minami is present

She proposes to Mike to impregnate her.

Fun fact: when she tells you she's pregnant; rejecting her removes her from the game


There have to be consequences

Prerequisites: Minami  >= 80, Minami  = 50, siscon >= 80, Sasha & Minami are at home (not asleep), 08:00 - 20:00, not in the living room

Minami spilled something over Sasha's bass. Mike has to choose a side in this conflict. In order to increase Minami's max  to 100 you have to take Sasha's side and need to punish Minami.

Outcome: If you took Sasha's side and punished her, Minami's max  set to 100.

Just like in the movies

Prerequisites: Minami  >= 80, siscon >= 100, had sex, 12:00 - 17:00, Minami is at home

Minami lost her keys and tried to enter the house in another way.

Minami couch fun

Prerequisites: Minami alone in the livingroom, 20% chance of happening, Repeatable once a month

Minami is having 'fun' in the couch. You can watch her.

Birthday date

Prerequisites: Minami is daetable, Go on a date with her on her birthday

Aquarium					
Decision 1		Decision 3		Decision 5	
Don't react	+15 🍷	Listen to her idea	+15 🍷	Don't give her a gift	-20 🍷
We're here now aren't we?	-10 🍷	Propose an alternative to the show	+15 🍷	Give her a normal gift	+10 🍷
				Give her a unusual gift	+20... 🍷
Decision 2		Decision 4		Final aquarium modifier	
Seahorses	+ 15 🍷	It's depressing!	+ 15 🍷	Buy her plushies Need 200 🍷	+15 🍷
Jellyfish	-10 🍷	It's more complex	-10 🍷	Just leave Don't have 200 🍷	-10 🍷
If 🍷 = 100, they will have sex at home.					
If not, the date ends					

Sex events

Hot tub Sex

Prerequisites: Home Date, Minami ❤️>=50, Sex with Minami at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Slave commands

Change your hairstyle

Prerequisites: done Minami likes blonde, Minami 💧 >= 25

Slave command interaction: You can tell Minami to change her hairstyle back to her original any time.

Time schedule

The following table shows at which time you can meet Minami in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom	00:00	bedroom
06:00		06:00		06:00		06:00		06:00		09:00		10:00	
07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bathroom	07:00	bedroom	10:00	bedroom	11:00	bathroom
08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	11:00	bathroom	12:00	bathroom
09:00	university	09:00	university	09:00	university	09:00	university	09:00	kitchen	12:00	front porch	13:00	kitchen
11:00		11:00		11:00		11:00		11:00					
12:00	kitchen	12:00	kitchen	12:00	kitchen	12:00	kitchen	12:00	kitchen	13:00	living room	14:00	pool
13:00		13:00		13:00		13:00		13:00		14:00		17:00	spring/summer
14:00	university	14:00	university	14:00	university	14:00	university	14:00	university	15:00	bedroom	14:00	bedroom
17:00		17:00		17:00		17:00		17:00		17:00		17:00	fall/winter
18:00	bedroom	18:00	bedroom	18:00	bedroom	18:00	bedroom	18:00	bookstore	18:00	bedroom	18:00	bedroom
19:00	bedroom	19:00	bedroom	19:00	bedroom	19:00	bedroom	19:00	bedroom	19:00		19:00	
20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen	20:00	kitchen
21:00		21:00		21:00		21:00		21:00		21:00	nightclub ¹ /cinema	21:00	
22:00	kitchen	22:00	kitchen	22:00	kitchen	22:00	kitchen	23:00	nightclub ¹ /cinema	23:00		22:00	bathroom
23:00	bathroom	23:00	bathroom	23:00	bathroom	23:00	bathroom					23:00	

1: Minami will only be present at the nightclub every second week (both days during that week)

Morgan

In-game description: "Morgan is old friend from school. I always thought Morgan was a boy, but it turns out Morgan is a girl!"

Mike knew Morgan in school, but he thought she was a boy, even though she clearly is not.

Morgan has a unique gameplay mechanic that allows the player to influence how she looks and acts. This is accomplished through increasing or decreasing her **masculinity stat**. It is affected by certain talk topics as well as dialogue options. If you want to lower the stat, call her once a day to chat and choose the feminine response. You can also buy her drinks at the pub and do the same thing.

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Story events

Morgan's introduction


Prerequisites: Go on a date with any girl at the cinema or go to the cinema alone before you [get a phone call from Kleio](#)

Mike sees Morgan, who he remembers from school, and has weird feelings because he thinks she's a guy.

Morgan is a girl?!

Prerequisites: Pub, done Morgan's introduction



Mike meets Jack in the pub and learns that Morgan is a girl.

Outcome: Morgan  max set to 10, Morgan becomes available

Apologize to Morgan

Prerequisites: Morgan  >= 10

Mike apologizes to Morgan about the fact that he thought she was a boy.

Outcome: Morgan  max set to 25 (drinks can be offered at 20 .

Morgan



Voice actress	BakuSatsuHo
Acquisition	Going to the cinema
Availability	Patreon only, Mike MC
Pregnancy	Yes
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Pixie
Biographical information	
Age	25
Date of birth	Winter 15
Physical description	
Gender	Female
Eye color	Blue
Personal information	
Traits	Rebel, Music
Likes	Fitness, Knowledge, Pub, Small dick, Action Movies
Dislikes	Mall, Hung
Talk Topics	Varies by masculinity score

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Pub date

Prerequisites: Morgan ❤️ >= 25, take Morgan on a date to the pub

Mike and Morgan go on a date at the pub. Mike is still somewhat insecure how to behave and Morgan makes a little fun of him.

Outcome: Morgan ❤️ max set to 30 (kissable at 27)

Restaurant date

Prerequisites: Morgan ❤️ >= 30, take Morgan on a date to the restaurant

Mike invites Morgan to a date in the restaurant. She admits that she has never done that before.

Outcome: Morgan ❤️ max set to 40

Cinema date 1

Prerequisites: Morgan ❤️ >= 40, take Morgan on a date to the cinema

Mike and Morgan go to the cinema. Morgan tells him that she has broken up with her girlfriend since they ran into each other.

Note: This event is one of the requirements for the start of the [Pixie Harem](#).

Outcome: Morgan ❤️ max set to 50

Yet another date

Waterpark date

Prerequisites: not done Mall date, Morgan ❤️ >= 50, Spring/Summer season, take Morgan on a date to the waterpark (can do Mall date instead if Winter, see below)

Mike and Morgan go to the waterpark together. Morgan catches Mike looking at her and likes it.

Outcome: Morgan ❤️ max set to 60 (I managed to do the cinema date 2 as a follow on since this needs to be in the afternoon, just need to get Morgan to ❤️ >= 60 in the Cinema date)

Mall date

Prerequisites: not done Waterpark date, Morgan ❤️ >= 50, Winter 18 - 24, take Morgan on a date to the mall

Mike and Morgan do some Christmas shopping in the mall. Morgan has a bit of a problem with the huge crowd in the mall.

Mike can either:

- calm Morgan down: (+1 ❤️ +2 🧠)
- leave the mall with her to help her (-3 ❤️).

Outcome: Morgan ❤️ max set to 60

Cinema date 2

Prerequisites: Morgan ❤️ >= 60, take Morgan on a date to the cinema, 🍷 >= 90% during the date

Mike and Morgan go on another date at the cinema. Morgan admits she is falling in love with Mike.

Outcome: Morgan ❤️ max set to 70

Aquarium meetup

Prerequisites: Morgan ❤️ >= 70, 12:00-17:00

Morgan calls Mike and asks him to come to her workplace, the aquarium, because she has a surprise for him.

Outcome: Morgan ❤️ max set to 80

Old times

Prerequisites: Morgan ❤️ >= 80, Morgan is in the pub, interact with her

Jack sees Mike and Morgan kissing in the pub.

Outcome: Morgan ❤️ max set to 90

Dream come true


Prerequisites: Morgan ❤️ >= 90, interact with Morgan, done Old times >= 2 days ago

Mike and Morgan confess their feelings for each other.

Outcome: Morgan ❤️ max set to 100

Sex events

Hot tub Sex

Prerequisites: Home Date, Morgan  >=50, Sex with Morgan at least once, Hot tub repaired












During at Date at home click the "Dip in the hot tub" button when all the requirements are met.

Talk subjects


Talk interactions and effects will vary depending on Morgan's Masculinity.

Above 80

All subjects increase Morgan's Masculinity by 1.

Subject	Effect	Masculinity	Subject	Effect	Masculinity
Books	+1  -1 	+1	People	+1 	0
Computers		+1	Politics	+1 	0
Fashion	+1  -1 	+1	Sex	+1 	+1
Food		0	Sports	-1 	0
Love		-1	Travel		+1
Music	+1  +1 	+1	TV	-1 	0

From 60 to 80

Subject	Effect	Masculinity	Subject	Effect	Masculinity
Books		-1	People		0
Computers		0	Politics		0
Fashion		0	Sex	+1 	0
Food		0	Sports		0
Love		-1	Travel		0
Music		0	TV		0





Morgan's outfits

Morgan's looks change depending on her masculinity stat. She starts out at 100 and gradually becomes more feminine as the stat is lowered towards 0.

Score	Hairdo	Makeup	Casual	Date	Gym	Swimsuit
>= 80	Boy	No				
>= 60	Boy	No				
>= 50	Girl	No				
>= 40	Girl	No				
>= 20	Girl	Yes				
< 20	Girl	Yes				

Endings

Morgan has three ending depending on her masculinity stat and the results of a talk topic when it reaches 50

- Regular ending: Propose to her without meeting either of the special ending requirements.
- Housewife ending: < 33  and < 66 
- Househusband: < 33  and > 66 

Time schedule

The following table shows at which time you can meet Morgan in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
0:00 9:00	sleep	0:00 9:00	sleep	0:00 9:00	sleep	0:00 9:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 10:00	sleep
10:00 17:00	aquarium	10:00 17:00	aquarium	10:00 17:00	aquarium	10:00 17:00	aquarium	10:00 11:00	clothes shop	10:00 18:00	clothes shop	11:00 17:00	aquarium
18:00	coffee shop	18:00	coffee shop	18:00	coffee shop	18:00	coffee shop	12:00 14:00	park	22:00 23:00	pub	18:00	park
19:00	park	19:00	park	19:00	park	19:00	park	15:00 16:00	clothes shop			19:00 23:00	pub
20:00 23:00	movie theater	20:00 23:00	movie theater	20:00 23:00	movie theater	20:00 23:00	movie theater	17:00 23:00	park				

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#) | [Pixie Harem](#) | [Marry](#)

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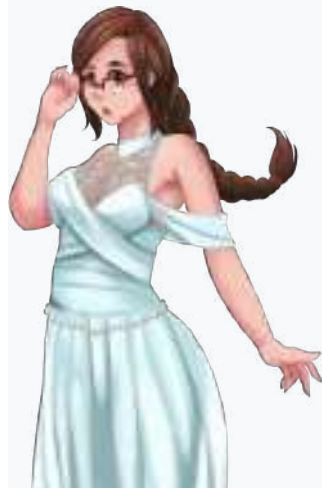
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Natalie

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Natalie



Acquisition unknown

Availability Public, Mike MC

Collaring --

Biographical information

Age --

Date of birth --

Place of birth --

Physical description

Gender Female

Natalie gives Ryan a BJ at [Samantha](#)'s wedding, and dances with Mike.

Mike can have a threesome with her and Samantha on Samantha's revenge path, hinting at possible future content with her.

Categories: [Characters](#) | [Teaser Characters](#) | [Mike MC Characters](#)


This page was last edited on 29 September 2021, at 11:10.

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Palla

Palla is a model and Audrey's best friend. She is a confusing mix of bitchy and sweet, difficult to get to know.

After date sex with Palla, she will fuck in the doggy position. Anal sex will increase her  rapidly.

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Palla



Acquisition Mall 14:00-18:00, > 10 days played

Availability Patreon, Mike MC only

Pregnancy Yes (must convince her to go off pill first)

Fertility Infertile

Collaring [Yes](#)

Marriage Yes

Harems [Bitchy](#) (Palla, Audrey, Cassidy), [Fashion](#) (Palla, Sasha)

Biographical information

Age 26

Date of birth Fall 14

Physical description



Gender Female

Personal information

Traits Princess, bitchy, submissive

Likes Charm, Dance, Nightclub, Flowers, Sweets

Dislikes Home

Talk Topics Travels, sports, people, food, love ( >= 40) sex ( >= 20)

Character Path Blockers

Attempting to date Palla more than three times prior to 'Palla inviting Mike to the nightclub' will block progression. Mike must also give Palla Sweets and Flowers before 'Palla invites Mike to the nightclub' will trigger.

Story events

Palla's introduction

Prerequisites: Mall 14:00-18:00, > 10 days played

Mike sees Audrey talking to a cute redhead in the mall, and Audrey introduces her best friend, Palla.

Changing room sex

Prerequisites: Clothes shop, 🌸 >= 50

Palla sees Mike in the clothes shop and demands he buy her a dress she wants. Mike can pay or refuse. Either way she goes to try the dress on and taunts him about following her.

If Mike follows her, they have anal sex while Palla pretends not to want it.

Outcome: Palla becomes available. Palla Max ❤️ set to 5, Palla max 🍷 set to 60.

Discussing the changing room

Prerequisites: Coffee shop, done Changing room sex

Note: Having had sex is not required to trigger this.

Palla confronts Mike in the coffee shop to discuss what happened. If Mike paid for the dress and did not accost her, she offers to pay him back. If they had sex, she berates him.

Mike has two responses when asked to apologize.

Apologize - No change in Palla's stats

Not a chance - Palla gains +6 🍷

Either way she vacillates between being mean and sweet, and eventually leaves awkwardly.

Meet Palla in the coffee-shop

Prerequisites: Discussing the changing room done, Palla is not in the coffee shop, Palla ❤️ >= 5, 🍷 >= 20

Mike meets Palla in the coffee shop. As she spots Mike she greets him with a wrong name and orders him to buy her coffee.

He can choose between 3 different choices which all have a different outcome:

- *Buy her the drink:* -5 ❤️ & -10 🍷
- *Fuck off:* [Fine]: Same as buy her a drink | [No] + 2 🍷
- *Did you call me bitch?:* [Worth it]: +3 ❤️ +5 🍷 | [Not Worth]: -5 ❤️ +5 🍷

Outcome: Depends on the choice and Palla max ❤️ set to 10 ❤️

Meet Palla in the clothes-store

Prerequisites: Done second coffee shop encounter, Sasha is in the clothes-store & Palla not, Palla ❤️ >= 10

Palla is at the clothes-store where Sasha works and rants about some clothes that she can't find in the store. At some point both of them realize that Mike is there too.

He can choose between 3 different choices which all have a different outcome:

- *Defuse the situation:* [Palla] -5 ❤️ -5 🍷 | [Sasha] -2 ❤️
- *Escort Palla out:* [Palla]+2 🍷 | [Sasha] +3 ❤️
- *Stay out of it:* [Palla]: -5 ❤️ -10 🍷 | [Sasha]: -3 ❤️

Outcome: Depends on the choice and Palla max ❤️ set to 15 ❤️

Meet Palla in the nightclub

Prerequisites: done Meet Palla in the clothes-store, Palla ❤️ >= 15, nightclub, Palla is at the nightclub, **interact with Palla**

Mike sees Palla giving the bartender a death glare because she does not like the way the bartender made her drink. The bartender offers Mike a free drink and he has to make a choice:

- *Accept the drink* [+1 ❤️ +1 🍷]
- *Decline drink* [-3 ❤️ -10 🍷]

If Mike decides to accept the drink he has multiple choices in the following discussion:

- You counted cute twice [-1 ❤️ -1 🍷] **OR** Not as cute as the bartender [+2 🍷]
 - For a dance? Sure (ends the event)
 - You'll have to do more then that ----> Yes [+4 🍷] **OR** No [-3 ❤️ -10 🍷] (ends event)
 - I don't think so
 - Just don't feel like it (ends event)
 - Because you're being a bitch
 - Still no [-5 ❤️ -5 🍷] (end of event)
 - I have to see this ----> Blue Hawaiian [+10 🍷] **OR** Blue Hawaii (ends event)

Outcome: Depends on your choice and Palla , Palla max ❤️ set to 20

Buy Palla a drink at the pub

Prerequisites: done meet her in the nightclub, Palla ❤️ >= 20, **interact with her and offer her a drink**





Mike offers Palla a drink in the pub, he mocks her with the Blue Hawaiian drink from the bar and she demands from him that he apologizes.


If he does so: -5 ❤️ -10 🍷.

If he doesn't apologize it will not have any consequences.

They keep on talking and Palla asks why Mike puts up with her and why exactly he bought her the drink.

Here he can choose different answers:


- *want to fuck your ass again* (only if he had sex with her in the clothes-store): +2 
- *Watching you be a bitch*: -
- *I kind of like you*: -5  -10 
- *I was bored*: -2 

Outcome: Depends on your choice and Palla max  set to 25




Buy Palla another drink at the pub


Prerequisites: done buy her a drink at the pub, Palla  ≥ 25 , **interact with her and offer her a drink**

Mike tries to invite Palla to a drink again and has to choose if he tells her to:


- *Stop being bitchy*: +3 
- *Please take the drink*:

Mike notices that Palla is unusually quiet today and asks her if something is wrong. She asks him what's up between him and the girl he is seeing (this has some unique dialog for the following girls: Hanna, Bree, Audrey, and Sasha). She asks Mike if he lets her watch the next time he and his girlfriend have sex.







- *If he says yes*: -5  -10 
- *If he says no*: +2 

Outcome: Depending on your choice and Palla max  set to 30

Workout with Palla

Prerequisites: done second pub event with Palla, Palla  ≥ 30 , Palla is at the gym, **interact with her and train together with her**

Mike asks Palla if she wants to train with him. She demands that he has to do what she says in order to workout with her.



- If Mike accepts that: -3  -4 
- If Mike declines the conditions: +2 
 - Set the weights where she says: -
 - Set the weights really high: -5  -2 
 - Set the weights a little high: +1 

Outcome: Depends on your choice and Palla max  set to 35




Palla Coffee shop event


Prerequisites: done workout with Palla, Palla  ≥ 35 , Palla is in the coffeeshop,  ≥ 10

Mike runs into Palla at the coffee shop and witnesses Palla ending a phone call rather aggressively. She starts insulting Mike after he offers to listen to her problems. He can choose from two Options:

- *Have it your way*: -1 
- *Sit down anyway*: +2 

Either option will lead to another decision Mike has to make:

- *Take the job*: -5  +1 
- *Stick with you principles*: +1 

Outcome: Depends on your choice, Palla max  set to 40

Palla invites Mike to the nightclub

Prerequisites: 24:00-01:00, Palla  ≥ 40 , done **Palla Coffee shop event**.


Palla rings Mike up in the middle of the night and demands Mike go and dance with her.

If he refuses, Palla leaves the game.

If he accepts, they dance. If Mike has the dancing skill, Palla is impressed, otherwise she is not. Then she goes to the bathroom and tells Mike not to follow her in a way that suggests Mike really should follow her.

If he does, they make out a bit until they are interrupted. Palla then runs off, leaving Mike hanging.

If Mike does not follow her, Palla's storyline is temporarily halted.

Outcome: Palla max  set to 60 if he followed her, Palla will allow being kissed and you can now dance with her.

Learning to dance

Prerequisites: Nightclub, Palla  ≥ 40 , dance with Palla


If Mike does not have the dance skill, Palla will teach him to dance.

Outcome: After 4 lessons, Mike gains the dancing skill.

Palla is not impressed

Prerequisites: Mike did not go to the nightclub OR did not follow her to restroom, interact with Palla

If Mike didn't accede to Palla's whims, Mike and Palla will have an awkward conversation where she is angry with him for turning her down.

If Mike rebuffs her here, she leaves the game. If Mike agrees to give her one more try, 3 days later her max  will be set to 60 and her storyline can progress.


Palla discusses the nightclub

Prerequisites: Palla present, done Palla invites Mike to the nightclub and followed her to the bathroom.

Palla approaches Mike the next time she sees him, and thanks him for coming when she really needed someone.


They kiss, then she tries to pull away. Mike can let her for  gain, or not let her for  gain.

Palla invites Mike to the restaurant

Prerequisites: done Palla discusses the nightclub, 23:00-24:00, gave sweets & flowers to Palla, gave candies to Palla, Palla  >= 60.

Palla rings Mike up late at night and asks him to come to the restaurant with her. If Mike goes, she demands he shower first.

They have a nice date, and it ends with Palla giving Mike a BJ under the table.



Outcome: Palla max  set to 80, Palla is dateable.



Palla discusses sex

Prerequisites: Had post-date sex with Palla, Palla present

Palla approaches Mike and assumes Mike is going to dump her now that they've slept together.


If Mike chooses not to dump her, they talk about their relationship.

Note: Palla needs  >= 50 and you must selected "I want you to be mine and mine alone" in order to increase Palla max  to 70. This is needed to progress her storyline further.

Outcome: Palla max  set to 100; Palla max  may be set to 70.

Palla boyfriend material


Prerequisites: Palla  >= 70, Palla present, done Palla discusses sex

Palla tries to talk to Mike about their relationship. Mike can establish that they are friends with benefits, or declare he wants her as a girlfriend, something she seems to resist. Mike can establish whether or not she should be allowed to see other men, but only if Palla  >= 50.

Palla establishes boundaries

Prerequisites: 24:00, Palla  >= 70, Palla  >= 100, done Palla boyfriend material

With Palla firmly in love with Mike, she calls to ask if Mike is okay with her dating other people.

If he says no, Palla max  is raised to 100. Otherwise it stays at 70 .

Is Palla dating someone else?

Prerequisites: Nightclub, Mon, Tue, Thu, Fri, 0:00-04:00, done Palla establishes boundaries, Palla is not present, not on a date

Mike sees Palla go into the VIP with someone else. He can try to follow but will be prevented. He has no idea who this mysterious person is.

Mike meets Palla's mystery man

Prerequisites: Electronics shop, done Is Palla dating someone else?

Mike meets Palla's mystery guy, who turns out to be a man named Shawn who works in the electronics shop. Mike gently probes Shawn for information.

Mike asks Palla about Shawn

Prerequisites: Talk menu option for Palla, done Mike meets Palla's mystery man

Mike asks Palla about Shawn and she comes completely unglued.

Outcome: Palla disappears.

Shawn confronts Mike about Palla

Prerequisites: Street 20:00-24:00, 2 days after Mike asks Palla about Shawn

Shawn meets Mike in the street and angrily confronts him about what Mike did to hurt Palla. They can fight, but Shawn will always lose.

Shawn reveals he was not actually dating Palla, but instead is her roommate, and she's having trouble paying the rent. Mike can cover her rent by buying weed from Shawn.

Palla returns

Prerequisites: Living room 20:00-24:00, 7 days after Shawn confronts Mike about Palla

Palla shows up at Mike's doorstep, clearly upset. She admits that she's been lying to Mike about her financial well-being, and apologizes.

Outcome: Palla is available again.

Palla explains her situation

Prerequisites: Mall ground floor (the floor when you enter the mall), done Palla returns, not on a date

Palla asks Mike to have a coffee with her, and explains that her dreams have been crushed and she's been pretending that her career is great, but it's not. Mike offers to be her agent and help get her career back on track. Palla says she'll need to think about it.

Mike becomes Palla's agent

Prerequisites: 2 days after Palla explains her situation

Palla agrees for Mike to become her agent.

Outcome: Mike can give Palla jobs on the smartphone.

Palla's Career

Once Mike becomes Palla's agent, he can get her jobs.






















































































On Mike's smartphone, he can find new jobs for her, as well as assign her to an available job.

While employed, Palla will have a career gain based upon the job. Every week she will get paid, and Mike will take 10% after her expenses. However, each job also has a difficulty. If her career is too low she can get fired.

However, if she gets fired 3 times, Mike can suggest that she does porn. She resists, but Mike can force the issue, and if he does, she can eventually become a porn star. (*)

The following chart contains all the possible jobs. The minimum career is how high her career needs to be to get the job. The maximum is how far that job can take her. The income is per week, and Career shows how many points of Career per week she can gain.

If her career is not more than +10 of the job difficulty, she can get fired. If her career is less than the job difficulty, she will get fired.

Job	Minimum	Maximum	Difficulty	Income	Career
Nova Sportswear	0 	10 	0 	50 	5  /wk
Heirloom	10 	25 	0 	200 	8  /wk
Boréale	10 	50 	0 	50 	20  /wk
Chronicle Clothing	15 	60 	10 	500 	10  /wk
Spellbound	15 	75 	25 	750 	8  /wk
Flair	15 	75 	25 	350 	20  /wk
Grandeur	35 	90 	40 	1250 	5  /wk
Prodigy	35 	90 	45 	1000 	12  /wk
Escape Collection	35 	90 	50 	1500 	5  /wk
Mind's Eye Clothing	50 	95 	60 	1750 	5  /wk
Anomalie	50 	100 	70 	2000 	5  /wk
Couture par Aurore	50 	100 	70 	2250 	5  /wk
hawtbitches*	0 	50 	0 	500 	10  /wk
sexypalla.*	25 	60 	0 	1000 	10  /wk
onlychix.*	50 	75 	0 	1500 	6  /wk
fucktoybitches.adult*	60 	90 	0 	2000 	5  /wk
Palla Poundin*	90 	100 	0 	2500 	5  /wk


Sex events

Palla mall date fuck

Prerequisites: Shopping spree with Palla date, had sex > 2 times



(Repeatable) Mike can take Palla on a shopping spree, and they can have sex in the changing room.

Hot tub Sex

Prerequisites: Home Date, Palla  >=50, Sex with Palla at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Bitchy Harem with Audrey

Prerequisites: Palla restaurant date, Palla  >= 80, Audrey  >= 70, Palla & Audrey  >= 50, done Palla establishes boundaries

During a Date in the Restaurant Palla and Audrey planned a surprise for Mike.

For more information : [Bitchy Harem](#)

Other Events

Pregnancy Request

Palla pill talk on

Prerequisites: Palla 🧠 > 50, Command Palla to go off the pill

At first Palla can not go pregnant, because she is on the Pill. If MC demands her to go off the Pill, she will refuse.

If Mike pushes the issue, she says she'll think about it.

Palla pill talk off

Prerequisites: Pallas Career must be at 📈 >75

If you get Palla employed and get her career up to 75, she'll call Mike and say she'll maybe answer differently if he asks again.

After that she stops take the Pill and can now go pregnant.

Birthday Date

Prerequisites: Schedule a date on her birthday, Fall 14th

She wants to go to the mall and asks what you think of the choice

Resonse	Outcome
Be falsely enthusiastic	+10 🍷
Be honest with her	No effect

She wants your opinion on some clothes...

1st Resonse	Outcome	2nd Resonse	Outcome
Choose the first one	-10 🍷	Be nice, take the bill	+15 🍷
Choose the second one	-10 🍷	No way girl, I'm not paying	-10 🍷
It's too hard to choose on or the other	+15 🍷		

You have arranged a photoshoot which gives a +15 🍷 bonus.

Next stop is the coffee shop.

Resonse	Outcome
Take your phone out and do the same	+15 🍷
Ask her if she's gonna drink it at some point	-10 🍷

She now demands her birthday gift (see table below for the values for the gifts I had on my runthru). Also, there is a boost to 🍷 due to the amount of ❤️ given. Therefore, the 🍷 listed in the table is the cumulative. 🍷 given due to the gift.

Gift	Outcome	Gift	Outcome
A sex slave's story	+1 ❤️ +27.5 🍷	Lots of flowers	+2 ❤️ +42.5 🍷
Butt plug	+1 ❤️ +27.5 🍷	Nice scarf	+1 ❤️ +27.5 🍷
Cosplay outfit	+2 ❤️ +37.5 🍷	Purse	+3 ❤️ +50 🍷
Cute swimsuit	+3 ❤️ +50 🍷	Sexy dress ^{Note}	-1 ❤️ -15 🍷
Cute top	+2 ❤️ +35 🍷	Sexy swimsuit ^{Note}	-1 ❤️ -15 🍷
Fancy purse	+7 ❤️ +87.5 🍷	Shoes	+2 ❤️ +35 🍷
Fancy shoes	+5 ❤️ +65 🍷	Slutty dress	+1 ❤️ +27.5 🍷
Lingerie	+3 ❤️ +42.5 🍷	Yuri manga	+5 🧠

^{Note} Not sure whether the negative results are because she hates this gift or because she already had one

Palla decides whether the date was a success or not. You need a date score =>100 to be successful.

If so, the pair of you look for some privacy.

Outcome: Depends on choices made.

Time schedule

The following table shows at which time you can meet Palla in various locations.

Warning: The table is only valid if you turn randomness off.

Before Mike is her manager

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep	00:00	sleep		00:00	nightclub
09:00		09:00		09:00		09:00		09:00		09:00			05:00	
10:00	mall	10:00	mall	10:00	mall	10:00	mall	10:00	mall	10:00	gym		06:00	sleep
11:00	(ground floor)	11:00	(ground floor)	11:00	(ground floor)	11:00	(ground floor)	11:00	(ground floor)	11:00			10:00	
12:00	coffee	12:00	coffee	12:00	coffee	12:00	coffee	12:00	coffee	12:00	clothes shop		11:00	gym
13:00	shop	13:00	shop	13:00	shop	13:00	shop	13:00	shop	14:00			12:00	
14:00	gym	14:00	gym	14:00	gym	14:00	gym	14:00	gym	15:00	waterpark	spring/summer	13:00	gym
15:00		15:00		15:00		15:00		15:00		16:00			14:00	
16:00	clothes	16:00	clothes	16:00	clothes	16:00	clothes	16:00	clothes	15:00	clothes shop	fall/winter	15:00	gym
18:00	shop	18:00	shop	18:00	shop	18:00	shop	18:00	shop	16:00			16:00	
19:00	gym	19:00	gym	19:00	gym	19:00	gym	19:00	gym	17:00	park		17:00	gym
										18:00			18:00	
20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	20:00	sex shop	21:00	pub		19:00	pub
										23:00			23:00	

After Mike became her manager

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep		00:00 10:00	sleep
10:00 11:00	mall (ground floor)	10:00 11:00	mall (ground floor)	10:00 11:00	mall (ground floor)	10:00 11:00	mall (ground floor)	10:00 11:00	mall (ground floor)	10:00 11:00	gym		11:00 18:00	gym
12:00 17:00	work	12:00 17:00	work	12:00 17:00	work	12:00 17:00	work	12:00 17:00	work	12:00 14:00	clothes shop		19:00 23:00	pub
18:00 19:00	clothes shop	18:00 19:00	clothes shop	18:00 19:00	clothes shop	18:00 19:00	clothes shop	18:00 19:00	clothes shop	15:00 16:00	waterpark	spring/summer		
										15:00 16:00	clothes shop	fall/winter		
										17:00 18:00	park			
										21:00 23:00	pub			


Categories: [Characters](#) | [Patreon Characters](#) | [Bitchy Harem](#) | [Mike MC Characters](#)

This page was last edited on 17 February 2025, at 21:30.

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Reona

Bree can introduce Reona at the university once Mike MC has 50  with Bree.


As per likes, if your character has high Fitness or charm, her points will drop. She prefers lower stats in these, but can be offset with interaction and dates.

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Home Study Path

Meeting Reona *(reona_teaser)*


Prerequisites: University, Bree 50  ;10:00

Reona will bump into Mike and they will meet each other. Bree will be jealous.


University Results *(reona_event_01)*

Prerequisites: University,  >= 10, Mike 50 

Mike is checking his university exam results and bumps into Reona. She asks Mike to be her tutor and he can either refuse, meaning he'll never see her again, or he can accept to help her study. If Mike accepts, she'll leave but not before confirming that she'll call him to set up a study session.

Outcome: Reona max  set to 10.

Home Study Date (x5)

Prerequisites: Complete 'University Results',  >= 20, ask Reona on a Home date

In order to start the purity path you need to complete the first study session selecting 'No oral practice' option.


On date select the option to 'Help Reona Study' to more to the next stage you need to have 'helped Reona study' five times.

Slutty Path



Sex Shop Loyalist *(reona_event_02)*

Prerequisites:  >= 20, Sex shop, Reona 10 

Mike is in the sex shop browsing the wares on offer when he notices Reona is doing the same thing. She helps him out with choosing various sex toys and even gives him a lecture on who uses them! When she sees Mike has a loyalty card at the sex shop (what the fuck?), she beckons him into the back room for some "oral validation". Mike either tells her that he's in a hurry, or he can accept the oral validation. Reona will give Mike a rather intense blowjob and by the time he warns Reona that he's about to cum, he can ask her to swallow or ask her to take it on her face. Afterwards, she gives him what he bought and then he leaves.


Outcome: Reona max  set to 20.

Reona's Exam Celebration *(reona_event_03)*

Prerequisites:  >= 30, Bedroom, Help Reona study 5 times, Reona 30  , Between 22h and 5h.

To help Reona study, you must take her on a date to your home.

Mike is studying in his bedroom when he gets a phone call from Reona. When he accepts, she tells him that she passed her exam. She thanks him for his help and changes the subject, inviting him out to celebrate. Mike will either tell her that tonight isn't the night to go out, or he can agree that they should celebrate! After Mike accepts, he heads out and hurries over to the nightclub where Reona waits for him. They begin dancing together, it becomes more sexual. Almost grinding one another. Mike is about to cum when Reona suddenly pulls him into the bathrooms and into a cubicle where she assumes position.

Outcome: Reona max  set to 40.

Reona's Blessing *(reona_event_04b)*

Prerequisites:  >= 40, Reona 40 

Reona asks Mike if he's sleeping around with other girls. Mike begins to freak out about this question but to his surprise, she's okay with it. "If not, why not?" Mike gives his roommates as examples of potential bedding partners to which Reona responds by doubling down on her liberating spirit and her wish to see Mike fuck other women.

Outcome: Reona max  set to 50.

Reona







Acquisition	Immediate
Availability	Patreon only until DLC is released (2nd September 2024), MikeMC
Pregnancy	Yes(currently unavailable)
Fertility	normal
Collaring	Yes
Harems	Thot, Where
Biographical information	
Age	26
Date of birth	Fall 10
Physical description	
Gender	Female
Personal information	
Traits	slutty,trashy,not princess,not family
Likes	high libido, not fitness, not charm,nightclub

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Pub Relaxation (reona_event_04)

Prerequisites:  >= 40, Reona 40 


Mike is relaxing in the pub after his efforts at the university. He relaxes so much that he needs to piss, so he goes to the bathroom and as he's relieving himself, he hears someone having sex in the cubicles. Mike then exits the bathroom after he's done. Did he even wash his hands? Ew. Out comes a random guy, then follows Reona. It's obvious what happened as she still has cum on her lips! Mike either confronts her or avoids her. Avoiding her results in Mike not approving of an open relationship. Confronting her will result in a -5  loss and +5  gain.

Outcome: Depending on choice, -5 , +5 .

The Talk (reona_event_05)

Prerequisites:  >= 50, Reona 50 


Regardless of the choice made when Mike finds out Reona's sleeping with men behind his back, they'll have a conversation about it. Mike is internalising a really complicated situation in his head. It turns out that the problem was that they hadn't made the decision to have an open relationship together. Mike has four choices here; disallow Reona sleeping with men while he himself sleeps with other women, let things continue as they have been, have an open relationship, or have an exclusive relationship.

Outcome: Determinant, Reona max  set to 60.

Restaurant Date (reona_event_06)

Prerequisites:  >= 60, Reona 60 


Reona will ask about what she's wearing it would be best to like it. The meal choice doesn't matter. Once you arrive at the cinema you can choose between her, or your suggested movie. If you choose to watch Reona's movie you can choose to either "let her play with you" or "stop her". Letting her play with you will give a handjob scene, and if you are on the purity path, it lower her "good" by two. Stopping her however will give +2 "good".

Outcome: Reona max  set to 70.

Home Date (reona_event_07)

Prerequisites:  >= 70, Reona 70 


Your mom will drop by and not approve, but Reona will.

Outcome: Reona max  set to 80.

Park Date (reona_event_08)

Prerequisites:  >= 80, Reona 80 

Just treat Reona nice.


Outcome: Reona max  set to 90.

Love confession Date (reona_event_09)



Prerequisites:  >= 90, Reona 90 

Reona confesses her feelings.

Note: You will first have to get Reona's  to 100 before she'll accept another date.

Outcome: Reona max  set to 100.

Love is a two way street date (reona_event_10)

Prerequisites:  >= 100, Reona 100 



Main character confesses their feelings.

Redemption Path

Focus on Studies (reona_redemption_01)

Prerequisites: Completed first study and refused to help with 'oral study'.

Challenge Reona to try and seduce me.

Outcome: Reona max  set to 20. +1  per study session

Sex shop loyalty oral validation

Deny Reona's offer for 'oral validation'

Outcome: Reona +1 .

Reona's Exam Celebration

Go on the celebration date, but stop her when she tries to lead you to the bathroom.

Outcome: Reona +1 .

Restaurant Date

Stop her for playing at the theater after dinner

Outcome: Reona +2 

That's all for now folks

Kinky Path

Date #1 (reona_kink_01)

Prerequisites: >= 50, Reona 50 , >= 10, complete 'Restaurant Date' with selection of either 'main character' or 'both' may cheat, and have more that 4 active "partners".

Reona talks about liking her partners to have lots of and ranks your experience for which Reona gains more submissiveness

Reona's Eval [Collapse]		
Tier	gained	
#1 - partners >= 20 or >= 300	+5	
#2 - partners >= 14 or >= 210	+3	
#3 - partners >= 10 or >= 150	+1	
#4 - partners >= 6 or >= 90	No Change	
#5 - partners < 5 and < 90	-1	

Outcome: Reona max set to 20.

Date #2 (reona_kink_02)

Prerequisites: >= 60, Reona 60 , >= 20, AND have more that 8 active "partners".

Outcome: Reona max set to 40.

Date #3 (reona_kink_03)

Prerequisites: >= 60, Reona 60 , >= 40, have more that 12 active "partners", and had date the day before with Bree, Sasha, or Samantha as partners with 'Hot Coffee' benefits.

Outcome: Reona max set to 60.

Reona Talk #1 (reona_kink_04)

Prerequisites: >= 70, Reona 65 , >= 60, and have more that 16 active "partners".

Outcome: Reona max set to 80.

Reona Talk #2 (reona_kink_05)

Prerequisites: >= 80, Reona 75 , >= 80, and have more that 18 active "partners".

Outcome: Reona max set to 100.

Reona Talk #3 (reona_kink_06)

Prerequisites: >= 110, Reona 100 , >= 100, and have more that 20 active "partners".

Jack 3-way (MMF) Path

Run into Jack at University (reona_jack_01)

Prerequisites: >= 0 and Reona 20

Talk to Reona about Jack (reona_jack_01b)

Prerequisites: Interact with Reona and Reona 40

If you want to continue and 'help out virgin Jack' then tell Reona that it 'sounds like a plan' otherwise this will end this path.

Tell Jack about 3-way hookup (reona_jack_02b)

Prerequisites: Reona 60 while not at work or home and Reona not present or on date.

He'll be maybe a little too excited.

Fun with Reona and Jack (reona_jack_05b)





Prerequisites: Reona 65 during the daytime stop in home-living room you'll see an option for 'Fun with Reona and Jack' select it. Either option yields the same result.

Conversations

Some characters (Hanna, Amy, Reona, etc) have choices under each topic. Use the following table to see the results

Topic	Mike's choice		
Books	It's surprising -1	It's for the best If >= 25 then +1 else -1	It's honest +1
Computers	The future is mobile +1	It is complicated -1	Must have >= 50 Don't pretend +1
Fashion	You look good +1	You have your own... style -1	Anything would suit you -1
Food	Such an appetite -1	You have a point +1	If >= 25 I am here for both +1
Love	Fun and love at the same time is pretty special -1	Fun comes first +1	If >= 50 That is what I want to hear +1
Music	Music is art and deserves more effort -1	Music is universal and deserves open minds +1	It looks like the good way to listen music -1
People	Judge and be judged -1	Don't let your ego suffer +1	Against them, you are not alone -1
Politics	Serious things are not for you -1	Let serious things to me No Change	For a change, an honest opinion +1
Sex	I admire your liberation -1	You are an example for us all +1	It looks like hedonism -1
Sports	Of course, it's not for you If >= 25 then +1 else +1	Of course, it's not for everyone +1	Of course, you don't understand -1
Travel	Home sweet home +1	If you ever do, I'll follow -1	Travels broadens the mind -1
Television	You would be a celebrity -1	You are better than that -1	You would be the best +1

Purity levels

Purity level	description	looks
 =10	Reona can wear the pure casual	
 =20	Reona will change their hair style and their hair color to brown	

Time Schedule

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	Nightclub	00:00	Sleep	00:00	Nightclub	00:00	Nightclub	00:00	Nightclub	00:00	Nightclub	00:00	Nightclub
02:00	VIP (Nightclub)	10:00	Classroom (University)	02:00	VIP (Nightclub)	02:00	Sleep	02:00	Sleep	02:00	VIP (Nightclub)	02:00	VIP (Nightclub)
04:00	Nightclub	11:00	University	04:00	Nightclub	10:00	Classroom (University)	10:00	Classroom (University)	04:00	Bathroom (Nightclub)	04:00	Bathroom (Nightclub)
06:00	Sleep	12:00	Sleep	05:00	Sleep	11:00	University	11:00	University	05:00	Sleep	05:00	Sleep
12:00	Jewellery Store	13:00	Mall 1 (Groundfloor?) / Mall 2 (First floor?)	10:00	Classroom (University)	12:00	Sleep	12:00	Sleep	10:00	Coffee Shop	10:00	Coffee Shop
13:00	Bakery	14:00	Gym	11:00	University	13:00	Mall 1 (Groundfloor?) / Mall 2 (First floor?)	13:00	Mall 1 (Groundfloor?) / Mall 2 (First floor?)	12:00	Mall 1 (Groundfloor?) / Mall 2 (First floor?)	12:00	Flower Shop
14:00	Gym	15:00	University	12:00	Sleep	14:00	Gym	14:00	Gym	14:00	Park/Waterpark/Beach	14:00	Park/Waterpark/Beach
16:00	Clothes Shop	16:00	Classroom (University)	13:00	Mall 1 (Groundfloor?) / Mall 2 (First floor?)	15:00	University	15:00	University	16:00	Clothes Shop	16:00	Sleep
18:00	Park/Waterpark/Beach	17:00	Sleep	14:00	Gym	16:00	Classroom (University)	16:00	Classroom (University)	17:00	Drug Store	20:00	Sex Shop
20:00	Sleep	20:00	Sex Shop	15:00	University	17:00	Sleep	17:00	Jewellery Store	18:00	Jewellery Store/Book Store	22:00	Nightclub
		22:00	Alley	16:00	Classroom (University)	20:00	Sex Shop	19:00	Cinema	19:00	Street		
		23:00	Nightclub	17:00	Jewellery Store	22:00	Alley	21:00	Pub	20:00	Strip Club		
				19:00	Street	23:00	Nightclub	23:00	Nightclub	22:00	Nightclub		
				20:00	Sex Shop								
				22:00	Alley								
				23:00	Nightclub								

Categories: [Characters](#) | [DLC Characters](#) | [Mike MC Characters](#)

Samantha

In-game description:

Samantha's Wedding: "Samantha returned to my life, and she's getting married to Ryan. I still have kind of a crush on her, though."

Samantha's Marriage: "Samantha and Ryan are married, but all is not well in paradise. I can increase my influence on her either encourage her to divorce or stay with Ryan for other reasons."

Samantha: "Now that Samantha is free of Ryan, I am free to pursue a relationship with her."

Samantha used to be Mike's roommate, but moved out so she could be with her boyfriend Ryan. Mike used to have a crush on Samantha (and still does).

Samantha is not initially dateable, and can only be dated depending upon her story progression with her wedding.

After a successful date, Samantha can do BJ, titjob, missionary or doggy. If doggy, she has options for blindfold, dildo and anal beads.

She has an alternate ending scene if Mike marries her at 100 .

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Samantha



Voice actress	Mintea
Acquisition	Street, 10:00-17:00, Minimum 7 days played
Availability	Public, Mike MC only
Pregnancy	Yes (If you tell her it is Ryan's she leaves game)
Fertility	Infertile
Collaring	Yes
Marriage	Yes
Harems	Home Harem , Friendly Harem
Biographical information	
Age	25
Date of birth	Summer 8
Physical description	
Gender	Female
Eye color	Green
Personal information	
Traits	Artsy, Gourmand, Family
Likes	Charm, Fitness, Dance, Clothes, Underwear, Cinema, Hung
Dislikes	Restaurant, Shooting, Small dick
Talk Topics	Travels, People, Love, Computers, Fashion, Politics, Food
Favourite Gift	Clothes, Underwear
Places you can find this character	Bakery (During Week), Mall & Pub
Places to take on a date	Cinema

Story events

Introduction (samantha_event_01)

Prerequisites: Street, 10:00-17:00, > 7 days played

Mike meets Samantha on the street and has a conversation with her to catch up.

Outcome: Samantha becomes available. Samantha ❤️ max set to 20.

Samantha moves (samantha_event_02)

Prerequisites: Bakery, 16:00-17:00, Samantha ❤️ >= 20

Mike runs into Samantha at her job in the Bakery. After chatting, she asks him to help her finish moving her stuff.

Outcome: Samantha ❤️ max set to 30, (If agree, Mike loses an entire day. You don't need to agree and say you have other plans, and she is still set to ❤️ 30)

Samantha does homework (samantha_event_03)

Prerequisites: Park 09:00-17:00, Samantha ❤️ >= 30

Mike finds Samantha in the park struggling with her homework. He can try to help her. This scene has different dialogue if 💬 > 25.

This event will start the clock on Samantha's wedding, which will happen the first Saturday after 7 days have passed. Intervening events that are not triggered will not happen.

Outcome: Samantha ❤️ max set to 40.

Ryan cheats on Samantha (optional) (samantha_event_04)

Prerequisites: Nightclub, Samantha ❤️ >= 40

This event has a time limit! After the park event you only have 7 Days to max love Samantha = 40 and see him cheating! If you don't finish it in time you can't finish this event anymore.

Mike spies Ryan in the nightclub, offering to take a girl elsewhere for sex. He takes photos as proof for Samantha.

WARNING: You can't get Samantha past 50 🗨️ unless you play **path D**. If you tell her that Ryan cheated (first event on **Path A**) you'll stop the wedding. If you don't tell her that you'll continue on **path B**.

After finishing **Marriage Sucks or **path D** you will continue on **path E** which leads to **Samantha asks for a date** on path A.**

Fun At Samantha's House (samantha_side_event_01)

Prerequisites: Samantha knows that Ryan cheats, Samantha is engaged to or married to Ryan, Mike has a car, 13:00-18:00, Samantha ❤️ >= 45, 15% chance

Mike will receive a text from Samantha inviting him to her house to have fun while 'Ryan is away'.

Path A (Stop the Wedding)

WARNING: Playing path A will lock you out from collaring Samantha!

Tell Samantha Ryan is a cheater (samantha_event_05)

Prerequisites: Interact with Samantha, has evidence of cheating

- Mike can tell Samantha about Ryan cheating on her. If he does, this will automatically continue Path A of her story.
- He can choose not to and let her go through with it. If this option is chosen **the wedding** ceremony will happen and it opens many different paths how the story can develop.

Outcome: Samantha ❤️ Max set to 50

Samantha cheats on Ryan (samantha_event_A01)

Prerequisites: Home, 22:00-04:00, told about Ryan.

Samantha shows up at Mike's house, drunk and upset. She asks Mike to tell her he loves her; if he says yes, they'll have sex.

Outcome: Samantha can be kissed.

Samantha asks for a date (samantha_event_A02)

Prerequisites: Bakery, Samantha ❤️ >= 50, done Samantha cheats on Ryan, reached end of **path D** or **path E**

Samantha told Ryan about what happened and asks Mike on a date. There are several options with very different dialogue.

Outcome: Samantha ❤️ max set to 75; Samantha is datable, and no longer engaged or married to Ryan.

Samantha's confession (samantha_event_A03)

Prerequisites: done Samantha asks for a date, Samantha ❤️ >= 75 , interact with her

Samantha confesses to Mike that she only realized on how bad Ryan treated her when Mike opened her eyes and why she took so long to take off the wedding ring.

Outcome: Samantha ❤️ max set to 85.

Samantha wants to know the truth (samantha_event_Ao4)

Prerequisites: done Samantha's confession, **not in the process of adding someone to the home harem**, Samantha ❤️ >= 85,

Samantha asks Mike if he has been seeing other girls on the side.

I admit (🗨️ < 75)	
I'll be faithful	Samtha's status will change to girlfriend
I can't promise	Samantha is gone forever
I admit (🗨️ >= 75)	Samantha will accept a non exclusive relationship
You're the only one	Samtha's status will change to girlfriend

Outcome: Depending on your choice from the table, Samantha ❤️ max set to 100

The one that got furious (samantha_exclusive_cheated)

Prerequisites: Samantha is your girlfriend, not non-exclusive relationship, cheated on her, on a date

Samantha gets a little bit mad at Mike.

Outcome: Samantha is gone forever

Samantha’s wedding (samantha_event_Bo1)

Prerequisites: Sat 12:00-20:00, did not tell about Ryan OR 7 days passed and did not do Ryan cheats on Samantha

Mike attends Sam and Ryan’s wedding. There are several possible paths:

- Mike can ignore the cheating an just choose to dance at the wedding. This will continue [path B](#).
- If Mike knew about the cheating and didn’t tell, he can go for a walk. Samantha will have caught Ryan fucking Natalie in the bathroom and will offer to fuck Mike in revenge. This opens [path D](#) .
- Mike can go to the bathroom and catch Ryan cheating with Natalie (the bridesmaid). This will continue [path B](#) and also lead to an alternative way to path D.

Outcome: Samantha ❤️ max set to 60.

Path B (Marriage Path)

Marriage ain’t all that (samantha_event_Bo2)

Prerequisites: Samantha present 10:00-18:00, Samantha ❤️ >= 60, done Samantha’s Wedding

Mike runs into Samantha. Her marriage isn’t what she hoped for, so she hangs out with Mike. They go shopping and then Sam goes home with Mike. Eventually Ryan texts Samantha and she leaves.

Outcome: Samantha ❤️ max set to 70, book (choice between skill: cooking, 2 🍷 or 2 🍷)

Marriage sucks (samantha_event_Bo3)

Prerequisites: Home, 20:00-24:00, Samantha ❤️ >= 70, done Marriage Ain’t All That
Samantha had a talk with Ryan about their marriage not working, and in response he disappeared. She looks for comfort and then sex.

Warning: As of version 24.11, if you don't take precautions, Samantha is guaranteed to get pregnant during this event.

Afterward, Mike has the opportunity to tell her Ryan cheated, if he knows.

- If Mike tells her, she will asks why Mike waited so long
 - If he says Sam isn’t much better, she leaves, and this opens [path D](#).
 - If he apologizes, this opens [path E](#).
- If Mike doesn’t tell her about the cheating, she suggests a threesome with Ryan. This opens [path C](#) of her story.

Outcome: Samantha ❤️ max set to 80

Cheater got Pregnant (samantha_event_Bo4)

Prerequisites: Home 16:00-24:00, Sam got pregnant during Marriage sucks AND Mike didn’t apologize for not telling about cheating

Sam’s pregnant and she doesn’t know who the father is.

Outcome: Samantha ❤️ max set to 90

Path C (Threesome Path)

Sam asks personal questions (samantha_event_Co1)

Prerequisites: 14:00-15:00, 10% chance, Samantha ❤️ >= 80, Sam suggested threesome during Marriage sucks ([path B](#))

Sam calls Mike and asks personal questions about his sex life.

Outcome: Samantha ❤️ max set to 85

Sam and Ryan talk threesome (samantha_event_Co2)

Prerequisites: Bakery, Sam present, done Sam asks personal questions, Samantha ❤️ >= 85

Sam and Ryan talk to Mike about the potential threesome. Ryan isn’t too happy with it. If Mike doesn’t indicate interest, path ends.

Outcome: Samantha ❤️ max set to 100

Samantha MMF (samantha_event_Co3)

Prerequisites: Living room Fri 20:00-22:00, done Sam and Ryan talk threesome, Samantha ❤️ >= 90

Sam and Ryan drop by for a threesome.

Path D (Revenge Path)

Note: This is the only path where you can collar Samantha and also add her in the Home Harem.

If you choose the Revenge path Samantha's max  will be set to 60 and Samantha will be dateable.

Samantha BJ 1 (samantha_event_Do1)

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha  >= 55


Samantha will come over to Mike's house saying she was just passing by and talk with him about his roommates for a bit. She confesses that she didn't just pass by and wants to talk with Mike about the wedding. They get interrupted by a phone call from Ryan, Samantha hands the phone after a short talk to Mike and starts giving him a blowjob.

Outcome: Samantha  max set to 60,  max set to 60

Samantha BJ 2 (samantha_event_Do2)

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha  >= 60

Samantha comes by again, this time she says that she forgot something the last time she was here. After a while she gets ready to give Mike another blowjob.

You have the choice to push her head down in this scene which will add +5  and change the ongoing conversation.

If you choose not push her head down, you will gain +3 .

Outcome: +3  OR +5, Samantha  max set to 65,  max set to 70

Samantha Reverse Cowgirl (samantha_event_Do3)

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat 14:00-18:00, Samantha  >= 65

Samantha comes by a third time, but this time without any excuse. She goes straight to Mike's bedroom.

Unless she is on the pill, Samantha may get pregnant from this event!

Outcome: Samantha  max set to 70,  max set to 80

Talk with Samantha about Ryan (samantha_event_Do4)

Prerequisites: Samantha  >= 70

Go see Samantha at any time and talk with her about Ryan and the current situation.




Outcome: Samantha  max set to 90

Samantha Weekend visit (samantha_event_Do5 or samantha_event_Do5B)

Prerequisites: Livingroom/Bedroom/Kitchen/Bathroom/Hallway Sat/Sun 14:00-18:00, Samantha  >= 70

Original: Samantha comes by for a visit. This is the last event of the revenge path.

Alternative: If you caught Ryan cheating during the wedding you will have Sam visit you together with a [friend](#) of hers. Mike has to decide if he accepts or refuses Samantha's offer.


Outcome: Samantha  max set to 80,  max set to 100, can call for Booty Calls at  >= 75, If you see her the next time then you reach [path E](#) and after that [path A](#).

Path E (Breakup Path)

Samantha dumps Ryan (samantha_event_E01)

Prerequisites: 14:00 - 15:00, 25% chance, told about cheating during [Marriage sucks](#) and apologized or [finished Path D](#), Samantha  >= 80, Samantha **is NOT** present


Sam will call Mike and ask to meet him. Sam tells Mike that she's dumping Ryan. Ryan shows up very angry and there can potentially be a fight. Mike leaves with Samantha.

If  >= 50 the dialogue will change a bit, the outcome stays the same.

Outcome: Sam is dateable and divorced. Samantha  max set to 85. The story will continue on this [Path A](#) event.

Sex events

Hot tub Sex

Prerequisites: Home Date, Samantha  >= 50, Sex with Samantha at least once, Hot tub repaired

During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Beach Date Sex

Prerequisites: Beach Date, Samantha's  >= 2.

Sam doesn't even wait for the date to be over to enjoy sexy time with the MC.


















Other events














Birthday date

Prerequisites: Samantha is datable, Go on a date with her at her birthday

Mike invites Samantha to a special date for her birthday. He can make a couple of decisions during that event

Samantha can't get pregnant from this event.

			Restaurant			
Decision 1	 >= 50	else	Decision 3	 >= 50	else	drinks
Agree	-10 	+10 	Tell her to slow down	+10 	-10 	+0
Ask for the window table	+10 	-10 	Let her have fun	-	+10 	+1
Decision 2	-	Final restaurant modifier				
Don't give her a gift	- 20 	Mike has less than 200 		-10 	+10 	
Give her a normal gift	+20 	Mike has 200 				
Give her a unusual gift	- 20 	If  >= 30, they will go to the club. If not the date ends after the restaurant				

Nightclub						
Decision 1	 >= 50	else	Decision 3	 >= 50	else	drinks
Wait	-10 	+10 	Tell her to slow down	-10 	+10 	+0
Jump the line	+10 	-10 	Let her have fun	+10 	-10 	+1
Decision 2	 >= 50	else	If Samantha didn't drink &  >= 50 you'll trigger the special birthday scene.			
Let's dance	+10 	-10 				
Let's drink	-10 	+10 				


Pregnancy request (samantha_pregnant_request)

Prerequisites: Status is girlfriend, days since status changed >= 7, not pregnant already, Samantha is present

She proposes to Mike to impregnate her.


Samantha forgot money (samantha_forgot_money)

Prerequisites: Pub, Samantha present, 5% chance

Samantha forgot her money. Mike can offer to pay her bar tab for 1 .

Samantha wants a dress (samantha_buy_dress)

Prerequisites: Clothes shop, Samantha present, 5% chance

Samantha wants a dress but can't afford it. Mike can buy it for her for a couple of .

Samantha meets Bree (samantha_meet_bree)

Prerequisites: Pub, > 20 days played, Bree present

Mike introduces Samantha to Bree.

Samantha meets Sasha (samantha_meet_sasha)

Prerequisites: Pub, > 5 days played, Sasha present

Mike introduces Samantha to Sasha.

Samantha chats with Bree (samantha_chat_bree)

Prerequisites: Pub or Nightclub, Samantha knows Bree, 10% chance

Sam and Bree will chat. This is repeatable and can change depending on where in Sam's storyline she is.

Shopping for baby (samantha_babyshopping)

Prerequisites: Mall date with Sam, Sam pregnant

Mike and Sam shop for baby clothes.

Time schedule

The following table shows at which time you can meet Samantha in various locations.

Warning: The table is only valid if you turn randomness off.

Before moving

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 03:00	pub		00:00 05:00	nightclub
02:00 06:00	sleep	02:00 06:00	sleep	02:00 09:00	sleep	02:00 06:00	sleep	02:00 06:00	sleep	04:00 10:00	sleep		06:00 14:00	sleep
07:00 18:00	bakery	07:00 18:00	bakery	10:00 12:00	bakery	07:00 18:00	bakery	07:00 18:00	bakery	11:00 12:00	gym	fall/winter	15:00 18:00	park
19:00 23:00	pub	19:00 23:00	pub	13:00 14:00	gym	19:00 23:00	pub	19:00 23:00	pub	11:00 12:00	waterpark	spring/summer	19:00 23:00	pub
				15:00 16:00	park					13:00 16:00	park			
				17:00 18:00	park					17:00 18:00	mall (ground floor)			
				19:00 23:00	pub					19:00 23:00	pub			

After she moved in with Mike

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 01:00	pub	00:00 03:00	pub		00:00 05:00	nightclub
02:00 05:00	bedroom	02:00 05:00	bedroom	02:00 08:00	bedroom	02:00 05:00	bedroom	02:00 05:00	bedroom	04:00 10:00	bedroom		06:00 14:00	bedroom
06:00	bathroom	06:00	bathroom	09:00	bathroom	06:00	bathroom	06:00	bathroom	11:00 12:00	gym	fall/winter	15:00 18:00	park
07:00 18:00	bakery	07:00 18:00	bakery	10:00 12:00	bakery	07:00 18:00	bakery	07:00 18:00	bakery	11:00 12:00	waterpark	spring/summer	19:00 23:00	pub
19:00 23:00	pub	19:00 23:00	pub	13:00 14:00	gym	19:00 23:00	pub	19:00 23:00	pub	13:00 16:00	park			
				15:00 16:00	park					17:00 18:00	mall (ground floor)			
				17:00 18:00	park					19:00 23:00	pub			
				19:00 23:00	pub									

Categories: [Characters](#) | [Mike MC Characters](#) | [Public Characters](#) | [Manny](#)

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Sasha

- Mike MC
- Bree MC

In-game description: "One of my roommates, Sasha is a goth girl. She can be acerbic, but knows how to have a lot of fun."



Sasha is a smaller-chested brunette goth girl who is one of the roommates. She is into music and kinky sex.

She is available as a romance option for both [Bree](#) and [Mike MC](#).

Sasha is possessive! If you kiss someone in front of Sasha, many events will no longer trigger. She considers this cheating. Events noted with “not cheated” will not trigger, in this case, and you cannot recover this state.

If you allow  to go negative, Sasha gets [Dom Points](#) () instead, and this opens up special scenes.

Post-date, Sasha can have sex with the MC:



- If  > 50 and anal beads have been purchased, Sasha will do bead play. During bead play Mike can fuck her doggy, missionary, standing, and there's a spanking option.
- If  > 25, Sasha will fuck Mike with a strapon.

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Sasha






Voice actress	LadyJem
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Pregnancy	Yes (must have ≥ 50  or ≥ 90  to keep baby)
Fertility	Normal
Collaring	Yes
Marriage	Yes
Harems	Home , Band , Jealous (Sasha, Audrey), Fashion (Sasha, Palla)
Biographical information	
Age	23
Date of birth	Spring 21
Physical description	
Gender	Female
Personal information	
Traits	Rebel, Dominant, Submissive
Likes	Fitness, Guitar, Horror
Dislikes	Cooking, Mall
Talk Topics	TV, Fashion, Food, Love, Sex, Travels
Favourite Gift	Spiked Collar
Television Likes	Sci-Fi, Fashion Show, Horror, Pom, Music
Television Favourite	Music, Horror
Places you can find this character	Clothing Store (During Week), Mall (On Saturdays)
Places to take on a date	Pub, Mall, Fancy Restaurant

Story events


Moving In



Prerequisites: Living room, 09:00-19:00


Sasha moves in. Mike can help her or not. If you help her and have  ≥ 4 you can laugh at her comment to not increase her . With  ≥ 5 you can take all 3 boxes from her.

Helping Her:


Invite her in: No changes

Help her:  (+2 Easy/+1 Normal/+1 Difficult)


Take the boxes from her:  and  (+3 and +2 Easy/+2 and +1 Normal/+1 and +1 Difficult)



Grab more boxes:  (+1 Easy/+1 Normal/+0 Difficult)

Her Comment:

Joke:  (+2 Easy/+1 Normal/+1 Difficult)




Laugh: No changes

Be awkward:  (+3 Easy/+5 Normal/+8 Difficult)


Outcome: Sasha max  set to 15, can be kissed at 13 .

Unpacking


Prerequisites: done Moving In, Hallway, 09:00-24:00, not cheated, Sasha is in her room and not sleeping

The MC can help Sasha unpack. Having  > 8 or  > 15 provides additional dialogue options with more  possibilities.


With randomness on, this event has a 25% chance of triggering on Monday, Tuesday and Thursday evenings. It has 100% chance of triggering Saturday at 19:00.

Outcome: Sasha max  set to 20


Playing pool

Prerequisites: done Unpacking, Pub, Sasha present, not cheated, Sasha  >= 20

The MC meets Sasha in The Winchester and admires her playing pool. Can bet with her, can help her finish moving in, can have dinner with her.


Outcome: Sasha max  set to 30.

Sasha has a band

Prerequisites: done Playing pool, Hallway, Monday - Saturday, 18:00-24:00, Sasha in her bedroom, Sasha  30, not cheated

Mike overhears Sasha playing guitar in her bedroom. If Mike is enthusiastic about it, she will tell him she is in a band.

If he has the guitar skill, she will ask him to [come to their band practice](#), otherwise she will invite him to their next gig. **In order to play the [Band Harem](#), you need the guitar skill at this point.**

Outcome: Sasha max  set to 70.



First gig

Prerequisites: done Sasha has a Band, did not have guitar skill, Pub, Friday, 20:00-23:00


Mike watches Sasha's band do their first gig.

Outcome: [Anna](#) and [Kleo](#) unlocked.

Take Sasha on a date 1

Prerequisites: Sasha  >= 70, done Sasha has a Band,  >=90%

After the date Sasha talks with Mike about the date. Both confess that they like each other.

Outcome: Sasha max  set to 80.


Take Sasha on a date 2

Prerequisites: Sasha  >= 80, done Take Sasha on a date 1,  >=90%


Sasha talks with Mike about the time she moved in.

Outcome: Sasha max  set to 90, Sasha's status gets updated to Girlfriend.


Confessing your feelings

Prerequisites: Sasha  >= 90, done Take Sasha on a date 2, eat a meal with her alone

Sasha and Mike confess their feelings for each other. The dialogue changes if Sasha is part of the [Home](#) and/or the [Band Harem](#).

Outcome: Sasha's max  set to 100.

Sasha gives herself to Mike

Prerequisites: Mike MC, Kitchen, Sasha  > 62, Sasha  > 75

Sasha gives herself to Mike and calls him Master.

Outcome: Sasha's status gets updated to sex slave.

Flirting with Sasha

Flirting by the pool

Prerequisites: Bedroom, Spring or Summer, Sasha by the pool, not cheated, Sasha  >= 20


Mike flirts a bit with Sasha by the pool.

Successful date

Prerequisites: done Flirting by the pool, take Sasha on a successful date, Sasha  >= 30


Depending on Sasha's  and , the dialogue plays out differently.

Sasha asks about family

Prerequisites: done Successful date, living room, interact with Sasha, not cheated, Sasha  >= 40


Sasha asks Mike about his family, giving Mike an opportunity to flirt.

Making a move

Prerequisites: done Sasha asks about family, living room, interact with Sasha, not cheated, Sasha  >= 50

Sasha asks why Mike did not make a move on her before.


Coffee date

Prerequisites: Coffee shop in mall date, Sasha  >= 25


Mike takes Sasha to the coffee shop. This date has an opportunity for +/- 10  as a method to quickly raise/lower that stat.

Appearance change events



Sasha breast complex

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha  >= 25, **not cheated**

Sasha sees Mike looking at girls in a magazine, and gets **ir**ational about it.


Outcome: -3 

Sasha breast complex 2

Prerequisites: Mike MC, Summer, Pool, Sasha  >= 50, Sasha  > =75, Bree present and in swimsuit, done Sasha breast complex 1, not cheated

Sasha notices Mike checking out **Bree** in her swimsuit.



Sasha breast complex 3

Prerequisites: Mike MC, Bathroom, Sasha  >= 75, had sex with Sasha, done Sasha breast complex 2, not cheated

Mike walks in on Sasha in the shower. She asks if Mike likes big or small tits. If he says big, she gets a breast complex.

Sasha breast complex 4

Prerequisites: Mike MC, done Sasha breast complex 3, Sasha has breast complex


Sasha tells Mike she wants a boob job. Mike can pay for it (bonus  and ) , agree to it (no bonus) or say no (cancels chain). If she does this, she will disappear for a week while she has the operation.

Sasha breast complex 5

Prerequisites: Mike MC, done Sasha breast complex 4, paid for or agreed to boob job


Sasha shows off her nice new bigger boobs, and gives Mike a tittyjob.

Sasha likes blondes

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha  > 62, Bree present, not cheated

Sasha catches Mike ogling Bree. If Mike says he likes Blondes, Sasha will be upset but think about that.

Sasha likes blondes 2

Prerequisites: Mike MC, Living room 20:00-24:00, Sasha  >= 65, not cheated, only if Mike said he likes blondes in Sasha likes blondes




Sasha shows off her new blonde hair. If Mike does not like it, 7 days later it will change back to black.

You can tell Sasha to change her hairstyle between blonde and black at any time through the slave command (Sasha  >= 25).

Sasha and Scottie events

Scottie appears

Prerequisites: Mike MC, Living room, 7 days played, not cheated

Sasha's ex-boyfriend **Scottie** appears. With Sasha  > 25 there are more conversation options that lead to more /  for Sasha, but you'll have to move quickly and complete **Playing pool** ASAP to get this far.

Scottie talk

Prerequisites: Mike MC, done Scottie appears, Sasha  < 50, days passed >= 7

Sasha and Mike talk about **Scottie**.

Sasha and Scottie blowjob (avoidable NTR)

Prerequisites: Mike MC, Sasha  < 50, Sasha is in her room, hallway, days passed >= 7

Mike enters the hallway and can choose to peep on Scottie and Sasha.

Scottie threesome request

Prerequisites: Mike MC, days played >= 14, living room, had sex with Sasha, Sasha  < 25, Sasha  < 25, Sasha  >= 50, not cheated

Sasha will ask Mike to have a threesome with her and Scottie.

Scottie threesome

Prerequisites: Mike MC, done threesome request, Saturday or Sunday, 18:00, living room

Sasha, Mike and Scottie spend some time together.

Sex events

Masturbation

Prerequisites: Sasha is in her room, 20:00-03:00, 25% chance


Knock on Sasha's door to peep on Sasha **m**asturbating in her bedroom.

Pool Foreplay

Prerequisites: Sasha is alone in the pool, Sasha  >= 50, 25% chance, Repeatable once a Week



Foreplay event with Sasha if she is in the pool alone.

TV BJ

Prerequisites: Mike MC, Sasha  >= 75, had sex with Sasha, watching TV with Sasha. Repeatable

If Mike watches Porn with Sasha, she can give him a nice BJ.

Shower BJ

Prerequisites: Mike MC, take a shower, 20:00-24:00, Sasha  >= 75, Sasha  >= 50, had sex Repeatable

Sasha gives Mike a BJ in the shower.

Fuck at home

Prerequisites: Any room in the house 20:00-24:00, Sex with Sasha at least twice, Sasha  >= 75 Repeatable

You can ask Sasha to have sex at home. If **Bree** is in the room and the **Home Harem** is active, Bree will ask to join in.

When initiated in the bathroom, Mike will fuck Sasha in the shower: **Unless she is on the pill, Sasha may get pregnant from this event!**

Fuck at the beach

Prerequisites: Beach Date 14:00-18:00, sex with Sasha at least twice, Sasha ❤️ >= 75

Mike can ask Sasha to have sex at the beach.

Foot massage

Prerequisites: Watch TV with Sasha Mon-Fri: 20:00-24:00, massage skill, Sasha >= 25 ❤️, Sasha <= 0 🧢

The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, Mike can give her a foot massage.

Foot job

Prerequisites: Watch TV with Sasha Mon-Fri 20:00-24:00, massage skill, Sasha >= 50 ❤️, Sasha >= 25 🍆, foot massages given >= 5

The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, she can give Mike a foot job. This requires 🍆 points.

Second Foot Job

Prerequisites: Watch TV alone between the hours of 1800-2300, Sasha is home and not a sleep, Already had a foot job from Sasha.

Mike gets a second foot job from Sasha. This event is repeatable once a month.

Foot lick

Prerequisites: Watch TV with Sasha Wednesday or Friday 20:00-24:00, massage skill, Sasha >= 50 ❤️, Sasha >= 50 🍆

The massage skill can be learned by purchasing a book in the book store.

When watching TV with Sasha, with the massage skill, she will ask Mike to lick her feet.

Strap-on fun

Prerequisites: Sasha 🍆 >= 25, after date scene/fuck at home

Sasha will ask Mike if he wants to try something new. If he accepts she will use a strap-on and fuck Mike.

Outcome: Mike knows that Sasha has a strap-on dildo

Hot tub Sex

Prerequisites: Home Date, Sasha ❤️ >=50, sex with Sasha at least once, hot tub repaired

During a Date at home click the "Dip in the hot tub" button when all the requirements are met.

Other events

Sasha loves her toys

Prerequisites: Sasha ❤️ >= 70, visit Sasha in her room (she has to be present), 20% chance of happening

Mike finds out that Sasha has some new toys she is eager to use.

Outcome: Mike knows about the strap-on

Sasha has a bad practice



















Prerequisites: Practice with the band, Band progress > 25

Band practice is interrupted by Sasha having a bad day. Mike follows her and talks to her. Can gain 5 🧢 or 🍆 with right conversation options.

Birthday date

Prerequisites: Sasha is datable, Go on a date with her on her birthday

Mike takes Sasha to a special birthday date. **Sasha can't get pregnant from this event.**

Restaurant						
Decision 1	 >= 50	else		Decision 3	 >= 50	else
Tell her to hurry up	+10 	-10 		Take it	+10 	-10 
Let her take her time	-10 	+10 		Give it to her	-10 	+10 
Decision 2	-			Final restaurant event		
Don't give her a gift	- 20 			Mike has less then 200 	-10 	
Give her a good gift	+20 			Mike has 200 	+10 	
Give her a unusual gift	- 20 			If  >= 50, they will go to the pub. If not the date ends.		

Pub					
Decision 1	🧢 >= 50	else	Event 2		
Let her buy the first round	+10 🍷	-10 🍷	If 🍷 < 50 you lose the game of darts		
Buy Sasha a drink (-100 🍷)	-10 🍷	+10 🍷	If 🍷 >= 50 you win the game of darts		+10 🍷
Event 1			End of date event		
If 🍷 < 50 you lose the game of pool		-	If 🍷 >= 70, they will play a different		
If 🍷 >= 50 you win the game of pool		+10 🍷	game in the restrooms		

Pregnancy request

Prerequisites: Status is girlfriend, days since status changed >= 7, not pregniend already, Sasha is present

She proposes for Mike to impregnate her.

Piss off!

Prerequisites: Cheated on Sasha

When you try to interact with Sasha she'll tell you to piss off.

Valentines Day

On Valentine's Day (Spring 14), Sasha will gift you handcuffs. This event may not trigger if her love points are not high enough.

Christmas

On Christmas Day (Winter 25), Sasha will gift you anal beads. This event may not trigger if her love points are not high enough.

You can use these beads on her at the end of a successful date if her kink is high enough.

Time schedule

The following table shows at which time you can meet Sasha in various locations.

Warning: The table is only valid if you turn randomness off.

Before joining the band

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00	bathroom	00:00 05:00	nightclub
08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	01:00 11:00	bedroom	06:00 12:00	bedroom
09:00	kitchen	09:00	kitchen	09:00	bathroom	09:00	kitchen	09:00	bathroom	12:00	bathroom	13:00	bathroom
10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	13:00	kitchen	14:00	kitchen
18:00	pool spring/summer	18:00	pool spring/summer	18:00 20:00	bedroom	18:00	pool spring/summer	18:00 20:00	bedroom	14:00 15:00	clothesshop	15:00 16:00	pool spring/summer
18:00	mall (ground floor)	18:00	mall (ground floor)	21:00 23:00	pub	18:00	mall (ground floor)	21:00 23:00	pub	16:00 18:00	pool spring/summer	15:00 16:00	living room fall/winter
19:00	living room	19:00	living room			19:00	living room			16:00 18:00	clothesshop	17:00 19:00	living room
20:00	kitchen	20:00	kitchen			20:00	kitchen			19:00	bedroom	20:00	kitchen
21:00 22:00	bedroom	21:00 22:00	bedroom			21:00 22:00	bedroom			20:00	living room	21:00 23:00	living room
23:00	bathroom	23:00	bathroom			23:00	bathroom			21:00 23:00	pub		

After joining the band

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00 07:00	bedroom	00:00	bathroom	00:00 05:00	nightclub
08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	08:00	bathroom	01:00 11:00	bedroom	06:00 12:00	bedroom
09:00	kitchen	09:00	kitchen	09:00	bathroom	09:00	kitchen	09:00	bathroom	12:00	bathroom	13:00	bathroom
10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	10:00 17:00	clothesshop	13:00	kitchen	14:00	kitchen
18:00	pool spring/summer	18:00	pool spring/summer	18:00 20:00	studio	18:00	pool spring/summer	18:00 20:00	studio	14:00 15:00	clothesshop	15:00 16:00	pool spring/summer
18:00	mall (ground floor)	18:00	mall (ground floor)	21:00	studio	18:00	mall (ground floor)	21:00	studio	16:00 17:00	pool spring/summer	15:00 16:00	living room fall/winter
19:00	living room	19:00	living room	22:00	studio	19:00	living room	22:00	studio	16:00 17:00	clothesshop	17:00 19:00	living room
20:00	kitchen	20:00	kitchen	23:00	living room	20:00	kitchen	23:00	living room	18:00 19:00	bedroom	20:00	kitchen
21:00 22:00	bedroom	21:00 22:00	bedroom			21:00 22:00	bedroom			20:00	living room	21:00 23:00	living room
23:00	bathroom	23:00	bathroom			23:00	bathroom			21:00 23:00	living room		

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Sasha/FemaleMC

Mike MC

Bree MC

In-game description: "One of my roommates, Sasha is a goth girl. She can be acerbic, but knows how to have a lot of fun."

Sasha is a smaller-chested brunette goth girl who is one of the roommates. She is available as a romance option for both Bree and Mike MC.

She is into music and kinky sex.

Sasha is possessive! If you kiss someone in front of Sasha, many events will no longer trigger. She considers this cheating. Events noted with "not cheated" will not trigger, in this case, and you cannot recover this state.

If you allow 🧠 to go negative, Sasha gets Dom Points (🧠) instead, and this opens up special scenes.

If you have the cooking skill, you can make a meal for Sasha (and Bree) in at 08:00 and 20:00 to gain 🍷.

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Story events

Unpacking

Prerequisites: Hallway 09:00-24:00, not cheated, Sasha is in her room and not sleeping

The MC can help Sasha unpack. Having 🧠 > 8 or 🧠 > 15 provides additional dialogue options with more 🍷 possibilities.

With randomness on, this event has a 25% chance of triggering on Mon, Tues and Thu evenings. It has 100% chance of triggering Saturday at 19:00.

Outcome: Sasha Max 🍷 set to 20

Fun in the mall

Prerequisites: done Unpacking, mall (ground floor), Sasha is present, interact with her.

Due to Sasha's schedule it's not possible to trigger this event in spring/ summer if you play on a fixed schedule.

Bree meets Sasha in the Mall and they decide to eat some ice cream.

Outcome: Sasha Max 🍷 set to 30

Game night at the Pub

Prerequisites: done Fun in the mall, pub, Sasha 🍷 >= 10, Sasha is in the pub

Bree and Sasha are playing a nice game of billiard.

Outcome: Sasha Max 🍷 set to 50

Poolside shenanigans

Prerequisites: done Game night at the Pub, Sasha 🍷 >= 20, kitchen, spring/summer, Sasha is present

Bree and Sasha decided to relax at the pool for the day.

Outcome: Sasha Max 🍷 set to 70

Coffee and a conversation

Prerequisites: done Poolside shenanigans, Sasha 🍷 >= 40, kitchen, 07:00 - 10:00,

Sasha is present

Bree and Sasha decide to grab a cup of coffee at the coffeeshop and have a nice little conversation in the morning.

The Deathless Harpies

Prerequisites: done Coffee and a conversation, at home, 19:00 - 24:00

Sasha introduces Bree to the Deathless Harpies.

Outcome: Sasha Max 🍷 set to 90

Sasha



Voice actress	LadyJem
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Pregnancy	-
Collaring	Yes
Marriage	No
Biographical information	
Age	23
Date of birth	Spring 21
Physical description	
Gender	Female
Personal information	
Traits	Rebel, Dominant, Submissive
Likes	Fitness, Guitar, Horror
Dislikes	Cooking, Mall
Talk Topics	TV, Fashion, Food, Love, Sex, Travels
Favourite Gift	Spiked Collar
Television Likes	Sci-Fi, Fashion Show, Horror, Porn, Music
Television Favourite	Music, Horror
Places you can find this character	Clothing Store (During Week), Mall (On Saturdays)
Places to take on a date	Pub, Mall, Fancy Restaurant, Music

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Shiori

In-game description: "Shiori is my secretary at work. She is honestly not very good at her job, but she is sweet and seems to really like me."

Shiori is hired as Mike's new secretary, though her competence is questionable at best. She makes up it in her absolute devotion to her boss.

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Shiori



Voice actress	Shennychwan
Acquisition	Promoted once, 20% when working
Availability	Patreon only, Mike MC
Pregnancy	Yes (Shiori leaves if you tell her to abort)
Fertility	Fertile
Collaring	Yes
Marriage	Yes
Harems	Office Harem
Biographical information	
Age	27
Date of birth	Spring 23
Physical description	
Gender	Female
Personal information	
Traits	Submissive, family, slutty
Likes	Charm, Fitness, Money, Living-room,
Dislikes	Park
Talk Topics	Love, sex, travels, people

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Story events

Shiori's introduction

Prerequisites: Personal office, work or work hard

After his first promotion, Mike gets his own office. When he works, he is introduced to his new secretary, Shiori. He has the option to allow her to call him "Sir" (thereby accepting her as his secretary).


If you choose "No" he will not offer Shiori an position in the company and she will not appear in the game. **Important: Hiring Shiori is a requirement for the submission routes of [Aletta](#), [Audrey](#) and [Lavish](#)!**

Outcome: Shiori starts with 25 , Shiori max  set to 10.

Shiori scolding 1

Prerequisites: Work or work hard, Shiori  ≥ 10


Mike scolds Shiori for poor performance as a secretary.

Outcome: Shiori max  set to 15

Shiori gets coffee

Prerequisites: Work or work hard, [Aletta unlocked](#), Shiori  ≥ 15

Shiori gets coffee for Mike. He can take it black or milky. Milky leads to... milk fun, later.

Outcome: Shiori max  set to 20


Shiori shows off

Prerequisites: Work or work hard, Shiori  ≥ 20 , done Shiori scolding

Shiori comes into the office and wants to bring some of the documents to the archives.




Outcome: Shiori max  set to 37. datable at 25 , can be kissed at 28 


Babysitting

Prerequisites: Talk to Shiori in the office, Shiori  ≥ 37

Shiori asks Mike if he might be able to babysit her son Kanta.

The actual event will happen the same day between 19:00 and 22:00 o'clock if Mike accepts her request you need to be at home Livingroom. If you miss the event, you will have to talk to Shiori again to start the event again.


If Mikes  < 5 , the event will end will have a bad ending and Shiori loses -5 . Otherwise, the dialogue changes a little depending on whether Sasha's or Bree's  ≥ 75 .

Outcome: Shiori max  set to 50

Shiori shows off 2

Prerequisites: Work or work hard, Shiori  ≥ 50 , done babysitting

Shiori talks to Mike in his office.

Outcome: Shiori max  set to 55.

To increase Shiori's  to 60 you have to invite her to a date and trigger the after date scene.

Go to the Strip club

Prerequisites: Strip club 22:00 - 23:00 Shiori ❤️ >= 60, done Shiori shows off 2, had sex with Shiori once

Mike visits the Strip club and sees, that Shiori is working there. She spots Mike in the crowd.

Shiori works as a stripper

Prerequisites: Go to your office, Shiori ❤️ >= 60, done Go to the Strip club

Shiori will talk with Mike about her working at the Strip club.

Outcome: Shiori max ❤️ set to 65.

Get a lap dance from Shiori

Prerequisites: Strip club 22:00 - 23:00, Shiori ❤️ >= 65, done Shiori works as a stripper

Go to the Strip club and get a lap dance. This should trigger Shiori's lap dance scene.

Outcome: Shiori max ❤️ set to 70.

Shiori's situation

Prerequisites: Be at work, Shiori ❤️ >= 70, done Get a lap dance from Shiori

Go to work. When in your office, call Shiori in and interact with her. She will talk with Mike about her past.

Outcome: Shiori max ❤️ set to 75.

Shiori is not at work

Prerequisites: Shiori ❤️ >= 75, done Shiori's situation, work or work hard

Mike gets worried about Shiori because she does not show up at work. He calls her to check if she is ok.

Shiori shows up again

Prerequisites: done Shiori is not at work, Time < 12:00, work or work hard

Shiori is back in the office and Mike sees that something is wrong with her. He orders her to his office and she tells him the reason she couldn't come to work the other day.

Outcome: Shiori max ❤️ set to 80

Talk to the manager

Prerequisites: Shiori ❤️ >= 80, done Shiori shows up again, Time < 22:00, go to the Strip club

Mike goes to the Strip club to talk to the manager of that place. He talks with the manager about Shiori's debt and the manager tells Mike that he is not the one she has to repay the debt to but that he has to make sure she does.

Mike can choose to tell the manager that he will be back with the money or that he will think about it.

Outcome: Shiori max ❤️ set to 85


Pay off the manager


Prerequisites: done talk to the manager, 🏠 >= 1 ok, at the Strip club

Mike shows up in the Strip club again and pays Shiori's debt.

Outcome: Shiori max ❤️ set to 90, you won't find her in the Strip club anymore.

Tell Shiori about her debt

Prerequisites: Shiori  ≥ 90 , done pay off the manager, use the Shiori icon when talking to her
Mike talks to Shiori and tells her that he paid off her debt.

Outcome: Shiori max  set to 100

Other events

Enable anal sex

Prerequisites: Shiori  > 50 , and had sex with her, and have a butt plug

Gift Shiori the butt plug. She will accept it if you meet the requirements and after that we will accept anal sex request during the after date scene.

The meeting

Prerequisites: Audrey & Aletta  ≥ 25 , done Babysitting, Time < 10 , work or work hard

They have a morning meeting where Shiori has a little accident.

Shiori lap dance



Prerequisites: Finished "Get a lap dance from Shiori"

Go to the Strip club a second time and get another lap dance. This time Mike will get a special lap dance from Shiori.

Shiori can't get pregnant from this event.

Outcome: +5 

Shiori coffee 2

Prerequisites: Work or work hard, Shiori  ≥ 55 &  ≥ 50 , done Shiori coffee, requested "milky", Shiori is at work

Shiori provides Mike with coffee, creamed with her own breast milk while Mike watches.

Shiori shows off 3


Prerequisites: work or work hard, Shiori  ≥ 60 , done Shiori shows off 2, gifted her the butt plug

Shiori has a little accident in Mikes office (again).

Shiori work issues

Shiori's son sick

Shiori will tell Mike, *"I just got a call saying my son is sick. Please may I go home to care for him?"*

If Mike says Yes, Shiori will gain one  and Mike will lose 5% work.


If Mike says No, Shiori will lose one .


Shiori asks about files

Shiori will ask Mike, *"What do you want me do with all of those files?"*

Mike has three options.

Archives - Nothing happens

Aletta - Shiori gains one .


Me - Shiori gains one .

Shiori can't find files

Shiori will tell Mike, *"I can't find the files for the Murdock case..."*

Mike has three options.


Archives - Nothing happens

Aletta - Shiori gains one .

I'll search - Shiori gains one .


Shiori asks for a raise

Shiori will tell Mike, *"Things are really tight for me at the moment...can I have a raise?"*

If Mike says Yes, Shiori will gain one  and Mike will lose 5% work.

If Mike says No, Shiori will lose one .

Disciplining Shiori at work

Those events are not relevant for increasing her  cap or progressing her main story.

Shiori scolding 2

Prerequisites: Work or work hard, Shiori  ≥ 20 &  ≥ 40 , done Shiori scolding

Mike scolds Shiori for poor performance as a secretary again, this time threatening severe punishment if it happens again.

Shiori scolding 3

Prerequisites: Work or work hard, Shiori  ≥ 30 &  ≥ 50 , done Shiori scolding 2

Mike has had enough of Shiori's poor performance, he can spank her to discipline her.

You have to spank her if you want to see Shiori scolding 5!



Shiori scolding 4

Prerequisites: Work or work hard, Shiori  ≥ 40 &  ≥ 60 , done Shiori scolding 3

She seems not to be learning her lesson. He can spank Shiori again.

If he does not spank her here you can't trigger Shiori scolding 5!

Shiori scolding 5

Prerequisites: Work or work hard, Shiori  ≥ 50 &  ≥ 70 , spanked her at least twice, done Shiori scolding 4

Mike spanks Shiori again. She still isn't learning her lesson. Or is she?


Shiori office BJ

Prerequisites: Work or work hard, Shiori  ≥ 60 &  ≥ 50 , done Shiori scolding 5


Mike rewards Shiori with his cock. Aletta enters Mike's office while she's under the desk, and Mike manages not to let on to Aletta what's going on.

Sex events


Office fun time

Prerequisites: Shiori  >= 62, Shiori is in Mikes office, done Shiori shows off 3
Mike can ask Shiori to have sex with him in his office.

Beach sex

Prerequisites: Beach, Shiori present or on a date, sex with Shiori at least once, Shiori  >= 62
Mike can ask Shiori to have sex with him on the beach.

Hot tub Sex

Prerequisites: Home Date, Shiori  >=50, Sex with Shiori at least once, Hot tub repaired
During at Date at home click the "*Dip in the hot tub*" button when all the requirements are met.

Time schedule

The following table shows at which time you can meet Shiori in various locations.
Warning: The table is only valid if you turn randomness off.

You can only find Shiori in the Strip club after [this](#) event.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
00:00	strip	00:00	strip	00:00	strip	00:00	strip	00:00	strip	00:00	strip	00:00	strip
04:00	club	04:00	club	04:00	club	04:00	club	04:00	club	04:00	club	04:00	club
07:00	office	07:00	office	07:00	office	07:00	office	07:00	office	05:00	sleep	10:00	park
18:00		18:00		18:00		18:00		18:00		09:00		18:00	
19:00	strip	19:00	strip	19:00	strip	19:00	strip	19:00	strip	10:00	park	19:00	strip
24:00	club	24:00	club	24:00	club	24:00	club	24:00	club	12:00		24:00	club
										14:00	park		
										16:00			
										17:00			
										18:00	drug store		
										19:00	strip club		
										24:00			

Categories: [Characters](#) | [Patreon Characters](#) | [Mike MC Characters](#) | [Office Characters](#) | [Marry](#)

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Kiara

Availability

Public, Mike MC

Physical description

Gender

Female

Kiara is the manager of the Maid Café. You meet her when you accompany Bree for the interview.

When Bree asks you to [help out in the cafe](#), Kiara will offer to give you a BJ under the counter.

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Kiara

Kiara

Availability

Public, Mike MC

Physical description

Gender

Female

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Gwendoline

You can meet Gwendoline when on your second date with Anna.

She is one of Anna's ex's that she really didn't want to bump into again.

Gwendoline works at the Drug Store.

Gwendoline	
	
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	--
Date of birth	--
Place of birth	--
Physical description	
Gender	Female

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Physical description

Gender
Female

You can meet Gwendoline when on your second date with Anna.

She is one of Anna's ex's that she really didn't want to bump into again.

Gwendoline works at the Drug Store.

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Mike

In-game description: "Mike is one of my roommates. He seems kind of distracted all the time, I wonder what's going on in his head."

When Bree is the main character, Mike is an available option for dating. This article covers only Mike as a romance option.

Mike is Bree's roommate, and along with Sasha is one of her primary romance options.

After a date, Mike can fuck Bree in the missionary position.

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Story events

Movie night

Prerequisites: Mike >= 10, watch TV with Mike

Bree and Mike watch some movies together.

Outcome: Mike max set to 20

Cooking for Mike

Prerequisites: Mike >= 20, 11:00-15:00, weekend (because of Mikes schedule), Bree's bedroom, Mike is at home

Bree reads a book in her room until a loud sound from outside interrupts her. and she decides to check on what happened.

Outcome: Mike max set to 30

Guitar in the Park

Prerequisites: Mike >= 30, Park, < 5, Mike is in the park, done cooking for Mike

Bree will run into Mike playing guitar in the park.

Outcome: Mike max set to 40.

Study Buddies

Prerequisites: Mike >= 40, University, 08:00 -12:00, done guitar in the park

While looking for a place to study, Bree catches Mike napping at University. He will invite her on a date for the following day.

Outcome: Mike max set to 50. Mike is now date-able.

Meet Angela

To increase Mikes to 55 you have to [meet Angela](#).

Outcome: Mike max set to 55.

First date

Prerequisites: Mike >= 40, kitchen 07:00 - 11:00, Mike is in the kitchen

Mike and Bree have breakfast together and after that they head out for their date at the park.

Wedding invitation

Prerequisites: Mike >= 50

Mike tries to invite Bree to Samantha's and Ryan's wedding ceremony.

If Bree refuses she will not go to the wedding with him (obviously).

Sex events

Shower BJ

Prerequisites: Shower with Mike present, Mike >= 50 *Repeatable*

Bree will give Mike a BJ in the shower. Choosing to spit or swallow or take a facial affects Bree's morality.

Shower sex

Prerequisites: Shower with Mike present, had sex with Mike twice, Mike >= 75 *Repeatable*

Bree can fuck Mike in the shower. Sasha can be asked to join in.

Other events

University Encounter

Prerequisites: Mike >= 35, played days >= 11, University, Weekdays 10:00-17:00

Bree runs into Mike and Kylie at University.

Time schedule

The following table shows at which time you can meet Mike in various locations.

Warning: The table is only valid if you turn randomness off.

Mike



Voice actor Existential Angst (AngstyExistence)

Acquisition Immediate

Availability Public, Bree MC only

Pregnancy No

Collaring No

Marriage No

Biographical information

Age 25

Date of birth Winter 22

Physical description

Gender Male

Eye color Red

Personal information

Traits Playful, Not Family

Likes Charm, Music, Concert, Shuts, Not Underwear, Not Restaurant, Not Flowers

Talk Topics Love, Sex, Food, Travels, TV, Books, Computers, Music

Television Favourite Scifi, Cartoon

Monday			Tuesday			Wednesday			Thursday			Friday		Saturday			Sunday		
00:00 07:00	bedroom		00:00 07:00	bedroom		00:00 07:00	bedroom		00:00 07:00	bedroom		00:00 06:00	bedroom	00:00 09:00	bedroom		00:00 05:00	nightclub	
08:00	bedroom		08:00	bedroom		08:00	bedroom		08:00	bedroom		07:00	bathroom	10:00	bathroom		06:00 13:00	bedroom	
09:00	kitchen		09:00	kitchen		09:00	kitchen		09:00	kitchen		08:00 18:00	work	11:00 13:00	kitchen		14:00	bathroom	
10:00 17:00	work		10:00 17:00	work		10:00 17:00	work		10:00 17:00	work		19:00	livingroom	14:00 17:00	pool	spring/summer	15:00	kitchen	
18:00	pool	spring/summer	18:00	pool	spring/summer	18:00	pool	spring/summer	18:00	pool	spring/summer	20:00	kitchen	14:00 17:00	mall (ground floor)		16:00	park	
18:00	mall (ground floor)	fall/winter	18:00	mall (ground floor)	fall/winter	18:00	mall (ground floor)	fall/winter	18:00	mall (ground floor)	fall/winter	21:00 23:00	studio	18:00 19:00	bedroom		17:00	livingroom	
19:00	livingroom		19:00	livingroom		19:00	livingroom		19:00	livingroom					20:00	bedroom		18:00 19:00	bedroom
20:00	kitchen		20:00	kitchen		20:00	kitchen		20:00	kitchen					21:00 23:00	pub		20:00	kitchen
21:00 22:00	bedroom		21:00 22:00	bedroom		21:00 22:00	bedroom		21:00 22:00	bedroom					24:00	bathroom		21:00 23:00	bedroom
23:00	bedroom		23:00	bedroom		23:00	bedroom		23:00	bedroom									

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Danny

Danny



Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	--
Date of birth	--
Place of birth	--
Physical description	
Gender	male

Danny is a common street thug, with no morals or intelligence.

He is involved in many of the storylines, including but not limited to Audrey, Lexi, ...

He also attempts to mug girls on the street during random attacks that the MC can effect.

Category: Characters

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<h1>Danny</h1>	
	
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	--
Date of birth	--
Place of birth	--
Physical description	
Gender	male

Dwayne

- Mike MC
- Bree MC



Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	45
Date of birth	Summer 2
Place of birth	--
Physical description	
Gender	male

Dwayne is the current CEO of the office where Mike works.

He is involved in many of the storylines, including but not limited to Aletta, Bree, Cassidy, Lexi, ...

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Dwayne	
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	45
Date of birth	Summer 2
Place of birth	--
Physical description	
Gender	male

Dwayne/FemaleMC

Mike MC

Bree MC

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Bree meets Dwayne when Mike calls her from his workplace asking her to bring in some documents that he'd forgotten. She can either mock Mike with Dwayne or defend him. Regarding the documents, Bree can either give them to Dwayne directly or give them to Mike.

Dwayne



Acquisition

Immediate

Availability

Public, Mike MC or Bree MC

Collaring

--

Biographical information

Age

45

Date of birth

Summer 2

Place of birth

--

Physical description

Gender

male

Time schedule

The following table shows at which time you can meet Mike in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday	Sunday
00:00 06:00	Sleep	00:00 06:00	Sleep	00:00 06:00	Sleep	00:00 06:00	Sleep	00:00 06:00	Sleep	00:00 09:00	00:00 05:00 VIP Section (Night Club)
07:00 08:00	Gym	07:00 08:00	Gym	07:00 08:00	Gym	07:00 08:00	Gym	07:00 08:00	Gym	10:00 18:00 Mike's Office	06:00 12:00 Sleep
09:00 11:00	Mike's Office	09:00 11:00	Mike's Office	09:00 11:00	Mike's Office	09:00 11:00	Mike's Office	09:00 11:00	Mike's Office		13:00 18:00 Forest
12:00 14:00	Street	12:00 14:00	Street	12:00 14:00	Street	12:00 14:00	Street	12:00 14:00	Street		19:00 23:00 Sleep
15:00 19:00	Mike's Office	15:00 19:00	Mike's Office	15:00 19:00	Mike's Office	15:00 19:00	Mike's Office	15:00 19:00	Mike's Office		
20:00 23:00	Pub	20:00 23:00	Pub	20:00 23:00	Pub	20:00 23:00	Pub	20:00 23:00	Pub		
										19:00 21:00 Pub	
										22:00 23:00 Night Club	

Category: Characters

Jack

Mike MC

Bree MC

Jack is one of Mike's oldest friends.

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Jack



Voice actor Leo Greystone

Acquisition Immediate

Availability Public, Mike MC or Bree MC

Collaring --

Biographical information

Age 26

Date of birth Summer 12

Place of birth --

Physical description

Gender male

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Story events (Mike MC)

Demons and Demi-Gods

Prerequisites: days played ≥ 14 , Saturday/Sunday 14:00 - 17:00, living-room

Jack visits Mike on the weekend. He tells Mike that he wants to try the new version of Demons and Demi-Gods and that his house would be the perfect place to do so. As soon as Jack sees Mike's roommates Jack is not taking no for an answer as soon as both Bree and Sasha decide to also join their adventure.

Jack calls

Prerequisites: done Demons and Demi-Gods, Monday - Friday, 14:00 -17:00

Jack calls to tell Mike that he plans to play the next Sunday.

The adventure

Prerequisites: done Jack calls, Sunday, 14:00 - 17:00, living-room

Jack hands out all their character sheets and they start their adventure in the local tavern. Mike has to decide multiple times during this adventure if he sides with Bree or with Sasha when something needs to be decided.

	Decision 1	Decision 2	Decision 3
Choose Bree	+1 RPG-point	+1 RPG-point	+1 RPG-point
Choose Sasha	+1 RPG-point	+1 RPG-point	+1 RPG-point

After the third decisions if one of them has zero RPG-points she will tell Mike that she didn't like it and that will end the RPG sessions.

Outcome: Depending on their RPG-points they will gain the same amount of LP.

The adventure continues

Prerequisites: done the adventure, Sunday, 14:00 - 17:00 living-room, Bree & Sasha RPG-point's ≥ 1

Sasha and Bree are eager to play the next round of their Double D adventure. While they wait for Jack to arrive Mike decides to lift the mood a little by asking pointing out that both of them bought their own dice set's.

Look at Bree's dice +1 RPG-point **Look at Sasha's dice** +1 RPG-point

After Mike checked out either Bree's or Sasha's dice Jack finally arrives and they playing. If Minami has already moved in, she will also partake in this round. Therefore the Choose Minami option is only valid if she is part of this adventure.

	Decision 2	Decision 3
Choose Sasha	+1 RPG-point	+1 RPG-point
Choose Bree	+1 RPG-point	+1 RPG-point
Choose Minami	not available	+1 RPG-point
Choose none	not available	+1 RPG-point (all of them)

The adventure will continue if Sasha & Bree each have ≥ 2 RPG-points and Minami (if she is part of the group) has ≥ 1 RPG-point

Jack/FemaleMC

- Mike MC
- Bree MC

In-game description: "Jack is Mike's friend."

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Introduction

Prerequisites: Acquire a Zbox 360 from the Electronics shop in the mall, Bree is in living room

Bree is in the living room playing on the Zbox 360 when there's a knock on the door. Bree opens the door and nearly gets hit in the face due to Jack not paying any attention while knocking on the door. Jack's here to see Mike. At this point, Bree can either say she doesn't care or invite Jack to come in. Either way, Jack enters into the living room and sees the game that Bree is playing. In his excitement, he nearly spoils a section of the game by wanting to ask if she got to that point yet. Before he can ask though, Bree cuts him off by telling him not to spoil the game and she goes back to game until Mike comes out of his room. Another interruption for Bree's gaming, ugh. If you didn't invite Jack inside, Mike asks Bree why she didn't tell him Jack was here. Bree tells him that she isn't his fucking social secretary. This results in a -1 ❤️ for Mike

Inviting Jack inside leads to him being embarrassed at Bree making an innuendo out of her playing on the Zbox 360. Brushing this aside, Jack asks if he can come in to see Mike to which Bree responds with another innuendo; "Of course you can, Jack. You can come wherever you like!" Bree and Jack introduce their names to one another. Jack plays with Bree on the Zbox 360 while Mike gets ready. Jack even warms up to how Bree is flirting with him, until Mike enters the room. Jack jumps up when this happens, looking guilty. Mike asks why Bree didn't tell him Jack was here. Oops! It must have slipped her mind. Mike laughs and leaves with Jack, letting Bree get some more gaming time alone. Jack turns and gives a smile to Bree over his shoulder. She returns the gesture and gives him a wink and blows a kiss and goes back to gaming.

Outcome: Depending on your choice, -1 ❤️ for Mike or +2 🧠 for Jack, Jack ❤️ max set to 10

Bumping into Jack at the Electronic Store

Prerequisites: Jack ❤️ >= 10, Electronic Store



Bree is wandering about the mall and just finds herself ending up at the video game store and browsing the shelves on a whim. She finds an old game she hadn't seen in years, Penultimate Fantasy 7! She briefly reminisces about her childhood and playing the game as she reaches out to pick up the game. She doesn't know what the price is, she doesn't even know what the format is but the nostalgia is too much to resist. It's only when her fingers touch someone else's that she breaks from her daze. She follows the fingers up to an arm, then up to a face. It's Jack! What is he doing here? He seems to want the same video game as Bree. Unfortunately, it's the only copy the store is selling. He already has multiple copies of the game while Bree doesn't have any copy of the game. Only, this is the edition that game that came with a demo for Penultimate Fantasy 8. Bree's conflicted. At this point she can either fight for it, let it go, or challenge Jack.


Choosing to fight for it, Bree will slide her other hand down the front of his pants and squeeze his cock while she looks into his eyes. This results in -1 ❤️ and +3 🧠. Jack gets hard and at this point, Bree bats her eyelashes at him after telling him she really, really wants this game. Jack yields and they walk to the counter with the game in Bree's hands where she pays for it. With this, she invites jack to hangout and play some games and maybe eat some pizza. Jack lights up and mentions including Mike. It will just be the two of them!

Jack










Voice actor	Leo Greystone
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	—
Biographical information	
Age	26
Date of birth	Summer 12
Place of birth	—
Physical description	
Gender	male

Choosing to let it go, Bree will let go of the game and tells Jack to take it. Jack's confused and asks her what just happened. Bree tells him she wants him to have it but Jack's not convinced by this so he shakes his head. He comes up with a better idea, which results in +2  and +1 

Choosing to challenge him, Bree challenges Jack to a lightsaber duel at dawn. This results in +1  and +1 

All options while resulting with some different stats will lead to Bree inviting Jack to hangout with her and a +5 

Outcome: Fight for it results in -1  and +8 . Let it go results in +2  and +4 . Challenge him results in +1  and +6 . Jack  max set to 20

Weekend Hangout

Prerequisites: Jack  >= 20, Living Room, 20:00-0:00, Saturday or Sunday

Bree's in the living room overthinking about her "hangout" with Jack. All too soon she's broken from her thoughts by a knock at the door, she leaps up and moves towards the door to let Jack in. He greets her with some nerdy enthusiasm and Bree soon forgets all her prior worries. Bree heads to the kitchen to grab the pizza and almost burns herself on it as she's lost in thought again. When Bree returns to the living room, Jack's looking through the collection of games that her and Mike own and is astonished at the amount of reputable games he sees in front of him. Bree blushes at the compliment and asks Jack if he sees anything he wants to play but he tells her that she should pick the game as she is the host. She chooses to play Evil Residence but Jack just frowns at this as the game is single-player only so one of them will have to watch and that's no fun. Bree waves away his concerns telling him she has a plan to which Jack responds with trust and then asks whether they'll be playing Evil Residence one, two or three. Bree remarks by saying they'll be playing Evil Residence one, two, and three! Bree shuffles over to where Jack is sitting on the floor and places herself in between his legs, leaning back against him. Jack's startled at this so he asks her what she's doing. "Just getting comfy, Jack." she chuckles. Jack is awkward and uncomfortable before spending a while playing the game after which, he seems to warm up to his current situation. Jack mansplains the game to Bree by pointing out a hidden chamber that she already knows about. She makes a point of letting him think he's impressing her.



Soon enough, Bree reaches behind her and starts rubbing Jack's cock through his pants which makes Jack gasp. Jack's cock gets hard and this lets Bree know that he seems to like it a lot so he'll love what she'll do next. She slips her hand into his pants and grabs his cock which makes Jack gasp once again but he doesn't protest. No, he only seems to be playing much better as she strokes his cock. Bree talks dirty to him as he lets out a gasp and a whimper before cumming. After a while, the pair have gorged themselves on pizza and played all the games they can play and Jack starts yawning, to which Bree does the same out of sympathy. Jack gets up and says a brief good night to Bree before she kisses him on the cheek.

Outcome: Jack  max set to 30


Talk to Jack on the Weekend

Prerequisites: Jack  >= 30, Saturday or Sunday


The next time Bree sees Jack, he's doing that guys do when there's something bugging them. Part of her wants to call him out on it when she realises what he's doing. He's actually just trying to work up the courage to ask her to come to a comic convention. He was supposed to be going with Mike, but Mike cancelled so he's offering the spare ticket to Bree.




Bree can either accept, think it through, or decline. Accepting will lead to Jack telling Bree that there's cosplay contest and a +1 . Thinking it through will lead to another dialogue choice where Bree will have to accept or decline. Declining will lead to -1 

Dialogue about the cosplay contest will differ depending on Bree's 

Outcome: Jack  max set to 40, Unlock "Prepare cosplay" icon in Bree's bedroom

Comic Convention

Prerequisites: Jack  >= 40, 13:00-14:00, days passed >= 14, didn't decline invite

It's the day of the convention and Bree is ecstatic and drags Jack here, there, and everywhere but it's not like he's complaining because everything Bree rushes to see, he's crazy about too! That and the fact Bree's in her costume for the cosplay contest happening later on. She's dressed as Sindee from Penultimate Fantasy 15. Jack compliments Bree's appearance who responds with a smile but the very next moment, her attention is elsewhere. She sees three different important figures; the guy who draws Tank Babe, Nate Filliman and Metallikea (aka Metalliker) and with this, they both get into queue to get something signed by Metallikea. Depending on Bree's Morality, she can either; flash Metallikea, get them to sign her boobs, kiss them with tongue, or without tongue. Flashing them requires 100 , getting them sign her boobs requires 75 , kissing them with tongue requires 50 .

After they're finished with the signing, Jack is in a daze over how much of a geek Bree is. Bree is upset that Jack is upset and defensive so she asks him if it's a problem. Turns out it's not! Quite the opposite in fact. Jack is amazed at how Bree isn't bored out of her mind by this point and she breaks into a smile of relief but she doesn't have more than a few seconds to enjoy it. The cosplay contest is about to start. If Bree has the Cosplayer skill (doesn't currently exist) or has a completed half of her cosplay, she can enter. Otherwise, she will not enter the contest.

Please note that at this time, this event is bugged and Bree will not enter the contest regardless of if you completed the outfit to 100% or not.

Now aware of this fact, Bree grabs Jack and drags him while running to where the contest is taking place. You now have three options on how Bree will choose to portray herself in this contest; Play the character, Strike poses, Make sexy moves. If Bree chooses to play the character and she has the video game skill, she will get a +15 in cosplay preparation otherwise she will lose -10 in cosplay preparation. If Bree chooses to Strike poses and her 🌟 >= 25 then she will get a +10 in cosplay preparation otherwise she will lose -5 in cosplay preparation. If Bree chooses to Make sexy moves and has 50 🍷 then she will gain +15 in cosplay preparation, otherwise she'll get a -10 in cosplay preparation.

Now it's time for results! If Bree has >=90 in cosplay preparation then she'll win the contest! If she doesn't, then she'll lose the contest. Winning the contest results in +3 ❤️ and +3 🧠, losing the contest will result in +2 ❤️ and +1 🧠

As soon as Bree comes off the stage, Jack hurries over with a huge smile on his face which results in Bree smiling too. He congratulates her, saying she was great up there. A quick study of his reveals that it doesn't matter to him if Bree won or lost and instead he seems more proud of being able to call himself Bree's friend more than anything else.

Outcome: Jack ❤️ max set to 60

Talk with Jack at Home after a Date

Prerequisites: Jack ❤️ >= 60, Jack must be on a date, Bree must be at home

Taking Jack on a date at home will initiate this event. Jack is lost in thought over his insecurity on his appearance. Bree asks him what's wrong and he dismisses her by saying nothing's wrong. Still, Bree continues pushing and eventually, Jack tells her what's on his mind; "Would you like me better if I maybe looked...different?" With this, Bree has three options to reply with; "You're perfect as you are", "You could use a little refinement", "You need a lot of work". With Bree saying "You're perfect as you are" she tells Jack he can lose all the weight he wants if it makes him happier but he doesn't have to change for her. This results in +2 ❤️ and +75 🍷. Afterwards, she gives Jack a handjob and then a blowjob and the date ends.

Choosing "You could use a little refinement" is a neutral answer and Bree's dialogue will differ depending on her Morality. If you choose "You need a lot of work" then you lose -3 ❤️ and -75 🍷.

Outcome: Finishing the date with 🍷 >= 90 results in +10 🧠

Time Schedule

The following table shows at which time you can meet Jack in various locations.

Warning: The table is only valid if you turn randomness off

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
0:00	Sleep	0:00	Sleep	0:00	Sleep	0:00	Sleep	0:00	Sleep	0:00	Sleep	0:00	Sleep
4:00		4:00		4:00		4:00		4:00		4:00		12:00	
5:00	Street	5:00	Street	5:00	Street	5:00	Street	5:00	Street	5:00	Park	13:00	Arcade
11:00		11:00		11:00		11:00		11:00		14:00		13:00	
12:00	Bakery	12:00	Bakery	12:00	Bakery	12:00	Bakery	12:00	Bakery	15:00	Maid Cafe	14:00	Maid Cafe
13:00		13:00		13:00		13:00		13:00		16:00		16:00	
14:00	Electronic Store	14:00	Electronic Store	14:00	Electronic Store	14:00	Electronic Store	14:00	Electronic Store	17:00	Street	17:00	Movie Theater
15:00		15:00		15:00		15:00		15:00		18:00		18:00	
16:00	Arcade	16:00	Arcade	16:00	Arcade	16:00	Arcade	16:00	Arcade	18:00	Sleep	19:00	Pub
17:00		17:00		17:00		17:00		17:00				21:00	
19:00	Street	19:00	Street	19:00	Street	19:00	Street	19:00	Street			22:00	Strip Club
20:00		20:00		20:00		20:00		20:00				23:00	
21:00	Pub	21:00	Pub	21:00	Pub	21:00	Pub	21:00	Pub				
22:00		22:00		22:00		22:00		22:00					
23:00	Sleep	23:00	Sleep	23:00	Sleep	23:00	Sleep	23:00	Sleep				
24:00		24:00		24:00		24:00		24:00					

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Ryan



Voice actor	LusterRose
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Physical description	
Gender	male

Ryan was one of the original three roommates and Samantha's fiance'/husband. He is also very minorly involved with Lexi's storyline.

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Ryan was one of the original three roommates and Samantha's fiance'/husband. He is also very minorly involved with Lexi's storyline.

Ryan



Voice actor	LusterRose
Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Physical description	
Gender	male

Scottie

In-game description: "Scottie is Sasha's ex-boyfriend. He seems kind of dim, and can best be described as a lunkhead."

Scottie is Sasha's ex-boyfriend. For Mike MC he can appear in a couple of scenes, and Sasha can ask Mike to include him in a threesome.

For Bree he is a dateable character.

After a date, Scottie can spoon with Bree. He can fuck her anally or vaginally. With low enough morality, Bree can clean his dick after anal sex.

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Bree MC events

Scottie Visits Sasha

Prerequisites: Living room, Sasha present, Sasha not hidden, >= 7 days played

Scottie comes over to the house to argue with Sasha about their breakup. Eventually, he'll turn to Bree and hit on her in front of Sasha.

If Bree shoots him down, he'll leave the house and be gone forever.

If Bree leads him on, Scottie gains +5 you open an opportunity for a Sasha/Scottie threesome.

Outcome: If lead on, Scottie max set to 10. If shot down, Scotite leaves and is gone forever.

Scotties Needs Money

Prerequisites: Scottie >= 10, Scottie present, Scottie not hidden

Scottie meets with Bree and asks her if she can lend him money until he gets his pay-check at the end of the month.

If Bree refuses Scottie will lose 2 . If she lends him the money Bree will lose 100 and Scottie will gain +2 .

Outcome: Depending on your choice, Scottie max set to 20

Bree Gets Mugged

Prerequisites: Scottie >= 20, Street or Dark Alley, Scottie present, Scottie not hidden, 10:00-23:00

Bree's minding her own business walking down the street when out pops a mean mugger! If Bree has >= 50 , she can decide to give the mugger a blowjob in the alley. Otherwise, Scottie steps in to save her. If Bree has >= 25 then she will reward Scottie with a blowjob for saving her, leading to a +3 . Otherwise, the event ends with Scottie beating the mugger and Scottie gaining +1 .

Outcome: Depending on Morality stat, Scottie gains +3 or +1 if he saved Bree, Scottie max to 50

Scottie Calls Bree

Prerequisites: Scottie >= 30, Scottie not present, Scottie not hidden.

Scottie will call Bree to ask her out on a date. Bree can either agree to go on a date with Scottie or she can pass on the date.

If Bree agrees to go on a date with Scottie, he will gain +1 .

If Bree passes on the date, Scottie will lose -5 and will disappear forever.

Outcome: Scottie max set to 40

Scottie



Acquisition 7 days in

Availability Public, Bree MC

Pregnancy No

Collaring No

Marriage No

Biographical information

Age 28

Date of birth Winter 2

Physical description

Gender Male

Personal information

Traits Rebel, Submissive, Bitchy

Likes Charm, Not Home

Talk Topics Travels, Fashion

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Meet Scottie at the Nightclub

Prerequisites: Scottie >= 40, Nightclub, Scottie not hidden, not on date

Bree arrives at the nightclub but Scottie is nowhere to be seen. Scottie is fashionably late and Bree tells him she was worried he'd stand her up. Once inside, Scottie offers Bree a drink. She can either accept or decline his offer. Declining his offer gives +1 while accepting it gives +1

Regardless, Scottie and Bree will start dancing. If Bree has >= 25 things on the dancefloor start to get steamy resulting in +2 and +2 . If Bree has >= 50 , she will drag Scotty off to the bathroom to give him a blowjob which will eventually result in a gain of +3 . Finishing up, Bree puts his cock away and kisses him on the lips.

Outcome: Scottie max set 50

Time schedule

The following table shows at which time you can meet Scottie in various locations.

Warning: The table is only valid if you turn randomness off.

Monday		Tuesday		Wednesday		Thursday		Friday		Saturday			Sunday	
00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep	00:00 09:00	sleep		00:00 05:00	nightclub
1 0:00 17:00	mall (ground floor)	10:00 17:00	mall (ground floor)	10:00 17:00	mall (ground floor)	1 0:00 17:00	mall (ground floor)	10:00 17:00	mall (ground floor)	10:00 11:00	coffee shop		06:00 10:00	sleep
18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	18:00	clothes shop	12:00 14:00	coffee shop		11:00 16:00	park
19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	19:00 20:00	sex shop	15:00 16:00	waterpark	spring/summer	17:00 23:00	pub
										15:00 16:00	clothes shop			
										17:00 18:00	clothes shop			
										19:00 21:00	pub			
										22:00 23:00	pub			

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Shawn



Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	--
Date of birth	--
Place of birth	--
Physical description	
Gender	male

In-game description: Shawn is Palla's roommate. He works in the Electronics store, deals weed on the side, and believes the zombie apocalypse is coming. He is involved in Palla and Amy's storylines. Shawn is planned to be a romance option for Bree MC.

Categories: [Characters](#) | [Teaser Characters](#) | [Bree MC Characters](#)

The Master

Mike MC

Bree MC

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The Master is met at the Beach, and can teach Martial Arts.

Events

Meet the master

Prerequisites: Summer, access to the beach, Tuesday, Thursday or Saturday 10:00 - 16:00, 50% chance, don't know the karate skill

Mike will meet a strange men who introduces himself as "The Master". He tells Mike that he can teach him the ancient ways of martial arts.

If Mike accepts he can now train with The Master.

After Mike trained with the master a couple of times he will reach 100% in the martial arts skill. That does not mean that he learned the skill yet.

Finish your training

Prerequisites: done meet the master, Beach, train with The Master, Martial arts progress = 100%

The master tells Mike that there is nothing he can teach him anymore and after a quick training fight Mike learns the martial arts skill.

Outcome: Mike learns martial arts

Categories: Characters | Bree MC Characters | Mike MC Characters

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Master

Acquisition

Immediate

Availability

Public, Mike MC or Bree MC

Collaring

--

Biographical information

Age

93

Date of birth

Summer 3

Place of birth

--

Physical description

Gender

male

Personal information

Traits

pervy, high libido, low fertility, dreamer, fitness, beach, sporty

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The Master/FemaleMC

- Mike MC
- Bree MC

The Master is met at the Beach, and can teach Martial Arts.

Bree can perform sexual acts with him for money.

Events

Meet The Master

Prerequisites: Summer, access to the beach, Tuesday, Thursday or Saturday 10:00 - 16:00, 50% chance, don't know the karate skill

Bree will spot a bald old man on the beach spying on some sunbathing girls.

If Bree's 🧡 is >= 25, she can try scare him off. If Bree's 🔴 is <= 25, she can flirt with him.

First Training

Prerequisites: Summer, access to the beach, have done [Meet The Master](#), 10:00-16:00

Second Training

Prerequisites: Summer, access to the beach, have done [First Training](#), 10:00-16:00

Bree Missed Training

Prerequisites: Summer, access to the beach, 10:00-16:00

master_female_money_favour

Prerequisites: Summer, access to the beach, 🧡 is < 3, ⚡ is < 3, 🦋 is < 3, 🍷 is < 3, 🔴 is < 25, 10:00-16:00

Bree can give a handjob at 🔴 is < 25 or a blowjob at 🔴 is < 50

Giving a handjob will result in 🟢 25 while giving a blowjob will result in 🟢

The Master is met at the Beach, and can teach Martial Arts.

Bree can perform sexual acts with him for money.

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Events

Meet The Master

Prerequisites: Summer, access to the beach, Tuesday, Thursday or Saturday 10:00 - 16:00, 50% chance, don't know the karate skill

Bree will spot a bald old man on the beach spying on some sunbathing girls.

If Bree's 🧡 is >= 25, she can try scare him off. If Bree's 🔴 is <= 25, she can flirt with him.

First Training

Prerequisites: Summer, access to the beach, have done [Meet The Master](#), 10:00-16:00

Second Training

Prerequisites: Summer, access to the beach, have done [First Training](#), 10:00-16:00

Bree Missed Training

Prerequisites: Summer, access to the beach, 10:00-16:00

master_female_money_favour

Prerequisites: Summer, access to the beach, 🧡 is < 3, ⚡ is < 3, 🦋 is < 3, 🍷 is < 3, 🔴 is < 25, 10:00-16:00

Bree can give a handjob at 🔴 is < 25 or a blowjob at 🔴 is < 50

Giving a handjob will result in 🟢 25 while giving a blowjob will result in 🟢 50

Master



Acquisition	Immediate
Availability	Public, Mike MC or Bree MC
Collaring	--
Biographical information	
Age	93
Date of birth	Summer 3
Place of birth	--
Physical description	
Gender	male
Personal information	
Traits	pervy, high libido, low fertility, dreamer, fitness, beach, sporty

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Victor

Victor is a teaser character that is only available if you play as Bree.

Victor

Acquisition

After 9 days at the nightclub

Availability

Public, Bree MC

Physical description

Gender

male

Story events

Nightclub firefight

Prerequisites: Nightclub, days played => 9

Bree witnesses a firefight involving Victor, who is wounded.

Categories: [Characters](#) | [Teaser Characters](#) | [Bree MC Characters](#)

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Special Events

At the moment there are two seasonal events which happen every year.

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Halloween



Halloween Planning


Prerequisites: Fall 20-30, 20:00 - 23:00, Bree & Sasha are at home, living room

Bree and Sasha suggest to host a Halloween party and ask Mike if he is also on board.

If Mike accepts, the party will take place at Fall 31. If he turns down the offer the party will not happen.

Invitation

Prerequisites: done Halloween Planning, interact with a girl,     >= 2, did not invite any girl that agreed to go.

Mike asks the girl he is talking with if she wants to come to his Halloween party. She will say yes if  >=50. You can ask another girl if she says no.

The party

Prerequisites: Fall 31, 20:00

During the party a bunch of guests arrive in costume like Jack, Scottie and the girl Mike invited to the Halloween party.

After the party there is a special after-date scene with the girl Mike invited.

If Mike did not invite any girl and Kylie is [available](#) and not [in prison](#), she will crash the party. Otherwise, he will dance with one of his housemates but there is no after-date scene

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Attention: For some characters the event changes depending which path of their story you play:

Shiori

If you invite Shiori and her  is < 63 you can go trick or treating with Shiori & Kanta.

Alexis

If you invite Alexis and she is on her [NTR path](#) you will get a special sex scene between her, Jack, Scottie and Ryan.

Samantha

If Samantha didn't divorce Ryan by the time of the event she will show up with him. Her scene changes a little bit if one of the following events have been done:

- [Samantha cheats on Ryan](#) (Path A) or [Samantha Reverse Cowgirl](#) (Path D) or [Samantha MMF](#) (Path C)

Christmas Party

Christmas Invitation




Prerequisites: done [Office Party](#), not [under investigation or lost your job](#), Cassidy is not gone, go to the office in the week before the Friday before Christmas


If you have not played Cassidy's storyline through, Dwayne will invite the office crew to a Christmas party which takes place on the Friday before Christmas. If Mike [has become CEO](#), he will be the one inviting.

The party will be cancelled if Mike is [investigated or fired](#) or if [he gets rid of Dwayne](#) before the party.

The party

Prerequisites: done Christmas invitation, Friday before Christmas, 14.00-18.00

During the party, Mike interacts with the girl with the highest . If Dwayne is still the CEO, he will make a pass at her and Mike can intervene. If he does, he loses 2 promotions and 10% work progress. If he chooses not to get involved, the girl loses -10  (-5  if Audrey).

For the special sex scene, Mike can choose any girl with  >= 50 he already had sex with once.

If Mike has become CEO he can also make [Cherie](#) the girl of the evening.

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Band Harem

The **Band Harem** is formed by [Sasha](#), [Anna](#) and [Kleio](#), the members of the band *The Deathless Harpies*.

In order to unlock the harem scenes, you do not have to play through the Battle of the Bands storyline.

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Band events

Mike joins the band



Prerequisites: done [Sasha has a band](#), had the guitar skill, Map, Friday 20:00-21:00, not cheated on Sasha

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Sasha introduces Mike to [Anna](#) and [Kleio](#) and they ask him to join the band. If he says he is okay with cross-dressing, the band events play out a little differently.

Outcome: [Anna](#) and [Kleio](#) unlocked, Studio unlocked

Band practice

Prerequisites: Studio, Wednesday or Friday, 18.00-22.00,  ≥ 1 ,  ≥ 3 ,  ≥ 3 , Sasha, Kleio and Anna present

Mike and the other band members prepare for the Battle of the Bands event. Their practice progresses 10% with every session.



The first round of battle of the bands will happen seven weeks after the first practice session.

First gig




Prerequisites: Studio, 41 days after first practicing, practice with the band

A week before the first round, Sasha tells the band they have landed a first gig for practice.


Outcome: Whether the performance is a success depends on the amount of practice:




- Practice $\geq 50\%$ gives the girls +5 
- Practice $\geq 25\%$ gives the girls +2 

Battle of the Bands round one




Prerequisites: Studio, Friday, days played ≥ 45 , done First gig ≥ 7 days ago,  ≥ 1 ,  ≥ 3 ,  ≥ 3 , click on the guitar icon.

At the beginning of the event Sasha will tell the band members that they will have to compete in two rounds. In order to move on to the second round, the band needs a BoB score of at least 75%.



The base score is calculated on the amount of practice you had. It gets modified depending on your reaction as well as your :





- BoB score +10% if you react positive; BoB score -10% if you react angry.
- BoB score +20% if  ≥ 75 ; BoB score +10% if  ≥ 50 ; BoB score -10% if  < 50 .

Battle of the Bands round two

Prerequisites: Studio, Friday, days played ≥ 55 , successfully finished round one ≥ 14 days ago,  ≥ 1 ,  ≥ 3 ,  ≥ 3 , click on the guitar icon.

In order to win the second round of Battle of the Bands, the band needs a BoB score of 100%.

Again, the base score is calculated on the amount of practice you had. It gets modified depending on your  and :



- BoB score +10% if  ≥ 75 ; BoB score -10% if  < 75 .
- BoB score +10% if  ≥ 75 ; BoB score -10% if  < 75 .

If they win the Battle of the Bands, the band will celebrate in a restaurant and in the nightclub. If one of the girls is your girlfriend or sex slave, you will take her home.

If the band harem has already been [formed with Anna and Kleio](#), Mike will have a threesome with them.

Band harem

In order to unlock the band harem you must meet the following criteria

			had sex
Anna	>=75	45	with both of them within 7 days
Kleio	>=75	45	
Sasha	>=75	45	with all three within 7 days (after finishing the threesome event)

Kleio & Anna showdown

Prerequisites: had sex with Anna & Kleio within the last 7 days

Kleio and Anna found out that Mike is sleeping with both of them. If both girls meet the criteria, they will agree to stay and form the Band harem.

If only one of the girls meets the criteria, she will give Mike up to the other one and leave the game permanently. If neither meets the criteria, both will leave.

Once you have successfully started the band harem you can overhear a conversation between Kleio and Anna in the pub (you have to interact with one of them) about anal sex.

Threesome

Prerequisites: done Kleio & Anna Showdown, Kleio & Anna  >= 85, Studio

Anna and Kleio will approach you at the studio and tell you that you are taking them to dinner and you will be given the option choose a day.

It is possible to fail the date with Kleio and Anna, the description and table below will show you how to avoid that. For this you need to get a "date score" of 3 (DS, not the same as in a regular date):

The first thing that can help you to successfully get through the date is your choice of clothes.

Fancy clothes	+0 DS	Military fatigues	+0 DS	Leather jacket	+2 DS	Else	-1 DS
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The girls will make a comment that changes depending on the clothes you wear during the date.

After that you have to make a few decision during the date in order to increase the DS.

Decision 1	Kleio	Anna	DS	Decision 3	Kleio	Anna	DS
Order fruit cocktails	-	+5 ❤️	+1	Try to calm both girls	+2 ❤️	+2 ❤️	+1
Order beers	+5 ❤️	-	+1	Return Anna's attention	-5 ❤️	+5 ❤️	-
Order spirits	+2 ❤️	+2 ❤️	+1	Return Kleio's attention	+5 ❤️	-5 ❤️	-
Order tap water	-5 ❤️	-5 ❤️	-1	Return both's attention (🌟 >= 50)	+5 ❤️	+5 ❤️	+2
Decision 2	Kleio	Anna	DS	Decision 4	Kleio	Anna	DS
Reach for knife and fork	+2 ❤️	-2 ❤️	-	Offer to pick up the bill (💰 >= 150)	+2 ❤️	+2 ❤️	+1
Reach for chopsticks	-2 ❤️	+2 ❤️	-	Claim to have no money	-2 ❤️	-2 ❤️	-1
-	-	-	-	Suggest they split the bill (💰 >= 50)	-	-	-

Sasha showdown

Prerequisites: done Band Harem threesome >= 7 days ago; won Battle of the Bands; not cheated on Sasha; had sex with Sasha, Kleio & Anna within the last 7 days

A week after the threesome, Sasha will confront you about how you, Anna and Kleio have been spending time together. So long as Sasha meets the criteria, she will ask to join. If Sasha does not meet either of the criteria she will leave the game permanently. If Sasha meets one of the criteria she continues as normal.

Foursome the first

Prerequisites: done Sasha showdown, 20:00-22:00, livingroom

Kleio and Anna will come to Mike's and Sasha's place and have some fun.

Foursome the second

Prerequisites: done Foursome the first, all members of the band harem are in the studio, 20:00-24:00

After a long practice session they decide that it's time for some relaxing at Mike's house.

The Reunited Deathless Harpies

Prerequisites: Completed Battle of the Bands, Formed the Full Band harem.

Some time must past between events in this chain.

As with other showdown style events, MC must have had sex with each member of the pairs within 7 days of the event.

Go on a date with Kleio at the pub

Go on a date with Anna at the water park

Go on a date with Sasha at the amusement park

Go on a date with Anna at the water park once again and reconcile her with Amy

Choices:

- both slides
- pull them both in

Go on a date with Kleio at the pub once again and reconcile her with Amy

Choices:

- handle the first round
- well that's a shame!
- pick either for helping at darts
- play against both at pool
- burgers or pizza? go with the opposite of who you picket to help with darts.

Go on a date with Sasha at the amusement park once again and reconcile her with Amy

Choices:

- Donuts
- Hedge maze
- Ask why they couldn't coexist in the band

Other Events

Kleio and Anna reacts to Sasha's Murder

Prerequisites: Kylie killed Sasha.

Talk to Anna or Kleio.

Endings

Anna & Kleio




Prerequisites: done Kleio & Anna showdown; Anna  > 97.5; Kleio  > 97.5; 2 wedding rings

To get Anna's  above 95 you have to finish her event [the concert](#).

To get Kleio's  above 95 you have to finish her event [Kleio needs help](#).

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually. If you successfully proposed you will see the Wedding scene the following Sunday and after that the epilogue in which you can see their children if they were pregnant during the wedding ceremony.

Band ending (Sasha, Anna & Kleio)

Prerequisites: done Sasha showdown; Anna  > 97; Kleio  > 97; Sasha  > 97; 3 wedding rings

To get Anna's  above 95 you have to finish her event [the concert](#).

To get Kleio's  above 95 you have to finish her event [Kleio needs help](#).

To get Sasha's  above 90 you have to finish her event [Confessing your feelings](#).

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually. If you successfully proposed you will see the Wedding scene the following Sunday and after that the epilogue in which the *Deathless Harpies* go on a tour together.

Category: [Harem](#)

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Bitchy Harem

The **Bitchy Harem** consists of [Audrey](#), [Palla](#) and [Cassidy](#).




To achieve the bitchy harem you have to meet the following requirements:

		
Palla	≥ 80	≥ 50 (≥ 45 for Cassidy)
Audrey	≥ 70 (≥ 80 for Cassidy)	≥ 50 (≥ 45 for Cassidy)
Cassidy	≥ 80	≥ 45

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Palla/Audrey threesome

Prerequisites: Palla restaurant date, Palla  ≥ 80 , Audrey  ≥ 70 , Palla & Audrey  ≥ 50 , done Palla establishes boundaries

While on a date with Palla, Palla gives Mike a BJ. However, Audrey shows up and sits down. She makes a scene when she discovers Palla under the table, and they are kicked out of the restaurant.

Eventually it turns out Palla and Audrey set this up in advance, and they both agree they should be punished. Mike can walk out here. Or Mike can take them home.

Mike can spank either or both of them, and then there is a threesome scene.

Palla apologizes for Audrey

Prerequisites: Palla present, done Palla/Audrey threesome, did not walk out

Palla explains what her plan actually was, apologizes for Audrey's behavior, and asks Mike if he wants to do it again. If he answers yes, Mike can have Palla and Audrey threesomes by asking her on a date and including Audrey.

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Palla asks if Mike is mad

Prerequisites: Palla present, done Palla/Audrey threesome, walked out on them.

Palla asks if Mike is mad and seems genuinely sorry and humble about it. She explains she thought Mike would really like a threesome and wanted to be dramatic, and blames Audrey for screwing it up. She asks Mike if he'd like that threesome. If he answers yes, he can arrange it by inviting her and Audrey on a date together.

Cassidy/Audrey showdown

Prerequisites: Palla and Audrey are already part of the Bitchy Harem, Mike is in his office at work, Cassidy's status is either girlfriend or pet, Cassidy and Audrey are at work, Mike had sex with Cassidy and Audrey in a timespan of 7 days

Mike fucks Audrey while Cassidy watches. Depending on the girls stats the following could happen:

Outcome	Requirements
Successful showdown	Audrey and Cassidy ❤️ >= 80, 🧑‍🚀 >=45
Cassidy leaves the game	Successful showdown requirements are not true, Audrey ❤️ > Cassidy ❤️
Audrey leaves the game	Successful showdown requirements are not true, Audrey ❤️ < Cassidy ❤️

(If their ❤️ are equal and they do not meet the Successful showdown requirements it's random who leaves)

Cassidy/Palla showdown

Prerequisites: Palla and Audrey are already part of the Bitchy Harem, Mike is on a date with Cassidy at the nightclub, Mike had sex with Cassidy and Palla in a timespan of 7 days


Mike and Cassidy meet Palla at the nightclub.

Outcome	Requirements
Successful showdown	Palla and Cassidy ❤️ >= 80, 🧑‍🚀 >=45
Cassidy leaves the game	Successful showdown requirements are not true, Palla ❤️ > Cassidy ❤️
Palla leaves the game	Successful showdown requirements are not true, Palla ❤️ < Cassidy ❤️

(If their ❤️ are equal and they do not meet the Successful showdown requirements it's random who leaves)





Note: if you start your date at the nightclub with a negative date progress, you will lose 1 heart with Cassidy and end up failing the showdown

Cassidy joins the Bitchy Harem (hidden event)




Prerequisites: Done **Cassidy/Audrey showdown** and **Cassidy/Palla showdown**
If both showdowns are done, Cassidy automatically joins the bitchy harem. There's no indication this happens (but Cassidy's  should get locked at that point)

Foursome Request

Prerequisites: Done **Cassidy joins the Bitchy Harem**, Audrey/Palla/Cassidy are part of the Bitchy Harem, Mike is not on a date, Mike visits the mall or the nightclub
Audrey and Palla want to talk to you about Cassidy.

Dialogue option	Outcome
Agree to ask Cassidy	Audrey  +2, Palla  +2
Refuse to ask Cassidy	Audrey  -4, Palla  -4, Cassidy leaves the Bitchy Harem

Mike asks Cassidy about the foursome

Prerequisites: Done **Foursome Request**, Audrey/Palla/Cassidy are part of the Bitchy Harem, Mike is not on a date, Cassidy is present and Mike talks to her
Outcome: If Cassidy  ≥ 80 and  ≥ 45 , she will agree, otherwise she leaves the bitchy harem and loses -10 

Nightclub encounter

Prerequisites: Done **Mike asks Cassidy about the foursome**, Cassidy agreed to the foursome, Mike goes on a date with Cassidy and **dances** with her
Cassidy and Mike meet Palla and Audrey at the club.

Category: Harem

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College Harem

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Story Events

The science project

Prerequisites: kitchen, 07:00 - 10:00, Had sex with Anna & Bree within 7 days, Bree is in the kitchen

Mike meets Bree in the kitchen and she looks a bit tired. He asks her what is wrong and she tells him that there is a science competition coming up at their university. Mike proposes, that Bree should work together with Anna for this competition.

The meeting

Prerequisites: done The science project, university, Bree and Anna are at the university

Mike helps Bree and Anna to form a team for the science competition.

Lab rat

Prerequisites: done The meeting, livingroom, Bree is in her bedroom

Mike hears a loud scream from Brees room and runs to the maiden in distress. He can choose one of the following options:

Option	Bree	Anna
Barge into the room	+6  +1 	+2  +1 
Knock on the door	+2 	+4 
Listen at the door	-6  -1 	-2  -1 

Once they all processed the situation Bree and Anna ask him if he would be willing to partake in some hands-on experiment.

- If Brees  > 50 & Annas  > 50, there will be an additional bj scene.

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After the first experiment turns out to be a success, they start preparing for the second phase of it.

Option	Requirement	Bree	Anna	Additional Information
I have a bad feeling about this	-	-6  -1 	-6  -1 	The event ends here
Go easy on me	 > 60	+6  -1 	+6  -1 	The event continues
I'm ready	 > 60	+2  +3 	+2  +3 	The event continues

- If Brees  < 50 & Annas  < 50 the event will end no matter what was chosen before.

They continue the second part of their experiment until they have gathered enough data.

Presenting the results

Prerequisites: done Lab rat, university, **Bree is NOT pregnant**, Bree & Anna are at the university

Mike meets Bree and Anna and they show him a video about the presentation of experiment.

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Criminal Harem

The Criminal Harem consists of the policewoman [Camila Foglio](#) and one of the games less than law abiding citizens, [Lexi](#).

Contents [hide]

- [If already involved with Lexi](#)
 - [Go find Lexi to the police station](#)
 - [Talk to Camila about Lexi bail](#)
 - [Back alley Blowjob](#)
 - [Go on a Date with Camilla and Lexi](#)



If already involved with Lexi

To form the Criminal Harem, you need to have slept with both Lexi and Camila within 7 days of each other.

Go find Lexi to the police station

Prerequisites: Had sex with Camila

Lexi wants MC to bail her out.

Agree	-1 000 
Refuse	Lexi -25 

Outcome: "Talk to Camila about Lexi bail" appears in tracker.

Talk to Camila about Lexi bail

Prerequisites: Completed Go find Lexi to the police station, interact with Camila.

If you choose to lie to Camila, she will lose 25 

If you choose to tell her the truth, and don't have the following stats, she will leave the game permanently. Otherwise the criminal harem will be formed.

		
Camila	≥ 75	≥ 45

Back alley Blowjob

Prerequisites: Completed Talk to Camila about Lexi bail. Camila is okay with Lexi.

Go on a date with Lexi to a nightclub.

Triggers if at nightclub between 2 and 4 am.

Outcome: Camila and Lexi give you a blowjob in the alleyway.

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Go on a Date with Camilla and Lexi

Prerequisites: Done Back alley Blowjob, Ask Camilla and Lexi for a date

The table below shows the optimal way to achieve this. **The random events are not necessary for a successful completion!**

Dialogue option		Requirement
Let's grab a drink while we wait for her		
Try a more subtle approach		 >= 60
RANDOM	Let's split	(33% chance of happening)  >= 75
	Fun facts about 'Gravlax'	(33% chance of happening) Foodie or Cooking skill +  >= 75
	Ask for a doggy bag	(33% chance of happening) Iron stomach skill
Find a diplomatic solution		 +  combined >= 150
Let's go somewhere else		None

Outcome: Camilla and Lexi come home for sex

Category: **Harem**

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Electronics Harem

Contents [hide]

- [1 Talk to Shawn at the pub](#)
- [2 Discuss the video with Amy](#)
- [3 Give Shawn the memory card](#)
- [4 Report back to Amy](#)
- [5 Fun Times](#)
- [6 Shawn suggests an idea](#)
- [7 Talk to Palla](#)
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Talk to Shawn at the pub

Prerequisites: Amy  >=60; Go to pub between 22:00 and 04:00 while Amy is not there

Shawn is drunk and rambling...

Responses			Outcome
Grow a pair	Keep the conversation		End Goth Harem
	Keep talking about Amy	Be reasonable	End Goth Harem
		Keep up the pace	Start Electronics Harem
Who need balls anyway			End Goth Harem

Outcome: Provided you make the proper choice, "Talk to Amy" appears in your tracker

Discuss the video with Amy

Prerequisites: Completed [Talk to Shawn at the pub](#); Interact with Amy

Run the idea by Amy

Outcome: "Go to the Electronics store on a Sunday" appears in your tracker

Give Shawn the memory card



Prerequisites: Completed [Discuss the video with Amy at the pub](#); Sunday; Electronics Store

Deliver the memory card to Shawn on Sunday when Amy has the day off.

Shawn rewards you with either a Zbox or a small store discount (15% off regular price).

Outcome: "Talk to Amy" appears in your tracker



Report back to Amy

Prerequisites: Amy  ≥ 65 ; Amy  ≥ 20 ; ≥ 7 day since completed [Give Shawn the memory card](#); Interact, then talk with Amy

Amy tells MC that life with Shawn has mellowed out, and Shawns B-Day is coming up. Since you know him better, she asks what she should get him. If you suggest a safe gift, the Electronics Harem ends.

Outcome: Depending on your response, the Electronics Harem either ends or continues

Fun Times

Prerequisites: Amy  ≥ 70 ; Amy  ≥ 50 ; ≥ 1 day since completed [Report back to Amy](#); Pub between 19:00 and 21:00, any day except Sunday

Go to the pub in the evening between 19:00 and 21:00.

If you try to move things along by shaming Shawn, he storms off, which ends both Electronics Harem and Goth harem

Outcome: Providing that you motivate Shawn, the Electronics Harem continues

Shawn suggests an idea

Prerequisites: Completed [Fun Times](#); Completed [Mike meets Palla's mystery man](#); Be at the pub between 19:00 and 23:00

Shawn wants to float an idea past you...

Response	Outcome
Let me think about it..	Progresses Electronics Harem
Absolutely not, you greedy little man!	Ends Electronics Harem

Outcome: If progressing, **Electronics Harem** is completed, **Electronic Harem + Palla** appears on the tracker

Talk to Palla

Prerequisites: Completed [Shawn suggests an idea](#); Talk menu option for Palla

Interact with Palla, the click on the talk icon, and an icon "**Foursome with Shawn**" will appear on her menu.

Outcome: Palla surprises you

Get Amy on board

Prerequisites: Completed [Talk to Palla](#)

Interact with Amy, the click on the talk icon, and an icon "**Foursome with Shawn**" will appear on her menu.

Outcome: Amy agrees, but the tracker says **That's all of Amy's story for now**

Fashion Harem

The Fashion Harem was added with version 22.4.0 of the game.

The Fashion harem contains of [Sasha](#) and [Palla](#). The first event of the harem is part of the popularity poll in which the Patreon supporters could vote for their favorite girl.

Events


Only One Queen

Prerequisites: done [meet Palla in the clothes-store](#), be at home, Sasha's  >= 25, Sasha is in the clothes-store, Didn't cheat on Sasha, Palla & Sasha are available, not on a date, had sex with them within a 7 days time frame


While Mike is browsing through some ratings for the clothes-store Sasha works in he can decide to either visit her, praise her at home or do nothing.

If Mike does not visit her the event ends here.

If Mike decides to visit Sasha he will hear a some strange noises from the staff only are of the clothes-store.

- If Mikes does not Investigate **the event will** end here
- If Mike Investigates and his  is < 50 or he does not have the sneaky skill **the event ends without a scene**
- If Mike passes the check, he will see Sasha working hard for customer satisfaction

After a successful sneak attempt Mike has to decide if he wants to only watch the scene in front of him or if he wants to try and convince them to let him participate.

- If Mike's  is < 60 he will be sent away
- If Mike passes the charm check he will partake in the customer satisfaction process

Outcome: Sasha and Palla will both gain +2 , +2  and +10 

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Friendly Harem

This is a harem containing Samantha and Emma.

Harem events




Date with Emma at the mall





Prerequisites: Emma's  ≥ 63 , Samantha's  ≥ 63 , Samantha is divorced, had sex with Emma and Samantha in the timespan of one week. **(these are only the conditions to trigger the event, see the conditions below to form the harem)**

Mike & Emma have a date in the mall until Sam spots them.

Those are the conditions to successfully form the harem:

			
Emma	≥ 75	≥ 45	≥ 25
Samantha	≥ 75	≥ 45	≥ 25

If  for both girls are ≥ 75 but the other stats ( and ) don't match Emma will leave the game.

If Emma's  \geq Sam's  and Emma's  ≥ 63 Sam will leave the game. If Emma's  ≤ 25 she will follow.

Threesome

Prerequisites: Afternoon or Evening, at least 2 days after "**Date with Emma at the mall**", Mike is not on a date, Mike is at home, the harem was formed successfully during "**Date with Emma at the mall**"

Emma and Samantha pay a surprise visit.

(If Mike invites Emma or Sam on a date afterwards he can to go on a date with both girls to repeat the threesome)

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Gaming Harem

A harem involving [Bree](#) and [Kat](#) (meaning this harem is exclusive to [Gamer Bree](#))


Bree & Kat Events

Forming the harem

In order to start the gamer harem, you must meet the following criteria:

			
Bree	>= 75?	>= 50?	>= 50?

To start the harem, you must be on the [Gamer Bree](#) path and must have met Thyra in [Offline meet up](#). You must then go into the living room at home when only Bree is there, in the afternoon on the weekend (12PM and 4PM both work). Kat will interrupt while Mike is playing games with Bree at home, and you must accept her request to join you in order to start the harem. During the event, you will be given the option to have sex with either Kat or Bree during the threesome.

Bree doesn't technically have to have greater than 75  for this event but it is a pre requisite for the [Offline meet up](#) event.

This is the only event in the harem so far.

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GoodEvil Harem

A harem involving the (initially) saintly [Harmony](#) and the always bad girl [Lexi](#).


Forming the Harem

To start the showdown, you must have had sex with Lexi and Harmony within 7 days of each other

Beach Date with Lexi

While on a date with Lexi, you and her run into Harmony. At this point they confront you with your choices

If the following is true the showdown succeeds, and the harem is formed.

		
Lexi	>=75	
Harmony	>=75	Harmony has done a blowjob at least once

Otherwise, the characters that don't meet the requirements will leave forever.

Currently they're no further events in this harem.

Category: [Harem](#)

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Goth Harem

Amy calls MC at night

Prerequisites: ' Amy  >=85; 01:00 to 02:00

Amy calls at night.



Response	Outcome
... Alright, I'm coming...	All the choices from this point have no effect to stats
Nah, I'll find something else to do, but thanks	-2  +3 

Outcome: The next event in the Goth harem shows up in the tracker.

Wait for an afternoon phone call

Prerequisites: Completed [Amy calls MC at night](#)

Uh oh, someone is not happy.



Response	Outcome
Why not...	continuation of scene
I'm not intersted in doing it with Vincent	End of Goth harem, - 2  +3 

Outcome: The next event in the Goth harem shows up in the tracker.

Wait for an afternoon phone call 2

Prerequisites: Completed **Wait for an afternoon phone** call, Amy  >=100, Amy  >= 90, 14:00 to 18:00

Both at once.

Response	Outcome
Yeah, sure...	continuation of scene
I'm tired of this shit... I pass.	End of Goth harem, - 2  +3 

Outcome: Goth harem completed

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Home Harem

The **Home Harem** consists of the girls living in Mike's household. The members that start the Home Harem with Mike are his roommates [Bree](#) and [Sasha](#). In can be expanded to include Mike's adopted sister [Minami](#) as well as [Samantha](#) and [Lexi](#) if he can convince them to move in with them. This makes the Home Harem the largest of the harems currently available in the game, with a variety of possible ending combinations. It is also the only harem that can be played in the public version of the game.

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Bree & Sasha Events

Forming the harem

In order to unlock the home harem you must meet the following criteria:

				Had sex
Bree	≥ 75	≥ 45	≥ 25	with both of them within 7 days
Sasha	≥ 75	≥ 45	≥ 25	


Be aware, if you trigger the confrontation with Sasha and Bree without fulfilling the requirements for the love points () girl points () or kink points () then one or both of the girls will leave. If both girls have < 75  they will both leave. Otherwise the girl with the lower  will leave.

Warnings:

- If you've got both of them pregnant and didn't already form the home harem you'll trigger an event which leads to both of them leaving forever.
- If Sasha joined the [Band harem](#) before starting the Home Harem, she must be collared in order to accept sharing. Otherwise, you will have to choose between Bree and the Band Harem.

Beach date



Prerequisites: Car/Sports car, Bree & Sasha & Mike are at home, 08:00 - 20:00, Summer

Bree and Sasha want to go on a date to the beach with Mike. If Mike refuses Bree and Sasha both lose -5 .

Mike has to make a few decisions during that date:

	Bree	Sasha
Help Bree	+1 	-1 
Help Sasha	-	+1 
Bree's sandwich	+1 	-1 
Sasha's wrap	-1 	+1 
Do it yourself	+2 	+1 
Make Bree do it	-3  +1 	-
Lick it yourself	+2  +5 	-
Make Sasha do it	+1  +5 	+2 

Shower girl on girl

Prerequisites: bedroom 20:00-22:00, Bree  >= 50, Sasha  >= 50


Mike watches Bree and Sasha have sex in the shower.

TV 3BJ

Prerequisites: Sasha  >= 75, Bree  >= 75, watch TV with both


If Mike watches Porn with both of them, they will give him a tag team BJ.

Birthday 3BJ

Prerequisites: Living room on Mike's birthday 14:00-18:00, Sasha  >= 75, Bree  >= 75

This special tag team BJ happens only on Mike's birthday. You can find his birth date in the phone.

Bitches

Prerequisites: Sasha collared, Bree collared, Sasha  >= 90 , Bree  >= 90, watch TV (both present)

Mike can take both girls for a walk on their leashes.

Bitches 2

Prerequisites: Sasha collared, Bree collared, Sasha  = 100 , Bree  = 100, watch TV (both present)

Mike takes his bitches for a walk, and they give him a double blowjob.

Threesome (repeatable)

Prerequisites: any room of the house, 20.00-0.00, Bree & Sasha at home, ask either of them to have sex with you

You can ask either Bree or Sasha if they want to have fun (the other one asks to join if she is at home).

If you asked Bree if she want's to fuck and Bree  >= 25 you can choose that Sasha uses a strap-on.

The scene is different depending on who you ask. There is also a different scene if you are in the bathroom.

Troublesome sister

Important: In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!

For example: If you are currently doing the event [Minamis Request](#) you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the foursome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

Minami snooping around



Prerequisites: Already formed the home harem, Had a threesome with Bree & Sasha the night before, Had sex with Minami before once, wake up 05:00 - 09:00, times denied Minami < 3

To clarify: To trigger this event and the one below it, you cannot deny Minami any more than twice. Three or more will lock you out of future Home Harem events.

Minami is trying to figure out what is going on between Mike, Sasha an Bree. She bursts into Mikes room after he had some fun Bree & Sasha.

- If Mike tells Minami that he is not in the mood that will lead to 2 new options he can choose from:
 - He deny that there is anything between him and the girls. Minami will get angry and storm out of his room. (increases times denied by +1)
 - If he tells her that he sleeps with Bree and Sasha, Minami will leave his room. (this will lead to [Minami's request](#))
- "Come here": Mike sleeps with Minami to distract her. (increases times denied by +1)

Minami's request

Prerequisites: done Minami snooping around,  >= 25,  >= 75, 08:00 - 22:00, 3 days passed since Minami was snooping around, denied Minami < 3

Minami ask's Mike if she can be part of the fun he has with Sasha and Bree.

Mike can either tell her that he can't do that or that he will ask Bree and Sasha.

Outcome: Depending on your answer you either have to convince Bree and Sasha or if you refuse, the event [Intruder](#) will trigger

Ask them for approval


Prerequisites: done Minami's request, 3 days passed after you talked to Minami

You have to ask them individually OR you can ask both at the same time (if they are in the same room)!

Ask both of them together

Prerequisites: Bree & Sasha are in the same location, you didn't talk with them individually before this event

Mike talks with both of them at the same time and tries to convince them that it's a good idea for Minami to join the harem:

If either Bree's or Sasha's  is < 51 both of them don't want Minami to join the harem and the event will fail.


If both of their  is >= 51 they will accept the proposal that Minami joins the harem.


Ask Bree/Sasha individually

Prerequisites: Either Bree or Sasha is present, you didn't ask both of them together before this event, 08:00 - 22:00

(The conditions in this event are valid for both of them)

Mike talks to Bree/Sasha and asks each of them individually if they think that it's a good idea for Minami to join the harem.

If Bree's and Sasha's  is < 50 both of them don't want Minami to join the harem and both will deny the request.

If one of them has at least 50  they will help you convince the other one that it's a good idea for Minami to join the harem.

Ask Samantha

Prerequisites: Samantha is part of the home harem, 08:00 - 22:00, Samantha is in the same room

Mike asks Samantha if she is ok with Minami joining the harem.

Convince Bree/Sasha

Prerequisites: Bree & Sasha are in the same location, talked with Bree and Sasha individually, one of them refused to let Minami join, 08:00 - 22:00

Mike and Bree or Sasha (depending on which one accepted the proposal) will talk with the one who refused to let Minami join and convince her to change her mind.

Outcome: If you convinced both of them that it's a good idea, Minami will officially be part of the home harem.

Intruder

Prerequisites: During "Minami's Request", both Bree and Sasha refused to let Minami join, or Mike told her that she can't join, have a threesome with Bree and Sasha

Minami will burst into the room and takes part in the threesome without getting invited.

Mike can either tell Minami to get out which will block Minami from joining the home harem. The other option Mike has in that situation is to tell Minami that she'll get what she deserves which leads to her joining the home harem.




Outcome: Depending on your choice, you still have to ask Samantha if she is part of the home harem or Minami won't join at all.

Good morning BJ

Prerequisites: Minami is part of the home harem, everyone's  >= 75, Minami's  >= 25, wake up 06:00 - 10:00

Minami, Sasha and Bree decide that it's a good idea to wake up Mike in a very special way.

Minami's introduction ritual (foursome)

Prerequisites: done [Strap-on fun](#) or [Sasha loves her toys](#) or [Threesome](#) (Bree's  >= 25 for the last one. You have to choose Sasha uses the strap-on scene once in threesome.), everyone's  >= 75, Minami's  >= 25, Minami joined the harem, 20:00 - 23:00, all three are at home, interact with Minami

Bree, Minami, Sasha and Mike share some quality bonding time together.

The scene can be repeated if all three are at home and you ask either of them to have fun with you.

The one that joined the fun

Important: In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!

For example: If you are currently doing this event [Minamis Request](#) you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the foursome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

Ask the girls

Prerequisites: Samantha accepted a [non-exclusive relationship](#) (finish any path except path C),

If Minami is not part of the home harem: Mike has to talk to Bree and Sasha to ask them if it's ok that Samantha joins the home harem.

If Minami is part of the home harem: Mike has to ask Bree, Sasha and Minami if they are ok with Samantha joining the home harem.

Outcome: They will always accept.

Mike's Angels

Foursome prerequisites: Minami IS NOT part of the home harem, Sasha and Bree are at home, call Samantha from MC's home before 19:00

The quintuple prerequisites: Minami IS part of the home harem, all girls are at home, call Samantha from MC's home before 19:00

Samantha will show up and all four will have some fun in Mikes bedroom. (You can only see the scene with Minami or the scene without her for now)

Outcome: Samantha moves in with Mike and officially joins the home harem

Mike's living the dream

Important: In order for this event chain to work you have to make sure that you don't add another women to the home harem at the same time!

For example: If you are currently doing this event [Minamis Request](#) you can't trigger this event since you can only add one girl at a time. You first have to finish all of Minamis home harem events (until the threesome) in order to be able to add another girl to the harem. The same is true if you are adding Samantha or Lexi first.

Lexi's Trailer burned down

Prerequisites: done [Dance with Sasha or Lexi \(Foursome\)](#), Lexi present, at Lexi's trailer

The next time you meet Lexi, she tells you that her Trailer burned down. Mike can choose between the following two options:

1) Tell her "Of course you can come!"

Mike decides that he needs to help Lexi, but he has to speak to his housemates (including Samantha if she's already part of the Home Harem) before.

2) Tell her "It's not possible"

This will end the quest currently, Lexi will not move into Mike's house

Ask the girls

The conditions listed here are valid for all girls that are part of the home harem at the point you try to finish this event.

Prerequisites: Accepted Lexi to move in in Lexi's Trailer burned down, 08:00 - 22:00, talk with Bree/Sasha/Minami at home, talk with Samantha

Depending on which girls are already part of the home harem, Mike has to talk to Bree, Sasha, Minami and Samantha if Lexi is allowed to move in.

Lexi moves in

Prerequisites: Done ask the girls, 08:00 - 17:00

Lexi moves into the house and sleeps on one of the sofas from now on.

Lexi Bree Threesome

Prerequisites: Lexi moves in

Go to you bedroom and sleep from 14:00 and make sure you wake up at 20:00

Lexi Sasha Threesome

Prerequisites: Lexi Bree Threesome , 22:00

Happens right after the Threesome with Lexi and Bree at 22:00 bedroom

Sixsome

Prerequisites: Bree/Sasha/Minami/Samatha and Lexi joined the home harem, Livingroom, Saturday or Sunday, 12:00 - 18:00

Mike's living the dream...

Other Events

Nice Collar

Prerequisites: Collar Bree or Sasha (not Both), be in a room with both.

Bree will react to Sasha's collar or Sasha will react to Bree's collar.

A request for a pet

Prerequisites: Sasha and Bree are home, Be home in the afternoon or evening

Sasha and Bree ask Mike to get a pet. Sasha wants a cat and Bree wants a dog. Mike gets to choose to who to side with or to have no pets.

Going to the Animal Shelter

Prerequisites: Done a request for a pet, Sided with Bree or Sasha, Be home in the morning or afternoon, 7 day after the request.

Mike goes to the animal shelter with Bree or Sasha.


Outcome: A dog or cat will be add to the household.

Name the pet

Prerequisites: Sasha and Bree are home, Be home in the afternoon or evening, 3 Days after picking up the pet

Mike, Sasha, and Bree name the pet.

Caught peeping by Lexi

Prerequisites: Don't have the sneaky skill, Lexi  < 90, Lexi is in the Home harem, Lexi is home but not in the bathroom and not sleeping.

Knock on the bathroom door and take a peek while somebody is showering. (There is only a 33% chance to trigger this event.)

Girls Releasing Some Sexual Tension


Prerequisites: Both girls have  >= 50, currently in Home harem, both girls in same room at home, not asleep.

Enjoy a scene between two girls of the Home harem.

Currently available scenes are,

- Samantha and Bree
- Samantha and Sasha
- Minami and Samantha
- Lexi and Samantha

Peeping on the Girls having fun

Prerequisites: Both girls have  >= 50, currently in Home harem, in house.


Knock on door between 1-5 at night (25% chance of triggering)

Currently available scenes are,

- Samantha and Bree, check Bree's door
- Samantha and Sasha, check Sasha's door
- Minami and Samantha, check Minami's door
- Lexi and Samantha, check Livingroom

Endings

Possible combinations

Prerequisites: The girls  > 97, Wedding ring amount has to be equal to the amount of girls you want to marry

It's possible to marry many different combinations of the home harem. There are 3 different ending categories (small, medium, big) and the full harem.

If you can't find a time where all the girls are at the same place you also can alternatively propose to each of them individually.

Small Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✗	✗	✓

Medium Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✗	✓	✓
Combination 2	✓	✗	✓	✗	✓
Combination 3	✓	✓	✗	✗	✓

Big Endings

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✗	✓	✓	✓
Combination 2	✓	✓	✗	✓	✓
Combination 3	✓	✓	✓	✗	✓

Full harem

Combinations	Bree	Lexi	Minami	Samantha	Sasha
Combination 1	✓	✓	✓	✓	✓

Beach dates (seasonal event)

Once the home harem is formed, the girls will ask you to go to the beach during summer.

You need to have a car.

Each scene is repeatable once a week. This cooldown will start if you accept OR refuse the presented dates.

The game will let you set up a date regarding the following checks:

- Home harem members who are home and awake
- Check members combinations in this list having a beach date scene implemented in-game
- Exclude scenes already triggered or refused during last week
- Show the menu

Lexi, Minami, and Samantha Beach Date

The Best Choices are:

- Choose a Different spot (Req. Charm ≥ 75)
- Go for a stroll (Req. Charm ≥ 80)
- Apply sunscreen on all of them (Req. Charm ≥ 95)

Samantha and Sasha Beach Date

The best choices are:

- Help them (Req. Fitness ≥ 75)
- Play in the sea (Req. Charm ≥ 80)
- Suggest a photo-shoot (Req. Charm ≥ 95)

Bree and Lexi Beach Date

The best choices are:

- Use a parasol (Req. Charm ≥ 75)
- I need sun cream too! (Req. Charm ≥ 80)
- Play in the sea (Req. Charm ≥ 95)

Available scenes (24/02/2023)

- Bree, Sasha
- Bree, Lexi
- Lexi, Minami, Samantha
- Samantha, Sasha


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This page was last edited on 27 March 2024, at 12:18.

Jealous Harem

The jealous harem consists of [Audrey](#) and [Sasha](#).

To activate the event chain to achieve this harem you have to meet the following conditions:

	had sex	
Sasha	<input checked="" type="checkbox"/>	<=75
Audrey	<input checked="" type="checkbox"/>	-

Invite Sasha to a date in the nightclub. This event will only trigger if Audrey is also at the club at the same time. You can check Audrey's [time schedule](#) (currently, Sunday 12 AM to 5 AM) to see if when she is in the club.


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- Initial events
 - The nightclub**
 - Apologize to Sasha**
- Harem events
 - Audrey has a proposal**
 - Talk to Sasha**
 - Talk to Audrey**
 - The threesome**

Initial events

The nightclub

In the nightclub Sasha hears a song she wants to dance to, so she drags Mike onto the dance floor. Mike can soon feel someone pressing their body against his own which turns out to be Audrey instead of Sasha. Sasha gets mad, turns around and starts to storm off. Audrey realizes what just happened and steps aside to allow Mike to follow Sasha. He reaches Sasha and has to decide if he either admits that he cheated on Sasha or not.

If Mike admits that he cheated on Sasha, she will get mad at him and storm off, resulting in -5 

If Mike denies that he cheated on Sasha, she won't get mad at him but she will leave and her  will be decreased by -10

Apologize to Sasha

After Sasha found out about Mike cheating on her with Audrey, Mike need to find someone to talk. Therefore Mike has to talk to Samantha to progress (**you have to at least show Samantha the evidence that Ryan cheated on her!**) OR (**you have to be**

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on Samantha's Revenge Path). In the Dialog with Samantha she tells Mike that the only one who can resolve this problem is Mike himself.

After Mike talked to Sasha the problem is resolved and Sasha won't tell Mike to piss off anymore.

Harem events

After you finished the initial events there are a few more conditions required to progress:

			
Sasha	≥ 50	40	≥ 75
Audrey	≥ 50	40	-

Audrey has a proposal

To progress further in the event Mike has to go to to work and either work or work hard while Audrey is also present. She will put Mike in an situation where he can't escape from her and asks him why he is avoiding her lately. She proposes to Mike that he, Sasha and Audrey should have a threesome.

If Mike doesn't accept the proposal then the jealousy harem will end right there.

Talk to Sasha

After Mike has accepted the threesome idea from Audrey he has to talk to Sasha (you should see an extra icon when talking to her). They will talk about the incident at the nightclub again before Mike asks Sasha if she would be ok with having a threesome. Sasha accepts after thinking about and Mike tells Sasha that because Audrey is the new one in this situation, she will be in an inferior position.

Talk to Audrey

After Mike has Sasha's blessing for the threesome, he tells Audrey the good news (talk to her at work, there should be an extra icon). Audrey somehow has predicted, that Sasha would accept this proposal and the they agree to meet on the next Saturday at Mike's house at 14:00.

The threesome

(you need to manually trigger the event by clicking on the date icon) Mike and Sasha sit in the living room waiting for Audrey to show up.

Category: **Harem**

Office Harem

The **Office Harem** consists of the girls working with Mike in the office: [Aletta](#), [Audrey](#), [Lavish](#) and [Shiori](#) (if you lose one of them the Office Harem is still possible to get).

In order to unlock the Office Harem you have to [finish Cassidy's storyline](#) and become the CEO of the company, making you the girls' superior.

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 - 2.4.4 [Trouble at the Office \(Shiori\)](#)
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 - 2.5.2 [Work place efficiency](#)
- 3 [Management options](#)
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Office events

Become the CEO

Prerequisites: done [get rid of Dwayne](#), days passed ≥ 7 , personal office, work or work hard

[Cherie](#) will come into Mike's office and offers him a position as CEO of the company.

Mike can accept that offer and become the CEO or he can decline it. If Mike does not accept the position as CEO the Office Harem events will stop at this point.

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Outcome: depending on your choice Mike will become CEO or not.

After Mike becomes CEO he has 7 days until the business partners from another company come to close a contract with him.

During those 7 days Mike can place a spy cam in the office to record the meeting (you can't place the camera after 7 days passed anymore).

The Horny Vikings

Prerequisites: done Become the CEO, days passed ≥ 7 , personal office, work or work hard

The three representatives of the other company come to Mike's office to close the contract. Unfortunately for Mike they have an extra condition on what is supposed to happen before they seal the deal. They laid eyes on Mike's co-workers, especially on Audrey, Lavish and Shiori. They give Mike the choice to arrange that they have some fun with one of the girls or Mike will lose the contract.




Mike now has 6 different choices: (note that you can only pimp girls which are not hidden on the map or gone forever)

- Offer all three of them
- Offer one of the girls (Audrey, Shiori, Lavish or Aletta)
- Refuse the offer

If Mike refuses the offer and he placed the camera in the office before this event he will use the footage of the camera to convince the customer that they should close the deal without any extra favor and that they should also pay his bonus.

If Mike refuses the offer without placing the camera before the meeting he will lose the deal and the money.

Offer all three of them

Prerequisites: Each girls  ≥ 75 OR one of the girls  ≥ 75 and Mike's  ≥ 90



If you fulfill the conditions then they will accept Mike's offer to entertain the guests.

If not you will lose the deal with the customer.

Offer one of the girls

Prerequisites: Chosen girls  ≥ 75 OR Mike's  ≥ 90

If the girl's  is at 75 or above she will accept Mike's proposal and help him seal the deal.

If the girl's  is below 75 but Mike's  is ≥ 90 he'll try to bribe the girls to accept the deal.

If none of the above is true she will get mad and Mike will lose the deal with the customer.

After deal scene

Prerequisites: offered one of the girls or all of them

The customers will talk to Mike about his great effort to close the deal and will grant him a bonus of 10000 🏠.

If Mike bribed Aletta, Shiori or Lavish they will lose 50 ❤️. If Mike bribed Audrey she will take half of the bonus payment.

Harem events

To form the harem you have to do a series of events for each girl that you want to add to the harem.

	❤️	🧠
Audrey	≥ 70	≥ 25
Lavish	≥ 70	≥ 25
Shiori	≥ 70	≥ 25

Breaking the Harem

The following events can cause member(s) of the Office Harem to leave:

1. Lavish post 21 days at work, see's job posting and Mike responds with 'I will not help'. Results in Lavish gone.
2. Mike enters work after Lavish/Shiori in Office Harem and both present and either < 50 🧠. Results in Lavish gone.
3. Form Bitchy Harem and enter Mike's Office while Cassidy & Audrey are at work and Cassidy is not Mike's Mistress and Audrey ❤️ $>$ Cassidy ❤️. Results in Audrey gone.
4. If a thug attacks Audrey and Mike 'does nothing'. Results in Audrey gone.
5. You get Shiori pregnant and ask her to abort. Results in Shiori gone.
6. Mike enters work having hot coffee with both Aletta/Lavish within 7 days and both Aletta/Lavish not being in Office Harem. Results in Lavish gone. If Mike is CEO also results in Aletta gone.
7. Mike enters work having hot coffee with both Aletta/Shiori within 7 days and both Aletta/Shiori not being in Office Harem. Results in Aletta gone or Mike fired.
8. Mike takes out Dwane and goes to work without Aletta ❤️ ≥ 70 . Results in Aletta gone.
9. Beach date with Audrey after forming Audrey/Lavish/Shiori harem and any member has ❤️ < 70 or 🧠 < 25 , all but the one with the highest ❤️ will leave

Making the Harem



Once you become CEO you can the following in parallel Audrey/Shiori (Coffee surprise/Threesome) & Audrey/Lavish (Trouble at the restaurant/Office fun time) lines, once both are complete then you can complete Lavish/Shiori (Trouble at the Office) portion. To truly finish this you will need to complete a beach date with Audrey during the Summer before you can continue and finalize the Office Harem with 'Work place efficiency'.

Audrey & Shiori

Coffee surprise

Prerequisites: both are at work, 06:00 - 11:00, had sex with them within a 7 days time span

Shiori walks in on Mike and Audrey starting to have some fun time.

If their  &  meet the conditions in the table above they decide to share Mike. Otherwise the harem won't be formed but no one leaves forever.

Audrey & Shiori threesome

Prerequisites: done coffee surprise, days passed ≥ 1 , they decided to share Mike, both are at work, work or work hard, 06:00 - 11:00

Audrey and Shiori show up in Mike's office to have some fun.

Mike can choose if he wants to fuck Shiori or Audrey.

The one you decide to cum inside of can get pregnant during this event!

Lavish

Lavish & Shiori Showdown

Prerequisites: Lavish  < 50 OR Shiori  < 50 , had sex with them within a 7 days time span

Lavish finds out about Mike fooling around with Shiori behind her back.

Outcome: Lavish will be gone forever

Trouble at the restaurant (Audrey)

Prerequisites: invite Lavish to a restaurant date, had sex with them within a 7 days time span

Mike goes on a restaurant date with Lavish until Audrey shows up.

If you choose not to stop Audrey, Lavish will join the office harem and accept Audrey as a partner in the Harem.

If you choose to stop Audrey Lavish will not join the office harem.

Office fun time (Audrey)

Prerequisites: done Trouble in the restaurant ≥ 2 days prior, both are at work, work or work hard

Mike orders Audrey & Lavish into his office and they do some team building.

Trouble at the Office (Shiori)

Prerequisites: done Audrey & Shiori Threesome, Shiori's & Lavish's  > 50 , both are in the office, work or work hard










Mike decides it's time for more team building and calls Shiori and Lavish to his office.

Three times the trouble

Prerequisites: done Trouble at the office + Trouble at the restaurant + Audrey & Shiori threesome, had sex with them within a 7 days time span

Mike and Audrey are out on a beach date together and without Mike knowing Audrey also invited Lavish and Shiori.

To successfully finish this event each girl has to have at least  ≥ 70 &  ≥ 25

- If Lavish's  ≥ 60 BUT Lavish's  $<$ Shiori's , Lavish will be gone forever
- If Shiori's  ≥ 60 BUT Shiori's  $<$ Lavish's , Shiori will be gone forever
- If Both have  < 60 they will both be gone forever. The same is true if both of them are between 60 - 70  and have the same  value.

Outcome: They will accept or depending on your LP, one of them or both of them will be gone forever

Three times the fun

Prerequisites: done Three times the trouble ≥ 2 days ago, all are in the office, work or work hard

Mike is doing more team building with the girls.

Aletta

Aletta & Shiori/Lavish Showdown

Prerequisites: Aletta  < 50 & Shiori/Lavish  < 50 , Aletta is not part of the Harem, had sex with them within a 7 days time span

This event can happen if you fooled around with one of the girls mentioned in the prerequisites.

Aletta found out about Mike fooling around with one of the other girls in the office.

- If Mike is the CEO of the company, Aletta will be gone forever
- If Mike is not the CEO, Mike will be fired

Outcome: Depending on being a CEO or not Aletta will be gone forever or Mike will be fired.

Work place efficiency

Prerequisites: Mike is CEO, done Three times the fun, everyone is at the office, work/work hard, had sex with them within a 7 days time span

Aletta is holding a meeting about a new study that shows how polyamory relations in a work place can help boost productivity.

To successfully finish this Aletta has to have at least  ≥ 70 &  ≥ 25 otherwise she will not join.

Management options

Change the work attire

Prerequisites: became CEO

If you are in Mike's office you'll see the command menu symbol. By clicking on it you'll open a dialogue that will give you the option to enforce a certain work attire in your office for each girl individually.

You can only command a girl to wear the new work attire if her  ≥ 50 .



Petite Harem

A harem formed between three of the more shy/introverted characters, including [Anna](#), [Emma](#), and [Kat](#)

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 - [1.2 Kat and Emma Showdown](#)
- [Forming the Harem](#)

Starting the Harem

Prerequisites: Kat must have 50 >= , must have kissed Kat at least once, must have at least 1  with Kat



What happens after this depends on which events you trigger and if prerequisites are met. If Kat's prerequisites aren't met for any of the next two events Kat will be upset.

Kat and Anna Showdown

Prerequisites: Anna must have 50 >= , must have kissed Anna at least once, must have at least 1  with Anna

Meet at the pub while Kat and Anna are both there while not on a date. If Anna's prerequisites are met, then Kat and Anna Showdown will be a success. Otherwise, Anna will be upset.

Kat and Emma Showdown

Prerequisites: Emma must have 50 >= , must have kissed Emma at least once, must have at least 1  with Emma

Meet at the park while Kat and Emma are both there while not on a date. If Emma's prerequisites are met the Kat and Emma Showdown will be a success. Otherwise, Emma will be upset.



Forming the Harem

Prerequisites: Completed **Kat and Anna Showdown** and **Kat and Emma Showdown**.

Meet at the pub while all three girls are there while not on a date.

The three women will now confront you about Mike sleeping with all of them.

If any of the girls are upset with you, they will leave the game forever. If all three prerequisites were met however, the harem will form.

All girls must have 60 >=  And 50 >= 

For successful Formation of the Petite Harem

Currently there is no content after the harem is formed.

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Pixie Harem

(Redirected from [Kleio & Morgan](#))

Pixie Harem is a story line that you can follow after you finished the following events for [Kleio](#) and [Morgan](#)

Prerequisites:

- **Kleio event:** [Hang with Kleio at the mall](#)
- **Morgan event:** [Cinema date](#).

This is relevant, because Kleio will talk with you, about a bad breakup she had with her girlfriend that cheated on her. Morgan on the other hand will tell Mike about the first time you met her at the cinema. She will tell him how she cheated on her girlfriend with the girl Mike saw her at the cinema with.

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Story Events

An unexpected Encounter

Prerequisites: [Hang with Kleio at the mall](#) (Kleio) and [Cinema date](#) (Morgan) done, Morgan, Kleio and Mike are at the pub (also triggers if Mike is on a date with Morgan or Kleio at the pub if the other girl is present!)

During this event Mike learns that Morgan and Kleio were together. Here Mike can choose to take either the side of Morgan, Kleio or he can choose to take neither Morgan's or Kleio's side.

Outcome:

Dialogue option	Prerequisites	Outcome
Take Morgan's side	Morgan  >= Kleio 	Kleio  -=10
Takes Kleio's side	Kleio  >= Morgan 	Morgan  -=10
Don't pick a side	Mike's  >= 50	Kleio  -=2.5, Morgan  -=2.5

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Talk with Kleio and Morgan

Prerequisites: An unexpected Encounter done, interact with the girls and choose "About Morgan"/"About Kleio", Mike's 🌟 >= 50, current girl's ❤️ >= 50 (depending on the girl you're currently talking to)

Mike talks to Kleio and Morgan (not at the same time) about their relationship.

Note: If you talked to the second girl (order doesn't matter) and all three of you are at the pub the **Confrontation** event will automatically trigger! (So make sure to check the Criteria of the next event!)

Confrontation

Prerequisites: Done **Talk with Kleio and Morgan**, Mike had sex with Kleio and Morgan at least once, Mike, Morgan and Kleio are at the pub (also triggers if Mike is on a date with Morgan or Kleio at the pub if the other girl is present!)

Morgan and Kleio confront Mike at the pub.

Criteria			
	❤️	♂️	👯
Kleio	>=63	>=45	>=25
Morgan	>=63	>=45	>=25

Outcome:

- If you don't meet the requirements in the table you have to choose one of them, the other one will leave the game permanently.
- If you meet the requirements it will automatically lead to both of them accepting to share Mike.

Threesome

Prerequisites: Done **Confrontation**, Kleio ❤️ >= 50, Morgan ❤️ >= 50, offer both of them a drink at the pub 2 times on the same evening (advance the time in between)

Mike has a few drinks with Morgan and Kleio, when you end the interaction for the last drink, the event will trigger.

Repeat the Threesome

Prerequisites: Done **Threesome**, Kleio ❤️ >= 50, Morgan ❤️ >= 50, all three of you are at the pub, interact with either Morgan or Kleio and choose "Fuck Morgan and Kleio"

(Note: If you played the **Threesome** event before version 22.9.0 you have to replay it again for the "Fuck Morgan and Kleio" option to show up!)

Threesome #2



Prerequisites: Done **Repeat the Threesome**, all three of you are at the pub

Morgan and Kleio propose another Threesome. Mike can accept if his sexperience is >= 20.

Sporty Harem

The Sporty Harem was added with version 22.9.0 of the game.

The harem is formed by [Hanna](#) and [Ayesha](#) and has the following conditions you have to meet before you can successfully form the harem:

			Additional Information
Hanna	≥ 80	≥ 45	had sex with both of them at least 3 times
Ayesha	≥ 80	≥ 45	

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 - [Swimsuit Contest](#)
 - [Private class with Hanna or Ayesha \(or both?\)](#)
 - [Sporty Harem Ending](#)



Harem events

Ayesha & Hanna Showdown

Prerequisites: Hanna & Ayesha are at the gym, had sex with both of them within 7 days

Outcome: If Mike meets the criteria in the table above, they will either join the harem or leave the game.

Swimsuit Contest

Prerequisites: done Ayesha & Hanna Showdown, Hanna's  ≥ 60 , Ayesha's  ≥ 60 , mall date with Hanna, Ayesha is at the mall

Hanna challenges Ayesha for a swimsuit contest.

Private class with Hanna or Ayesha (or both?)

Prerequisites: done Ayesha & Hanna Showdown ≥ 1 day ago, Hanna & Ayesha are at the gym

Hanna and Ayesha want Mike to join their private classes.

Sporty Harem Ending

Prerequisites: Both characters  =100, propose to both girls

Achieve the Sporty Harem ending.

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Taming Harem

The Taming Harem was added in version 20.10.1 . It's one of the hardest harems to unlock since you have to play in a certain way otherwise you will completely block off the harem.

The Taming Harem contains of [Kylie](#) and [Ayesha](#) and has the following conditions in order to unlock it:

	 *			had sex
Kylie	≥ 50	≥ 25	≥ 25	✗
Ayesha	≥ 50	≤ 75	-	✓

IMPORTANT: There are two ways you can get Kylie to target a person.

- Through the [jealous](#) event (**choose 'I kinda like her' during the jealous event**) when you talk to Ayesha!
- If you kiss someone in front of Kylie the target flag will also change. So if you kiss Ayesha in front of Kylie she will be set as a target (Only if the dialogue about Kylie is being triggered!).

When you talk to any of the girls in front of Kylie, her  stat will increase but if you form the taming harem it will decrease the  stat if you talk to Ayesha in front of her.

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Harem events

Initialize the harem

Prerequisites: fulfill the requirements above, both of them are in the gym, Kylie has Ayesha as a target

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Kylie will go after Ayesha in the shower of the gym. Mike hears the fight and recognizes the voices of the girls fighting. He decides to intervene.







Restaurant date (repeatable)

Prerequisites: start the Taming harem, Kylie's & Ayesha's  >= 35, both are in the same place, interact with one of them, 18:00 - 21:00,  >= 200, have stamina (eggplant symbol)


If you play on a fixed schedule you can initiate this event when you talk to one of them in the Gym at 18:00 on a Wednesday and click on the icon that looks like the head of either Kylie or Ayesha.



The three of them will go on a restaurant date together. Mike hopes that this will improve the relationship between Kylie and Ayesha in order for them to get along. He is the last one to arrive at the restaurant and sees that both of them just sit there in silence. When Mike calls over a waitress to order drinks for them the waitress focuses only on Mike and ignores the two girls sitting at the same table as him.

Mike has multiple options on how to handle the situation:



	Kylie	Ayesha
Let Kylie rage at the waitress	-4  +2 	-
Let Ayesha put Kylie in her place	+4 	-8 
Take control of the situation	+4 	+4 

Finishing this event for the first time will automatically lead to the threesome. If you repeat this event you can either choose to go home (which leads to the threesome scene) or to go to the nightclub with them.



If you decide to go to the nightclub with them you need an additional amount of 200 . Everything is pretty uneventful until they enter the nightclub and Mike has to decide if he either goes and grabs a drink for Ayesha or goes onto the dance floor with Kylie.

	Kylie	Ayesha
Go to the bar	-	+1 
Go to the dance floor	+1 	-

They start to dance and Mike realizes that they are both trying to get his attention and he has to decide on who of them he focuses.





	Kylie	Ayesha
Dance with Ayesha	-	+1 
Dance with Kylie	+1 	-

As it gets late Mike has to decide if they should stay a bit longer or if they should call it a night.

	Kylie	Ayesha
Stay longer	-	-1 
Call it a night	-1 	-

No matter wich of the above decisions you make they will come back home with Mike and the threesome scene will start.

Mike can decide during the threesome scene if he wants to go for another round with the girl he didn't pick first. The consequence for the girl you didn't please that night is shown in the table below.

	Kylie	Ayesha
Deny her tonight	-2  +6 	-5  +6 


Aquarium Date


Prerequisites: Done the Restaurant date at least twice, Afternoon.


Interact with Ayesha or Kylie. They don't need to be in the same location.

Mike takes Ayesha and Kylie to the aquarium.

The aquarium date is a three-phase event beginning with the titular aquarium date. To get the best possible result from each phase, you will need to select specific dialogue choices.

Aquarium:  75+, then choose "explain yourself" -> "Shut up both of you" -> "A mermaid for both girls"

Restaurant:  75+, then "Order for everyone" -> "Deal with it" -> "Split the bill"

Beach:  75+, "shut up both of you" -> "play peacekeeper" -> "make a wish"

Home Date

Prerequisites: Did restaurant date 3 times, done aquarium date, Afternoon or evening

Interact with Ayesha or Kylie

Home Meeting

Prerequisites: Did restaurant date 4 times, done home date, Afternoon or evening

Interact with Ayesha or Kylie



Sex Events

These events require the restaurant date at least twice.

Repeatable Threesome

Ask either Ayesha or Kylie on a date.

Harem Blow Job

Prerequisites: Ayesha  >=50, Kylie  >50, hot coffee

Kylie Tied Up, Ayesha is not

Prerequisites: Shibari Skill, ropes in inventory, had a Threesome with Kylie and Ayesha. Choose "Use Ropes" while Ayesha is chosen.

Whore Harem

A harem involving [Reona](#) and [Lexi](#).

Forming the Harem

			
Reona	>=60	>=20	>=2
Lexi	>=60	>=20	>=2

Take Lexi on a successful date to the strip club while Reona is there.

Confronting the Girls

Talk to Reona while having agreed to seeing other women.

Talk to Lexi about Reona

Talk to Lexi using conversation while having agreed to seeing other women.

Currently this is all that is available for this harem.


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Thot Harem


A harem two of the sluttiest, easiest, woman around, [Reona](#) and [Alexis](#).

Forming the Harem

Alexis and Reona must have at least 20 . Completed [Reona's Sex Shop Loyalist](#), and [Alexis's Dinner with Alexis](#) (avoidable NTR).

Go on a date with Alexis while Reona is there to trigger the first harem event.

Confronting Reona

Reona has 50 >= . Talk to Reona.

The Devil Wears Prada

Drop by 2nd Floor of Mall when Reona is present and at least one day has passed since confronting her. You'll have an option to follow, you want to. But it's also going to cost you \$600 or you'll have some upset girls on your hands.

Currently this is all that is available for this Harem

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This page was last edited on 22 November 2024, at 12:16.

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How to add DLC

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The DLC itself

You just bought a DLC (Thank you for your support!) and wonder how to include it in your game.

That's quite easy.

If you've download a zip file, unzip it, there's a file named **`dlc_something.rpa`**.

If you've download a file named **`dlc_something.rpa`**. Then just follow the next steps.

You need to copy the rpa file into your `game` folder

Check if a DLC is active

In the main menu, go in the About menu.

You will see here which DLC is enable in your game.



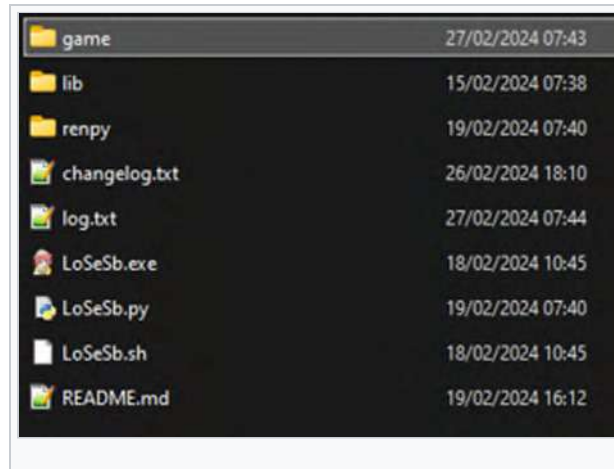
If you don't see your DLC there, it's probably because you put the file in the wrong folder (see next sections).

How to find the game folder

Windows/Linux/Mac

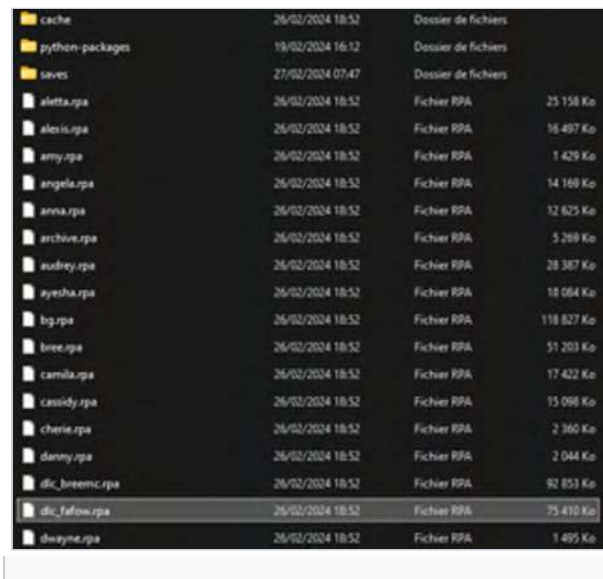
If the game comes from Itch.io or Patreon, you had to unzip it somewhere.

In this folder you should see something like this:



Go into the game folder and paste the rpa file there.

In this screenshot dlcs BreeMC and Fafow are there



Launch the game

Steam/GOG

2024/10/02: For steam, be sure to use base version 24.9.1 (switch on beta branch if needed)

Same as above, you need to find the root game folder:

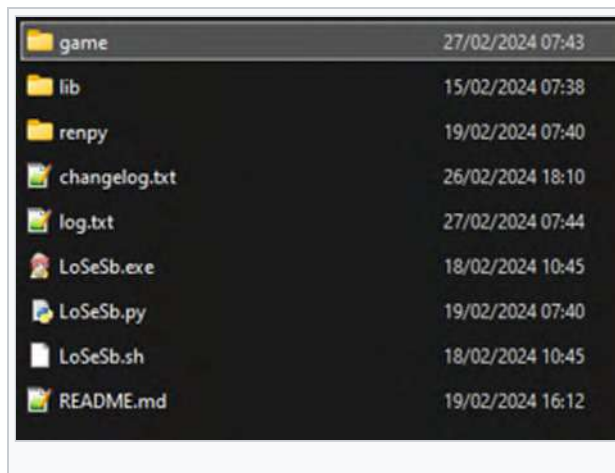
On Steam:

- Open your library
- Right click on the game
- Manage
- Browse local files

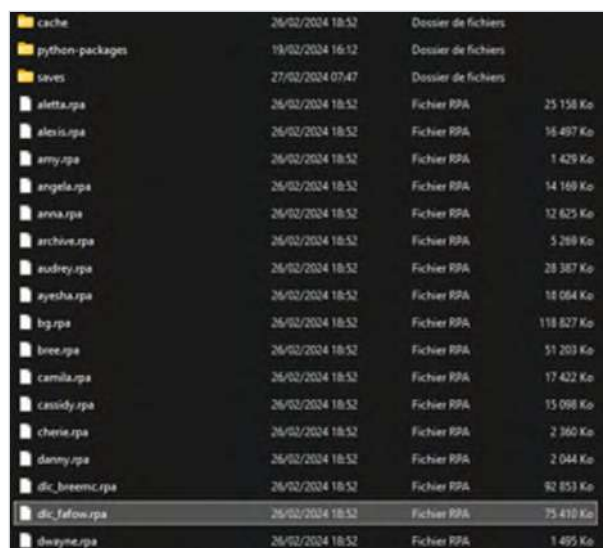
On Gog:

- Open your library
- Right click on the game
- Manage installation
- Show folder

On both you should end up in this folder



Go into the game folder



And paste the rpa file there.

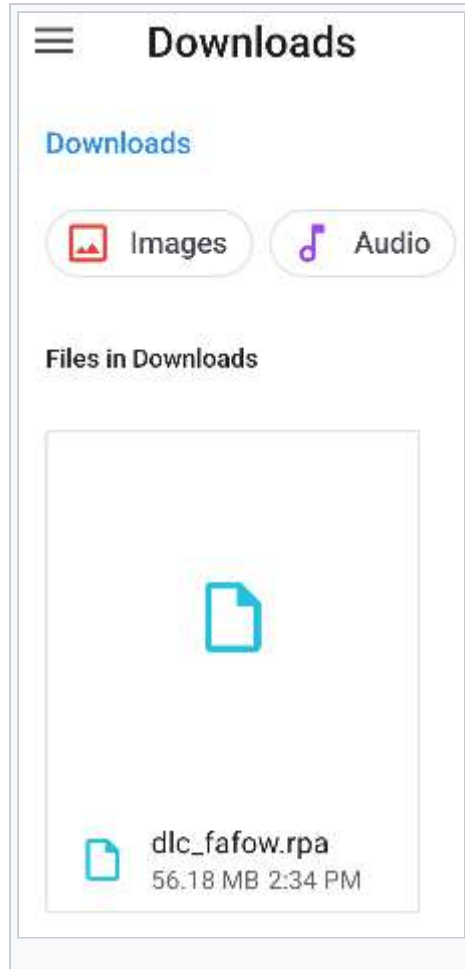
Android

Update the main game to latest version (24.12.0)

Download the DLC.

If it's a zip file, you'll need to unzip it to access the file.

If this is a rpa file (like the screenshot) , just follow the next steps.



Copy dlc_fafow to this folder:

Documents/Renpy_Saves/loveandsexsecondbase..../game/dlc

If you don't see the dlc in the About screen ingame, try to put the dlc_fafow file in:

Documents/Renpy_Saves/loveandsexsecondbase..../game

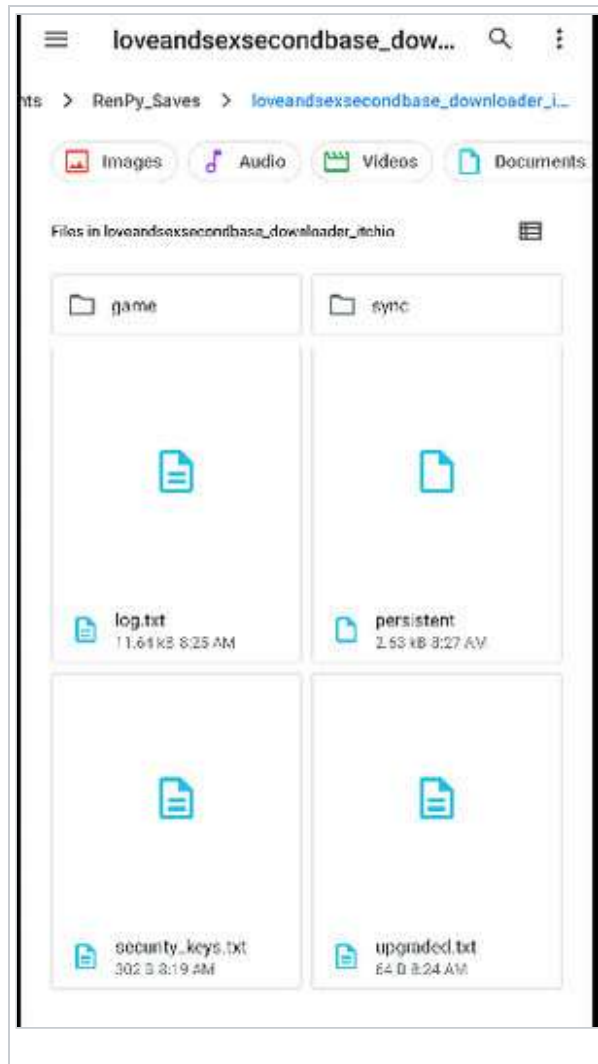
Launch the game.

DLC still doesn't show in the "About " menu

Check in which path the game is looking for the DLC.

In the file manager open the file named **log.txt**.

You will find the file in the save folder ([How to find a save file](#)).



Open it.

You should be able to find a line starting with **Mobile search paths** in the first lines.

The DLC rpa file need to be in the folder shown there.

```
2025-03-04 07:19:06 UTC
Alternative_Saves_Android_Port
Ren'Py 8.3.2.24090902

Manufacturer Google Model sdk_gphone64_x86_64
Android Version: 14
Device Arch: android-x86_64

Screen diagonal is 0.415389821554104 inches.
Version: Ren'Py 8.3.2.24090902
Multi Persistent created
Mobile search paths:
/data/user/0/com.andrealphusgames.loveandsexsecondnd
base_downloader_itchio/files/game
/storage/emulated/0/Android/data/com.andrealphusga
mes.loveandsexsecondbase_downloader_itchio/files/.
.././../Documents/RenPy_Saves/loveandsexsecondb
ase_downloader_itchio/game
Early init took 0.12s
Early inil look 0.12s
Loading error handling took 0.08s
Loading error handling took 0.08s
Loading script took 0.16s
Loading script took 0.16s
Saving to
/storage/emulated/0/Android/data/com.andrealphusga
mes.loveandsexsecondbase_downloader_itchio/files/.
.././../Documents/RenPy_Saves/loveandsexsecondb
ase_downloader_itchio
Loading save slot metadata took 0.05s
Loading save slot metadata took 0.05s
Loading persistent took 0.00s
Loading persistent took 0.00s
Set script version to: (8, 3, 2)
- Init at updater_module/updater.rpyc:24 took
0.25694 s.
Running init code took 0.49s
Running init code took 0.49s
Loading analysis data took 0.03s
Loading analysis data took 0.03s
Analyze and compile ATL took 0.00s
Analyze and compile ATL took 0.00s
Reloading save slot metadata took 0.03s
Reloading save slot metadata took 0.03s
```

In the screenshot below, there's two path listed:

- /data/user/0/com.andrealphusgames.loveandsexsecondbase_downloader_itchio/files/game
(internal protected folder, forget about this one)
- /storage/emulated/0/Android/data/
com.andrealphusgames.loveandsexsecondbase_downloader_itchio/
files/././././Documents/RenPy_Saves/loveandsexsecondbase_downloader_itchio/game

The end of the second line

(Documents/RenPy_Saves/loveandsexsecondbase_downloader_itchio/game) is where you have to put the DLC rpa file.

You might need to manually create folders if they're not present on your device.

This page was last edited on 4 March 2025, at 02:52.

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How to find a save file

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Identifying the correct file

Identifying which save file you have to choose is relatively easy since the naming pattern for save files is always the same. This guide should also work with products which are not distributed by Andrealphus Games.

Locating the save file in game

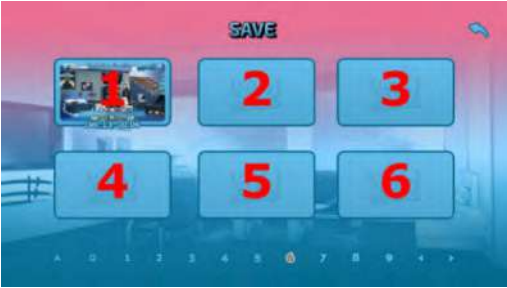
The first thing that needs explanation is how the Renpy save file system works.

Pages: You'll notice the numbers on the bottom of your screen. Those are the **page numbers**. In Renpy games the save system is built so that you have **6 entries for each page**. The amount of pages you can have **is not limited**, however Renpy games will always only show you the first nine pages. You can go beyond the ninth page, but beware that there is no more indication about which page you're currently on. In this example, it'll display the number of **the page you're currently on in gray**.

Save slots: The save slots above the page numbers are limited to 6 entries per page and are in a fixed order. It's always from the top left to bottom right and numbered from 1 to 6 (top left is 1 and bottom left is 4).

Save file name: The save file name is a combination of page number + save file slot. The first number of the save file name is always the Page number on which the save slot is located and the second number is the save slot itself.

In case of the picture you can see on the right side the name for the save file you're looking for would be: 6-1-LT1.save. **This name pattern is the same for all platforms.**



Save file location on your device

You would think that the save files for the game are saved in the normal game folder under **game/saves**, but that is only a local copy (only valid for the copy of the game the folder is in) of the actual save files which are located somewhere else.

Windows

To make sure that you have the correct save file you can use this command on Windows to navigate to the correct save file location: `%appdata%\RenPy` (you can copy and paste this into the Windows search). This command will bring you to the folder where **all Renpy games** save the most recent version of a save file. You should see a couple of folders which are named similar to the ones in the picture.

The LoSe_xyz folders are the ones for L&S:Second Base.

LeapofLove-1544790983	13.12.2021 12:18	Date:ordner
LoSe_20_1-1512630773	05.07.2022 19:17	Date:ordner
LoSe_20_1-1512630773-weekly	08.08.2022 17:36	Date:ordner

After you choose the folder you need a save file from you have to locate the file by it's name in the folder (see the paragraph above on how the naming pattern works). On the right side you'll find an example on how those files look like in the save file location.

5-5-LT1.save	10.06.2022 08:11	SAVE-Date:	270 KB
5-6-LT1.save	26.06.2022 08:00	SAVE-Date:	235 KB
6-1-LT1.save	30.07.2021 19:28	SAVE-Date:	414 KB
6-2-LT1.save	30.07.2021 19:28	SAVE-Date:	382 KB
6-3-LT1.save	25.09.2021 21:46	SAVE-Date:	288 KB
6-4-LT1.save	25.09.2021 23:52	SAVE-Date:	279 KB
6-5-LT1.save	20.02.2021 11:23	SAVE-Date:	262 KB
6-6-LT1.save	20.02.2021 11:07	SAVE-Date:	230 KB

Please only ever send us the unzipped save file. **Don't** send us the whole save file folder since we only need the specific save file where the error occurred on!

Mac

Your Ren'py save files on Mac can be found at this path: `~/Library/RenPy/`

To access the above path:

1. Open up a Finder window
2. Press `COMMAND + SHIFT + G`
3. Paste/enter the path (`~/Library/RenPy`) into the text field and hit `Go`

Linux

On Linux, you can find your Ren'py save files in the following folder: `~/.renpy/`

Android

On Android your save files can be found in `Documents/RenPy_Saves`

Save location changes (love & sex):

Due to many changes made on the android builds, save locations frequently changed. Here's a summary of the changes made.

Monthly version	Weekly version	Save location(s)
Before 23.12.0	Before week.202350	<code>SD / Android/data/com.andrealphusgames.loveandsexsecondbase</code>
23.12.0	week.202350	<code>SD / Android/data/com.andrealphusgames.loveandsexsecondbase_{patreon itchio standard}</code> <code>Documents/RenPy_Saves/com.andrealphusgames.loveandsexsecondbase_{patreon itchio standard}</code>
24.2.0	week.202407	<code>SD / Android/data/com.andrealphusgames.loveandsexsecondbase_downloader_{patreon itchio standard}</code> <code>Documents/RenPy_Saves/com.andrealphusgames.loveandsexsecondbase_downloader_{patreon itchio standard}</code>
24.2.0c	week.202410	<code>SD / Android/data/com.andrealphusgames.loveandsexsecondbase_downloader_{patreon itchio standard}</code> <code>Documents/RenPy_Saves/loveandsexsecondbase_downloader_{patreon itchio standard}</code>

Deprecated:

On Android your save files can be found in `SD / Android/data/com.andrealphusgames.loveandsexsecondbase`

This is a protected folder and you will need to connect your device to a computer to access this folder.

Downloading another file manager might work too (no guarantee)

Steam

Save management on steam is a little more complicated due to cloud sync.

The saves are located in the following folders:

- `C:\Users\<YOUR_USER>\AppData\Roaming\RenPy\LoSe_20_1-1512630773` (actual saves)
- `C:\Program Files (x86)\Steam\steamapps\common\Love & Sex Second Base\game\saves` (local copy)

And cloud saves are located there:

- `C:\Program Files (x86)\Steam\userdata\<YOUR_STEAMID>\1264710\ac\GameInstall\game\saves` (steam cloud saves)

If you need to move or wipe your saves, follow the following steps:

- Disable steam cloud sync on the game. (right click on the games, properties, general)
- Move or delete the following folders:
 - `C:\Users\<YOUR_USER>\AppData\Roaming\RenPy\LoSe_20_1-1512630773`
 - `C:\Program Files (x86)\Steam\steamapps\common\Love & Sex Second Base\game\saves`
 - `C:\Program Files (x86)\Steam\userdata\<YOUR_STEAMID>\1264710\ac\GameInstall\game\saves`

Re-enabling cloud sync will probably lead to a conflict between local and remote cloud saves.

Choose your local cloud saves if prompted.

Weekly saves

As weekly builds can be really unstable, we choose to separate them completely (their saves too).

If you want to use your save from the monthly release in the weekly release, you can copy the monthly save folder in the weekly save folder.

Weekly folders are the same as monthly folders listed above, they are just suffixed by "-weekly".

	13.12.2021 12:18	Date:ordner
	05.07.2022 19:17	Date:ordner
	09.08.2022 17:36	Date:ordner

This page was last edited on 24 June 2024, at 10:07.

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Troubleshooting

This page is dedicated to technical issues.

You won't find any help about the games

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Nothing works: reach the devs

First things first

The games are made with Ren'Py engine.

Check the official engine [troubleshoot guidelines](#) before going further.

It doesn't help?

Then what's your OS (PC/MAC/Android)?

What are the symptoms:

- There's a crash in-game
- I see the main menu but the game doesn't start
- The game loads but the intro video doesn't show
- ...

Regardless your OS, there's always a log file somewhere that will help.

Android issues

The game takes ages to load:

We're aware of this issue and working on this. Regarding your hardware the game will take between 5/10 minutes before the introduction video shows up.

The game loads but crash before the introduction video:

First try to clear the application cache (settings/applications/<THE GAME>/storage/clear cache).

If it's not better, you can also try to clear the game data. **This will delete your saves!** You might want to keep a copy of your saves: [How to find a save file](#)

The game still crashes

Search for the logs

There's two main log files that will help the debug:

- log.txt
- traceback.txt

The logs are located in the game root folder or data folder for android:

- Steam: C:\Program Files (x86)\Steam\steamapps\common\Love & Sex Second Base (or wherever you install the game).
- Windows/Mac/Linux: check the unzipped folder.
- Android: Due to many changes made on the android builds, save locations frequently changed. Here's a summary of the changes made.

Monthly version	Weekly version	Save location(s)
Before 23.12.0	Before week.202350	SD:/Androi d/data/com andreal phusgames.l oveandsexsecondbase
23.12.0	week.202350	SD:/Androi d/data/com andreal phusgames.l oveandsexsecondbase_{pat reon i tchi o st andar d} Documents/RenPy_Saves/com andreal phusgames.l oveandsexsecondbase_{pat reon i tchi o st andar d}
24.2.0	week.202407	SD:/Androi d/data/com andreal phusgames.l oveandsexsecondbase_downl oader_{pat reon i tchi o st andar d} Documents/RenPy_Saves/com andreal phusgames.l oveandsexsecondbase_downl oader_{pat reon i tchi o st andar d}
24.2.0c	week.202410	SD:/Androi d/data/com andreal phusgames.l oveandsexsecondbase_downl oader_{pat reon i tchi o st andar d} Documents/RenPy_Saves/l oveandsexsecondbase_downl oader_{pat reon i tchi o st andar d}

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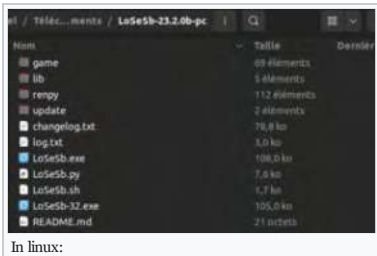
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FAFOW DLC Harems

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In linux:

Log.txt

This log is **always** present.

As soon as you launch the game this log will be created.

It show the launching sequence of the game.

[Expand]

This logs can help understand what's going on.

For example, if you see the line `Loadi ng s c r i p t t o o k x . x x s` but not the following line `Loadi ng s a v e s l o t m e t a d a t a . t o o k x . x x s` then clearing the save files might help.

Traceback.txt

This log is created whenever there's a crash in-game.

If you hit this kind of screen in game, the stacktrace.txt is created with the same content.



There's nothing you can do on your side for this kind of issue but notifying the devs will help to fix the issue.

Error 400 on the download portal

The download portal throws randomly a 400 error during the authentication process.

This issue is under investigation.

Error 400 means there's a cookie conflict on the client side.

- Here's a workaround:
- Clear your cache and cookies.
- If it doesn't work, try in a private tab.
- If it still doesn't work, try with a different browser.
- If nothing works, reach the devs

Nothing works: reach the devs

Join the [Andrealphus games discord server](#) .

Create a ticket in #create-ticket channel.

Describe your issue there, upload the log files and a save file so the devs can look into it.

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Solitude and Sorrow: Final Base

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Introduction






The "Solitude and Sorrow: Final Base" achievement can be very challenging to obtain. There are many ways to screw up your relationships, but you really have to go out of your way to intentionally botch **every single one**. There's a couple ways you can get rid of all the main cast LIs (LIs introduced in the DLCs aren't required for this achievement as of version 25.01.0b), listed below.

Important: The order in which you get rid of some LIs matters. Sometimes, getting rid of someone too early may prevent you from getting rid of someone else later down the line. Plan a route accordingly before you start, so you won't have to start over. Save often, and have multiple saves. Good luck!

Above all, keep in mind that **this achievement is a puzzle, not a race**. Don't be in a hurry to get rid of a girl just because you can. Make a plan, and stick to it.

Before you start

You should probably not try this achievement in your very first playthrough. Between grinding stats, money, and skills, it will be vastly easier to have NG+ unlocked. While you don't necessarily NEED the recommended stats/skills below, they're a good starting point to make obtaining this achievement as painless as possible. Also **turn randomness off**. The achievement is already complicated without an additional layer of RNG.

Recommended stats: 75+  , 75+  , and 75+  . Note that one of the ways to get rid of Lexi involves low (sub 50) Knowledge  or Fitness  . Check her individual entry for details.

Recommended skills: Cooking, Workaholic, Iron Stomach, Guitar, Night Owl, Foodie, Martial Arts, Massage, High Libido.

Recommended money: At least 30,000 for various purchases (in particular books to manipulate girls's stats), more is better.

Ending Your Relationships

As mentioned before, while it can be very easy to piss off any girl to the point she'll leave you, doing it so deliberately to all of them at once is no easy feat. You can end your relationship permanently with some of them in at least two different ways. The methods listed here for each girl are not comprehensive, but should all work.

The Office Girls

Aletta

Fail the Aletta/Lavish or Aletta/Shiori Office Harem confrontation after becoming the CEO.

Shiori

Get her pregnant, then tell her to abort while her  is below 60, and she'll leave you.

Lavish

Refuse to help her during the "Lavish seeks a promotion" event in her story.

Audrey


Fail the "Bitchy Harem" showdown with Cassidy.

The High Maintenance

Palla



Follow her path to the "Mike becomes Palla's agent" event. Change your mind about becoming her agent, then tell her it's goodbye. Do this after successfully starting the Bitchy Harem event so you can get rid of Audrey.

Cassidy



Finish her storyline, then choose keep her as your pet. Impregnate her and insist she keeps the baby while her  is below 80.

The Friends with Benefits

Emma

Follow her story to the event "Bedroom roleplay", and select "Oh no, I've waited forever for this...". Alternatively, fail the "Friendly Harem" prerequisites while Emma has higher (but at least 63+)  than Samantha and less than 25  and she'll leave.

Samantha

During the "Samantha wants to know the truth" event, tell her that you can't promise to be faithful while her  is below 75 and she'll leave. Alternatively, accept an exclusive relationship at the end of Path A, then take any other girl to a date to the Nightclub when Samantha is there. She'll catch you cheating and leave. Last but not least, you can fail the "Friendly Harem" prerequisites while Samantha's  are lower than Emma's and she'll leave. Most importantly, **make sure Samantha never agrees to a non-exclusive relationship**. If you do, she'll never be jealous or angry enough to leave you.

The Gym Girls

Ayesha

Fail to meet the sporty harem requirements and have sex with her/Hanna within a week, do the "showdown" event. If done right, both will leave.

Hanna

Fail to meet the sporty harem requirements and have sex with her/Ayesha within a week, do the "showdown" event. If done right, both will leave.

The Pixies

Morgan

Follow Morgan's story until at least the first Cinema date, but no further. Follow Kleio's story until at least "Kleio fixed the car". Then fail the Pixie harem confrontation (Choose to keep Kleio, and Morgan will leave you. You need to get rid of Morgan first, so you can get rid of Kleio/Anna simultaneously later).

Kleio



Follow Kleio's story until at least "Kleio fixed the car". Fail to meet the requirements for the band harem by having sex with her and Anna within a week. Do this AFTER the Pixie harem confrontation (so you can get rid of Morgan first).

Anna



Follow Anna's story until at least "Horror Movies". Fail to meet the requirements for the band harem by having sex with her and Anna within a week.

The Law & Lawless

Lexi

Fail the "Mike finds Lexi" event by refusing to confront Danny. Do this after getting rid of Camila. This may require keeping Lexi dormant most of the game (it's easy to achieve, just don't visit the Dark Alley at night until you're ready). Alternatively, fail the "Danny and his friends visit for a cup of tea" by having less than 50  (choose Brain) or less than 50  (choose Brawn).

Camila

Fail the "Talk to Camila about Lexi bail" event from the Criminal Harem by telling her the truth while having insufficient  and /  stats.

Kylie

Have her kill Sasha/Bree during the stalking event, then go through her trial events, and testify that Kylie is guilty. Make sure Ayesha/Emma are past their events that involve Bree and/or Palla is past her event that involves Sasha before you do this.

The Roommates

Sasha

Fail the home harem requirements, have sex with her and Bree within 7 days. Make sure one of them stays with you so Kylie can kill them, and you can get rid of Kylie. Keep Sasha around at least until you unlock Palla and do the "Meet Palla in the clothes-store" event so you can get rid of Palla later.

Bree

Fail the home harem requirements, have sex with her and Sasha within 7 days. Make sure one of them stays with you so Kylie can kill them, and you can get rid of Kylie. Keep Bree around at least until you can unlock Ayesha ("Ayesha's show" event) and past Emma's relevant storylines ("Eavesdrop on Emma and Bree" event).

Minami

Get Minami pregnant and tell her you won't take responsibility, and she'll leave you.

Heaven and Hell

Alexis

Confront her about her cheating during the "Discussing the dinner date" event. Tell her you don't want to see her again.

Harmony

Get her pregnant, and then tell her to abort while she has the religious trait (71 + 🧠) OR less than 75 ❤️ and NOT have the slutty trait, and she'll leave you. It's important to not advance Harmony's story too far, and not reduce her 🧠 too much.

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