

Loverse

Freeplay: What to Do Next?



Introduction

Loverse is a dating sim set in a world where VR servers blur the lines between reality and fantasy. Immersing yourself in the gameplay is easier than ever (and only gets better with time) with real & virtual-life story events that navigate adult scenarios, and leave room to form strong relationships. Make strategic choices that influence the story's outcome and unravel the mysteries surrounding the virtual world!

"What game am I playing, and are the stakes real?"

Freeplay

With little sense of direction, it's easy to get overwhelmed by the thought of *"What's next?"* but never fear! The game is in early development and has a lot in store for everyone *now* and moving forward. You may see some things aren't as they will be (*i.e. inactive stats or even dialogue outside the proper text box*), but never fear, as these things are in development already!

In between your **phone** & **backpack/inventory** (top left corner) is your **Guide**. Within your guide, you'll find the **girl stats** tracker, the **story** tracker, your character **profile**, & the **Cheats** tab (remember the game is playable, so you can watch the story continue to unfold; the game hasn't finished developing. i.e. MC Stats & Story tracker, etc.).

There's also a **Day/Night Cycle**. If you forget what time it is in-game, you can find it at the top center of the screen. It ranges from Morning, Noon, Afternoon, Evening, Night, to Dawn. Try visiting different areas at different times; as the game develops, you'll find lots to do and enough clues to get you into all sorts of trouble. Be warned that not every location is open all day long. You may have to do a bit of exploring around to see if and when certain places are accessible. This will work in your favor, though, since this will help you learn the girls' different schedules. Feel free to look around and become familiar with the areas!



You may also notice **two world maps** (top right corner). These are the **real world** & **virtual world**. Feel free to explore until your heart's content!

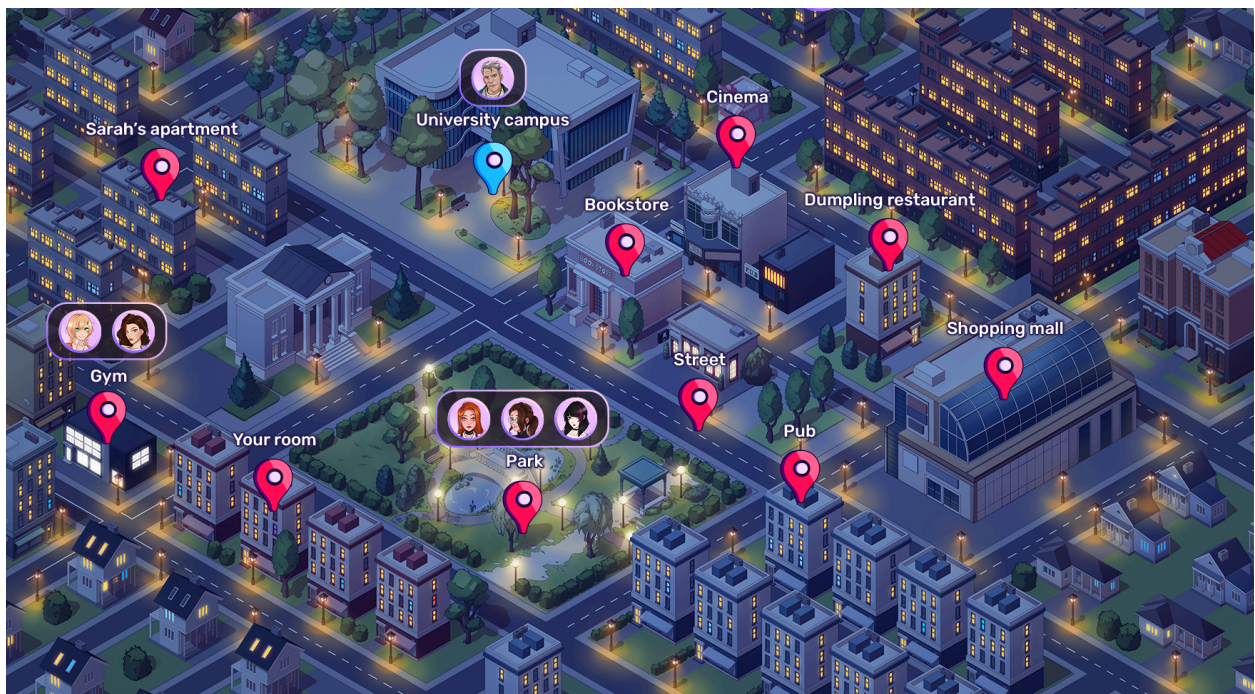
"Then we can make our light. With enough sparks, who knows what'll catch fire!"

Real World Map

You can roam & interact with all the gals from the real world. So far, there's [Sarah](#), [Eve](#), [Lucy](#), [Molly](#), [Morgan](#), and [Joy](#)—with more currently in development (check out the [Loveverse Patreon](#))!

You'll also find locations such as the [gym](#), the [park](#), the [street](#), the [bookstore](#), [Sarah's apartment](#), the [dumpling restaurant](#), the [shopping mall](#), the [cinema](#), the [pub](#), the [University campus](#), & [your room](#) on this map.

"Hmmm... sure, where do I start?"



Gym

You can pass the time by lifting weights ([Strength](#)) or waiting (*red watch*) until the evening.

Park

You can pass the time by running ([Agility](#)) or waiting (*red watch*) until dawn.

Street

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Bookstore

Here you can pass the time by enjoying the scenery or waiting (*red watch*) (*it is speculated that you'll be able to purchase things from this location again later*) up until the afternoon.

Sarah's Apartment

You can pass the time by hanging with [Sarah](#), enjoying the scenery, or waiting (*red watch*) until nighttime.

Dumpling Restaurant

Here you can work in *the mornings (to noon)* to make a nice \$50 for your services or pass the time by waiting (*red watch*) up until the afternoon.

Shopping Mall

Here you can pass the time by roaming the "sublocations", enjoying the scenery, or waiting (*red watch*) (*it is speculated that you'll be able to purchase things from these locations later*) up until the evening.

Cinema

You can pass the time by enjoying the scenery or waiting (*red watch*) until evening.

Pub

You can pass the time by enjoying the scenery or waiting (*red watch*) until nighttime.

University Campus

Here you can pass the time by studying in the Library (*Intelligence*), roaming the "sublocations", enjoying the scenery, or waiting (*red watch*) up until dawn.

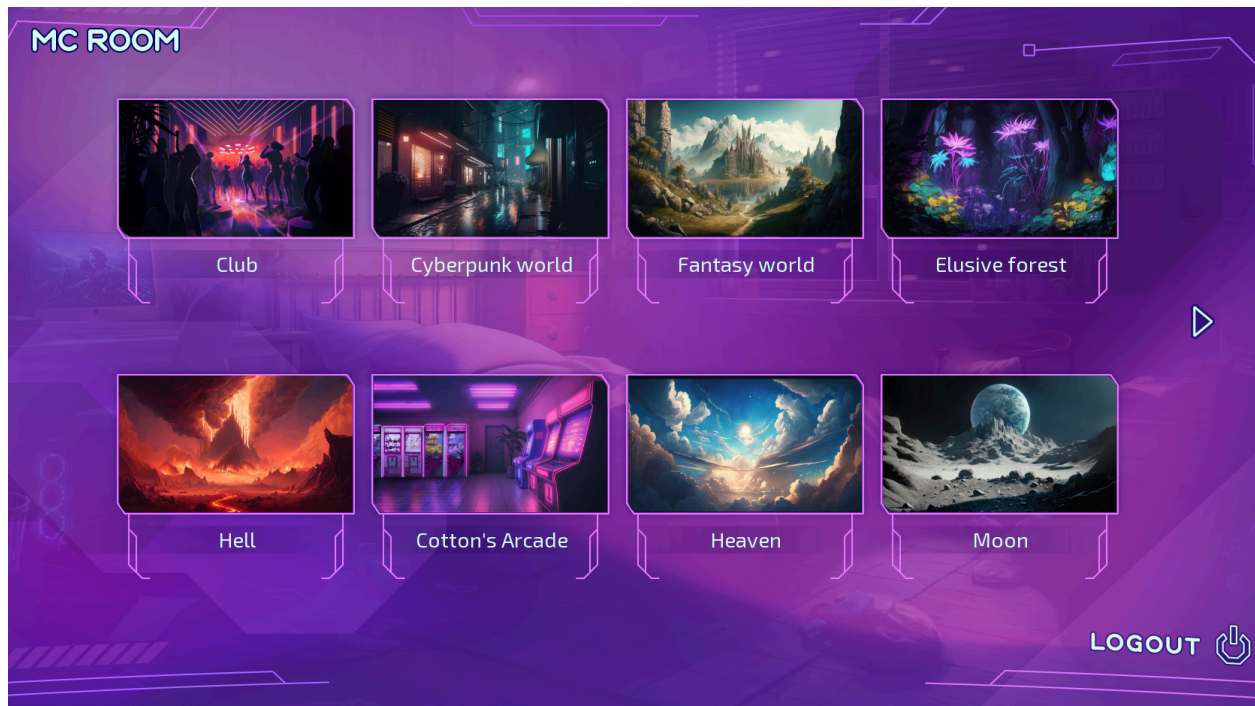
Your Room

Here you can pass the time by enjoying the scenery, sleeping, going to *the **virtual world***, or waiting (*red watch*) up until dawn.

"GIVE ME THE DARKEST COFFEE YOU'VE GOT!"

Virtual Map

Next is *the **virtual reality map***; this map is only accessible through *your room*. Here you'll be able to *join 10 different chat rooms* and converse with *Cotton* & *Morgpie*.



Club

Here you can pass the time by meeting people (**charisma**), exploring the different "sublocations", enjoying the scenery, or waiting (*red watch*) up until dawn.

Cyberpunk World

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Fantasy World

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Elusive Forest

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Heaven

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Hell

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Cotton's Arcade

You can pass the time by enjoying the scenery, hanging with [Cotton](#), exploring the different "sublocations", or waiting (*red watch*) until dawn.

Moon

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

Post-apo World

You can pass the time by enjoying the scenery, scouting ([awareness](#)), or waiting (*red watch*) until dawn.

Fox Cafe

You can pass the time by enjoying the scenery or waiting (*red watch*) until dawn.

No matter where you choose to go, what you want to do, or who you'd like to meet, there's something to do and try for everyone—with lots more coming soon!

"In that case... what are we waiting for?"

Characters

*(In the essence of not spoiling too much, the info on the **girls'** different events will be simplified from the original text.)*

Currently, *eight* girls and *one* guy are playable (*more are in development & planned*). [Sarah](#), [Lucy](#), [Eve](#), [Molly](#), [Cotton](#), [Brody](#), [Joy](#), [Asha](#) & [Morgpie](#) . Some of them you'll encounter just by walking around and passing stat & skill checks.

Stat & Skill Checks

Some situations change depending on whether you have high enough stats with a character. In other scenarios, if your MC's Stats aren't high enough, will be failed. MC stats are inside the **guidebook**. [Intelligence](#), [strength](#), [awareness](#), [agility](#), [charisma](#). Doing certain things around the map can increase these values in time.

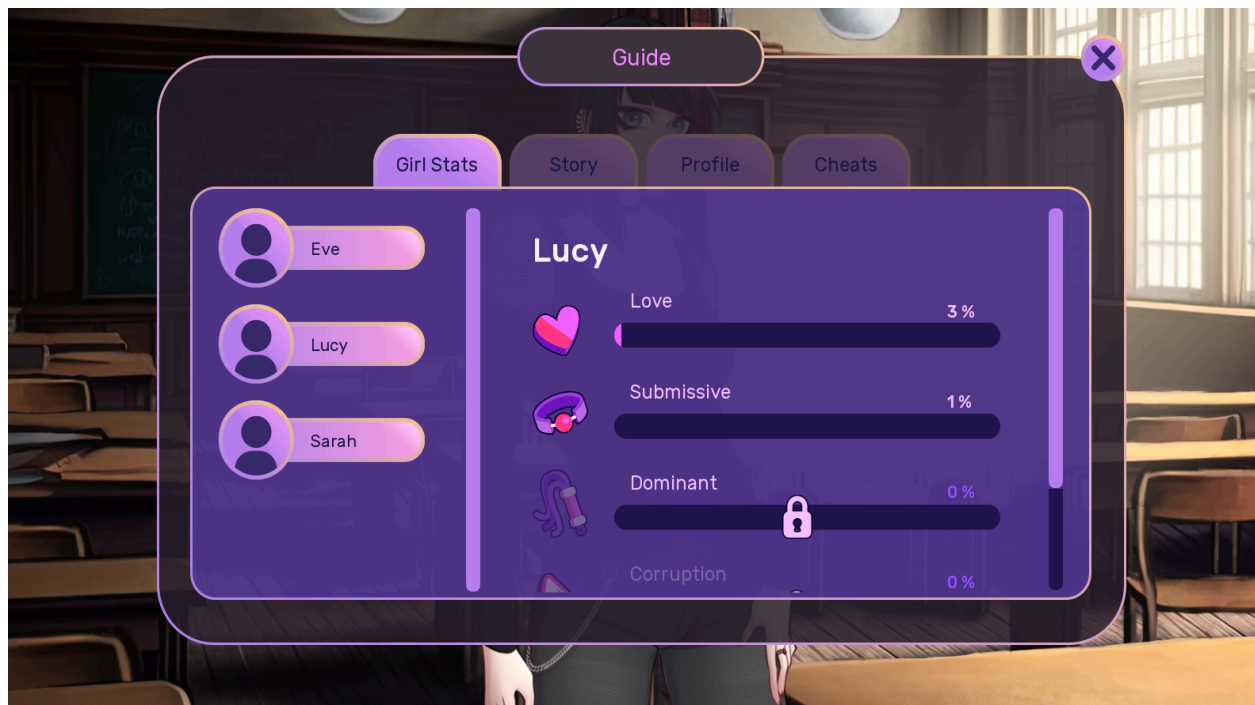
- *Each training action increases the relevant skill by +1, with a 1/20 chance (5%) of receiving +3 instead.*
- For now, the only values that matter—to unlocking events—are the **Girl Stats** (*in the **guide book** & girls' side menu*). You can chat, flirt, hug, and kiss to raise each of your **girl stats**. After capping out a certain number of Love Points (*now referred to as [LP](#)*), Submissive Points (*now referred to as [SP](#)*), & Dominant Points (*now referred to as [DP](#)*), MC will be ready for each separate girl's next event.

Note that different girls have different Kinks available, but the same KP ([Kink Points](#)).

These values will be needed, *depending on which route you'd like to take with each of the characters, but won't lock you out of any character's main events without them (as of*

now). The only exception is “upon first meeting the girls after the prologue”; you won’t have to pass a KP check.

Be sure to pay attention to which stat is higher than the other, it could have changes across your playthrough. If you ever forget where to look, you can always reach it from your handy-dandy notebook in the top left corner.



“Well... fuck you.”

At this moment in time, most of the Ladies have four or more events. This number isn’t final.

In the essence of spoilers and such—not all routes are as detailed as others, but will be just as valuable.

Brody

Brody is, seemingly, the only Janitor at Uni. He almost always takes his trusty mop wherever he may go and is beloved by the community for his background as an alleged former C.I.A. agent, former mafia head, and Chad energy. He may or may not be Cottontail. He has grey hair—that may have been blonde at one point—a gold chain, hazel eyes, and



at least one tattoo on his neck and left hand. He's currently the oldest and only interactable male character.

1. A dark figure will approach MC while strolling through the *Park* in the *evening*. The figure will be young and thin, revealing that they know MC's name. MC will freeze before blurting out the person's name. *It's Thomas*; MC will embrace him and they'll share a moment too short for comfort. He'll let MC know that he's not hurt, but that he's in deep trouble and needs MC's help. He'll mention that his kidnappers asked about Alice, why MC &

Thomas were looking for her, and about MC & Loverse. He'll mention that it doesn't seem they know who Alice is; shortly after, they let him go.

MC will pressure him into telling him everything; he'll be reluctant but reveal that he told them about MC's accident. He'll beg MC for his help, saying that he told them about Brody and he's worried about him. He says he doubts he'd have been taken so easily, but that when he passed his apartment, his door was ajar and it seemed as though no one was home. Thomas will tell MC to talk to Brody to help him forgive Thomas. MC says he will, as his friend goes into hiding for the time being.

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2. Brody will be at the Uni working. MC will approach him, and he'll be glad to know that Thomas is alive. He'll apologize for leaving them alone to deal with that kind of thing, but MC will explain what Thomas told him. Brody will have already planned for it all and say as much. He'll say it's no hard feelings, that "anyone would do the same to save themselves", and he'll let it go—this one time. He'll ask MC to tell him about how they are going to find Alice, and he'll regard the question as being weird. MC will then leave to let Thomas know he's in the clear.

Sarah

"Get outta my room, you creep!"

Events: 4

Sarah is a bubbly, RPG-loving, tester for the F.I.V.R.S. project. She's got a good heart and gold, blonde braids. She's one of the shortest girls in-game. - *she's the reason you can't be detected in Loverse—at least, not immediately.*



1. Visiting her apartment after the prologue will start her first event where you will enter a cutscene. Following the dialogue will reveal a bit behind Sarah's character.

You can choose either (1), (2), or (3), here.

Sarah is passionate about games, and a sweet, messy kinda girl; you have a chance to give a bit about yourself as well.

She could use help with double-checking her bug reports. Even if you *aren't*, you can choose (1), (2), (3).

Sarah excuses herself, leaving you with the time to look around. When she returns, she'll ask you about a movie.

You can choose (1), (++)**LP**, or (++)**SP** here. Sharing a moment, you can then pick (1) or (2) and express your feelings on the night. - *you must max your **LP** for the second Event to activate.*

| **LP/SP** max = 15 |

2. Visiting the park on, *Thursday afternoon*, will greet you with a nice view and a perfect place for a picnic. MC takes it all in for a second before Sarah yells out. You'll approach her and ask her what's wrong. (1) (++)**LP**. She'll tell you

that a guy was making fun of her; you'll be presented with *three* choices: (-LP), (++)LP, or (++)SP).

She'll ask MC if he wants to play DND with her, to which MC agrees. (++)LP (2) Setting on an adventure, you are given *three* choices: (++)LP, (++)SP, or (3).

Sarah will ask your thoughts on the game: (++)LP (-LP)/(1) (++)SP before continuing. MC will reminisce and appreciate being able to see Sarah this way before they part ways for the day.

| LP/SP max = 25 |

3. MC will navigate campus and run into Sarah on Thursday morning. He'll be much of a pro, but still finds himself in new parts every once in a while. He sees Sarah and runs over to greet her. She mentions that she hasn't had her morning coffee yet and you have two choices: (*neutral*) (++)SP | (++)LP (++)SP (-LP) | (++)SP (++)LP (++)LP). MC will invite her out for coffee at the *coffee shop* and she'll ask when MC would like to go: (++)SP (*neutral*).

They arrive at the *busy cafe* and Sarah orders the strongest coffee they have, *with quite a noticeable bit of fuss*: (*neutral*) (++)SP (++)LP).

MC notices that Sarah isn't in her element, so asks her about herself. She mentions that she's not from around here and is one of the lucky kids from the other side of the tracks. Sarah begins to faze out and MC takes the time to appreciate the situation and *redhead worker*. After a while, Sarah will ask MC to go to a dumpling restaurant someday, and they'll spend time talking about their lives—her about her family and life on their farm—MC about his family and love for games. Eventually, they leave the cafe.

| LP/SP max = 35 |

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4. Sarah will be walking around *her room Sunday morning* and will mention that she may not want to work ever again. MC will note her sad exterior and ask her what's wrong. Sarah won't want to hide it, but won't want to tell MC either—in fear of how MC will view her after. She'll mention the Dean and her QA position and promise that the only reason she didn't mention anything earlier is because of her and MC's relationship. She'll also mention her father, but won't go too much into detail. She'll focus on the fact that she's more than pretty eyes and perky tits.

Sarah will explain her relationship with the Dean, and be quite upset about it all. MC will be distraught, yet supportive. He'll ask her if he's able to help in any way, but Sarah shoots it down and tells him to "just listen". She'll allow MC to know that she cares about his opinion and is trying to let him in, but that this is all at the moment. MC reassures Sarah that she can always talk or lean on him, and she loosens up a bit. He'll start to wonder if at all she was right about him not being able to help.

| *LP/SP max = 40* |

Charisma < 50 | You'll find the Dean at the University on *Wednesday afternoon*. The tension rises as MC approaches her, hoping to bring Sarah up as a topic. She'll ask his name, and you'll have two choices: (*Trick*) (*Blackmail*)

"The name's Leo."

MC will tell Lisa that he's a freshly transferred student. Her demeanor will soften, and she'll welcome him—but mention she's short on time, so he'll have to hurry. He'll thank her and mention that he came into Sarah's company, on his first day, and she helped him realize how great of a school their Uni is. MC will tell Lisa that his last name is Gatez and her eyes will widen; she'll mention not knowing about this, but he'll assure her it was supposed to be that way—as he'd like to work off of his own accord.

MC will talk up Sarah and mention making sure his “father” compensates not only her future but the school’s funds in the way of donations. He’ll prod at how amazing it is she has the capacity to both study and work—and allow the Dean to chime in. She’ll say that Sarah is a student, and MC will thank her for not betraying his impression. She’ll wish him well, and leave to let Sarah know the news.

| *LP/SP* max = 65 |

“Let’s take her out of that comfort zone of hers.”

MC will go into Chad Mode. He’ll allow her to know that he has something she’d do well to listen to, as it’ll have consequences on her future role as Dean. He’ll mention going through the Uni’s email server and finding an email promising a spot on campus for labor. Lisa will wince, and MC will recommend that she keep her promise—unless someone were to hear about this scandalous act from such a renowned school. She’ll ask if she’s some acquaintance to Sarah, and MC will notice that he might put her in danger. He’ll cover it up, and she’ll agree as MC sends her off. He’ll then go to tell Sarah the news.

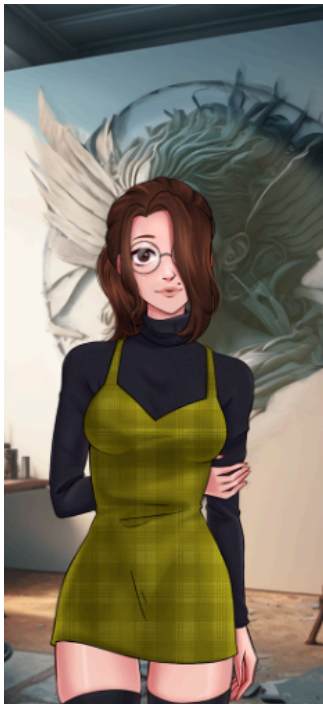
| *LP/SP* max = 65 |

Eve

"Our project is in a state of continuous development. We're constantly creating new features and discovering fresh applications."

Events: 5

Eve is an artist working closely on the F.I.V.R.S. project; she has a lot more good in her heart than she has time to show. She gives you the headset; you can usually find her in the Art Studio during the weekdays. She's a brunette and one of the shortest girls in the game.



1. Visiting the Art Studio in the morning will allow you to walk in and admire her paintings and sculptures more before she takes notice of your presence. She'll express that she enjoys the fact you kept your word and will exchange banter with you for a bit.

She's tasked with keeping new ideas and features incoming. And lets you know of the Dean and board's involvement in her area of the field. Depending on your answer, you'll get a different bit of dialogue. (1) (2) (3) (4) (5) (6). Being an Artist seems to help her tremendously with her job, and she expresses a bit about how she feels. Digging deeper causes her to retreat from the conversation.

MC will ask her what she needs him for, and Eve will express that she requires a distraction. You have a choice here of (++)DP), (++)SP), or (++)LP).

After this, she'll have to ask you to leave since she's almost as busy as [Lucy](#) regularly. She'll thank you for your time and beckon you to return at the same time, after the following week. - you must max your LP for the second Event to activate.

2. You reach the Art Studio and see Eve spaced out. MC gets her attention and she greets him enthusiastically. She will tell MC to pose for her and you'll have *two sets* of choices: (+SP) (+DP)/(1) (2). - *refusing will cause you to have to come back later.*

MC will grab a chair and start to pose for Eve (++)SP) (++)DP). - *depending on how you pose, it will show/matter later.*

She'll ask MC what his *type* is; you'll have *three* choices (- LP), (*neutral*), or (+DP).

She'll tell you to pose again and give you *two* more choices: (++)SP) (++)DP). After a bit of time admiring her work, something starts to bother MC. As he confronts Eve about it, they are cut off by a knocking at the door.

Feeling the energy of the situation is like a bolt to MC as he is ushered into the closet. A woman arrives in class, berating Eve with her words, as Eve stays unbothered. After a while, the woman will leave and Eve will collect you from the locker.

Eve may seem cold and dissociated from the situation; she'll send you out strongly and tell MC that she'll let him know when to come by.

3. Eve will text MC; she'll apologize for the way things went last time and mention she'd like to try again. MC texts her back and they agree to meet in the Art Studio soon since she has a present for him. Once there, you'll see Eve already making preparations - *dep. KP/choices~~*. She'll usher you to take off your clothes and you'll get two choices (+++DP), (*leave*).

Eve will compliment you before asking for a pose. After, she'll get started with her headset on. MC will ask to see, and she'll show him how he looks in her eyes. She'll allow MC to kiss her on the cheek. You'll have two choices: (Decline) or (With Pleasure).

"Well... Good luck with that."

Eve will completely turn off from the situation. She'll dissociate and make MC leave her be. MC will be happy that he shared his feelings though.

| LP/SP/DP max = 30 |

"What did I say?"

Eve will trap MC, making him focus on her words. They'll exchange ground rules and you'll be asked to respond. After showing you who the boss is, Eve will make MC kneel and walk to her before having him pleasure her. After she finishes, you'll have two choices: (+++DP) or (+++SP), in which she'll tell you to take care of yourself too. She'll trap you and you'll share an electric moment before tiring each other out.

- dep. KP~~ Eve will tell you that you can leave when MC mentions that he could use a shower. He'll ask Eve to come back with him and she'll respond. She will reassure you that she had a good time and that you should come back, but she won't be joining. It rubs MC the wrong way, but he agrees and leaves; he tells himself that he knows there's something else to her - *Having sex with Eve again will follow the route aligned however if you refuse~.*

| LP/SP/DP max = 30 |

(I'd rather talk)

"The weather is beautiful, the day went well, and work is progressing."

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4. MC will be hesitant, but firm; he's *done with the increasing monotony of it all*. He wants to *progress*. He'll say it was nice, but he can tell something is wrong. Eve will have dissociated, but MC will tell his feelings again anyway. She'll disown any love and tell MC off. *Is she wrong?* MC will leave, but linger for a bit to recollect. Eve will open the door and ask MC a hypothetical. He'll answer with a question and she will reassure MC before he says alright.

She'll ask to go on a walk, and the scene will be set. Outside will be warmer; the tree leaves tinted auburn, and pink clouds on the washed blue sky. It'll set the mood as the pair walk and chat. Eve will turn to look at MC and be prompted to start from the beginning. She'll tell you about her *parents*.

Eve will start to remember her life *leading up to this point* and recall some *mind-altering* things (*like manipulation*). MC will listen, only chiming in when a question hangs in the air, or to keep her aware that he's *listening*. The scenery will change, however, the topic stays the same. She'll mention that she was finally *remembered* when she was sixteen and forced to be *a mold for her family's hands*. Her life, she expresses, *was a war*.

The scenery will change as Eve and MC continue their talk. She'll tell MC that things *are better since she's away from them*, but just as bad. She'll express more about the subject and that she's no child throwing a tantrum, anymore; she's *a war general at war*. She'll express how she won't back down and will keep fighting, but will also mention *why she can't leave*.

MC will look at Eve and admit he doesn't know how to help her. She'll tell him that he can continue making her time at the institute better, but MC will be reluctant; until she tells him to *take her on a date*.

| *LP/SP/DP* max = 40 |

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5. Eve will knock on your door and barge in, talking about “*these bastards*”. The Dean has put in bad words about Eve’s performance; calling it slow and sloppy. She’ll mention seeing the Dean in the hallway and you’ll have *two* choices: (++)SP) (++)LP). She’ll express that she believed that if she didn’t give a reason to say anything, they wouldn’t; that she believed in herself. MC will hug her until she stops fighting; he’ll caress her hair, offering her a moment of weakness. MC asks if she has any fond memories of her parents, and Eve will think about it.

She’ll mention that her family would argue a lot, but her dad would take them all to the mountains. She shows a smile, remembering at least one fond memory, and MC asks if she still does it. She’ll express that maybe MC should stop what he’s trying to do, but won’t make him stop; instead, she tries to make him understand where she’s coming from. Eve will start to break down, and MC will comfort her. He says that after she’s calmed down, *they’ll go see the Dean together*. He’ll *point to the institute building* and tell her that he’ll call whenever he’s close; after letting Eve know that they’ll go out again soon, she’ll agree to everything—saying she’d like that.

| LP/SP/DP max = 50 |

Lucy

"And I'm Lucy, and I don't know why I should care about you."

Events: 5

Lucy is a spitfire of a woman. Studying neuroscience as a neuro-technician, partly for her deaf, mute brother, you'd expect her to be cold and dismissive, yet she stands to prove you wrong with every smile you earn. She has charcoal-black hair and is currently one of the tallest girls in the game. - *even early on Lucy isn't one for conversation; flirting will give you the best KP gain until your SP \geq 20.*



1. Visiting the University Lab, after the prologue, will start her first event; you'll notice nothing much has changed since your last visit. While MC wills himself to deal with another *verbal beating* from Lucy, she takes notice and welcomes him in.

She beckons him to a chair while, semi-ignoring his advances. As he takes a seat, she tells him to relax and begins to hook up the neurosensory helmet. With the uncertainty behind her voice, MC questions if she's done this before; you'll get *two* choices with varying dialogue: (+LP) and (2).

Shifting about uncomfortably in darkness, Lucy asks you to relay what you see before trying different things to get certain results. With none of them seeming to work, your moods change drastically to and fro; she has you take off the helmet and is more than a little frustrated. You have two options with varying dialogue: (1) or (2). She becomes more chipper depending on your choice but also starts to pace back and forth. She asks you about your time with the equipment and you reminisce. You, in turn, ask her a bit about herself, and though reluctant to answer, she still gives some insight. *Like how she got into technical novelties in the later years of high school (especially those related to neurobiology).*

Lucy mentions that she has a deaf-mute brother, and MC starts to fill in the blanks. He'll sigh, and look at Lucy. Your morals come into question in the form of three new choices: (+ LP), (2), or (- LP).

MC tries to throw out different ideas to move things along (depending on your last choice) and begins to get frustrated, fearing that he may just become a vegetable from the experiments. You decide it's now or never and give in to the test, beckoning Lucy to turn up the sensitivity. You'll get two varying choices: (+SP) and (2).

After this, you will restart the test again and be given three sets of two different choices. Follow the dialogue and answer the questions properly to get a good ending of the dialogue. *(chances are that this will be crucial to getting a certain route with her in later updates)* She tells you to return in another week or two for another test.

| LP/SP max = 10 |

2. After a few days have passed (*and LP = 10*) You'll be given *three* choices (*Invite Her*), (*Not Now*), or (*I Don't Wanna Know Her. Ever*). Depending on what you choose will determine what happens moving forward: (*Continue With Lucy's Events*), (*Continue at a Later Date*), or (*Lock Yourself From Ever Gaining KP For Lucy Again*) - please note that the last option WILL (basically) lock Lucy out of the game for you moving forward; there's no going rollback.

Inviting her out will allow for a more personal hangout at the local Pub on Wednesday Night. Continue with the dialogue and you can return to your endeavors until the fated day arrives.

MC meets Lucy in the Pub. They exchange comical banter until MC asks (*Would you like to play pool?*) or (*Care for a drink?*).

"Alright, but if I sense you're going easy on me..."

(+SP) (2) MC and Lucy will talk about classes, research, and their busy schedules. When asked if she has anything better to do than her monotonous schedule, she sinks two balls and ends the game.

"Yeah, I could use one."

(++LP) (...) (...fine) MC and Lucy will talk about classes, research, and their busy schedules. When asked if she would prefer to be doing something else, she hesitates and drops the subject.

Lucy will ask MC who he is, and you'll have *three* choices: (1), (+LP), or (- LP). She's been curious for a few weeks now, and she's noticed how weird MC is. MC can react in *three* different ways (1), (++SP), or (- LP).

After a while, you'll come to a middle ground and enjoy the rest of your night with the promise of more details later. Lucy will tell you a bit more about her earlier years and ask MC about his favorite genre of music. They'll take their leave from the Pub as Lucy promises to let MC know when the next test will be ready, and wish one another safe travels as she walks home.

| LP/SP max = 25 |

3. Visiting the Uni Lab on *Monday evening*, MC will find Lucy waiting for him. You'll get *two* choices: (+SP), or (- SP). She'll explain that her research has yielded great results—so she's sure a breakthrough is close. Lucy will also mention that the Rorschach test has inspired her idea in the testing she has planned for MC; in which, MC will question how "big of a deal" the experiment is. This will make Lucy react and you'll have *two* choices: (- SP)(+LP).

MC will sit down & the general procedure of starting a prototype test begins; they'll share a moment, and MC will put on his helmet. He'll ask if there are any wrong answers to the test, so Lucy reminds him that there aren't—thus starting the test; *(neutral), (neutral), (neutral), (neutral bad) | (neutral), (neutral), (neutral), (neutral bad) | (neutral), (neutral), (neutral bad), (neutral)*.

- *(4) (4) (3) - fail (- 10LP) will lock Lucy out of your run.*
- *(4)(4)(∞)(∞) - fail.*
- *(4) (∞) (4) (∞) - fail.*

Lucy will ask MC if he can comprehend what they just accomplished. He'll take his chance to tease her, and she'll call him a smartass before explaining that she can make real-life scenes to project. He will ask her to help him remove the gel from his head, and she will. They'll share a moment before Lucy asks MC if there's something wrong. He'll say it doesn't matter and leave the Lab. Before he gets too far, Lucy will briskly, walk out and ask if MC will accompany her to her favorite band's Concert in the area. He'll agree & tell her to send him the details before Lucy returns to her lab.

| *LP/SP max = 35* |

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4. A few days later, Lucy will text MC about the concert on *Wednesday* and ask if he's still interested; *(surprise neutral), (- LP), (- 10LP)*. If so, she says they'll meet up then. On arriving at the *Pub*, MC will be welcomed with great scenery and the smell of a true venue. Lucy will find him and ask if he's nervous; *(neutral), (- SP)*. Lucy will share some information about why *this spot is special for her*.

MC will lose her in the growing crowd and will go searching for her. He'll bump into a man and flip him off before running back into Lucy; *(++ SP), (neutral)*. She'll ask if he wants a beer; *(neutral), (neutral)*. After, they'll both share a moment of increasingly

fun energy. MC will try to put the energy-high moment into words and they'll lock eyes for a moment; (+5 SP), (-- SP).

(Awareness Check < 50 (Block)(Dodge))

An altercation will cause MC to wake up with Lucy watching over him. She'll explain that it was bound to happen and that she's thankful he's okay—and even though she took care of him, she doesn't deserve a "thank you". She'll mention that she's going to be gone for two weeks to visit her family, so she'll see MC again afterward. MC can tell that Lucy has something on her mind, as she leaves, but doesn't have the strength to find out what it's all about in the moment. MC will fall into a deep sleep...

| LP/SP max = 35 |

"I quickly retaliated..."

MC will deflect the man's blow and place one at his jaw before he can swing again. The crowd will continue as normal even as his body hits the floor like a ton of bricks. MC will state that the alcohol numbed most of the pain, and begin looking for Lucy. She'll look a bit disoriented and shaken up by the whole experience. He'll tell her everything's okay now, and ask if she's alright; to which she'll say no and ask MC if they can leave. He'll observe her for a moment and realize that she's not just shaken up about the man from earlier. She'll avoid his gaze, and he'll agree as they walk out into fresh air. They'll walk in complete silence until MC speaks up and asks if there's something wrong. She'll tell him that she needs to think and that she'll be visiting her family and will get in touch when she returns. MC will ask for how long, and she'll answer *"Two weeks."*. You'll have two choices: (neutral) (neutral).

| LP/SP max = 35 |

"I had to let go of her..."

MC will pull Lucy along & dodge the blow. He'll shove him to the side and the man will crumple at their feet. Lucy will be shaken up by the whole experience. She'll ask him to take her home and he'll agree; they'll walk in complete silence until MC speaks up and asks if there's something wrong. She'll tell him that she needs to think and that she'll be visiting her family and will get in touch when she returns. MC will ask for how long, and she'll answer "*Two weeks.*". You'll have two choices: *(neutral)* *(neutral)*.

| *LP/SP* max = 35 |

5. *Two weeks* will pass, and MC will receive a text, from Lucy, asking to meet at his apartment; you'll have two choices: *(neutral)* or *(neutral)*. Lucy will appear at MC's doorstep before he has time to process and will reminisce about the *last time*. She'll thank him for letting her in; silence will fall over the room; (- *LP*) or (++)*LP*).

She'll explain her heart, and that she's so tired of everything. She'll begin to cry, and mention that she's always moving and that ever since her youth, she's had to tough; you'll have *two* choices; (+*LP*) or *(neutral)*.

Lucy will continue being distraught; she mentions that everything is going great for her, financially, and that she doesn't need to rely on anyone any longer. You'll have *two* choices: (+*LP*) or *(neutral)*.

Lucy will mention that she's forgotten herself, and even though she doesn't feel any better, all her years working and fulfilling orders were bountiful, but a hollow shell; sometimes, she mentions, she'd not bother cleaning up at all. You'll have two choices: *(neutral)* or *(neutral)*.

Lucy will expose that she loves being around MC and that he's helped her break the monotony of her life and enjoy life for once. She'll feel like she can just let go and be

free with him around; MC will find out that he excites her and that she's terrified to hear how he might react. You'll have *three* choices: (I'm Glad), (Touch Her | SP = 30), or (I Don't).

"This isn't something you should feel ashamed of."

MC will reassure Lucy that he sees her. He'll express that he's been fond of her for a while; how could he not, with her intriguing personality and passion for her work? He promises Lucy that he'll take care of her & her feelings and welcomes her into an embrace. They'll share a moment before fading to black.

| LP/SP max = 50 |

"Your honesty means a lot."

MC will close the gap between them and comfort her. He'll tell her that he's so proud of the courage that she's shown, and appreciates all that she does. He'll caress her cheek and whisper sweet roses into her ear. He'll promise to ease her troubles and prove to her that she can forget them. They'll share a moment in his room before she starts to show her true self once again.

| LP/SP max = 50 |

"You're a remarkable woman, but..."

MC will allow Lucy to know how he feels about her—that she's remarkable & powerful—but has no attraction to her in that sense. As he talks, Lucy will brace herself, and be completely shocked at his words. MC will be gentle and tell her that he doesn't want to mislead her, as he cares too much about her, still, to do such a thing. She'll thank him, trying to hold together her emotions, before leaving (**Hard Lock**).

| LP/SP max = 0 |

Molly

"Oh, no; you don't have to! The last thing I need is a customer getting hurt."

Events: 3

Molly's the worker and owner of a city-famous cafe. She has straight, red hair, is family-oriented, loves Asian food, and is a sweetheart to boot—or under. She's sweet with a tang of danger. She seems as though she has more going on than you'd think.



1. The cafe will bustle with life as MC takes his seat. The sweet smell of Apple Pie hits his nose and he turns his gaze to the owner moving about the restaurant. She has this effect on not only you but the rest of the cafe as well. Bated breath makes the atmosphere quiet as everyone enjoys the view. MC will start to wonder if it's not only the drinks that people come here for. Molly trips and spills her tray; you have two choices: (*neutral*) (+LP). She'll thank you for your help, *or lack thereof*, and *notice* you from earlier.

She seems to glide across the cafe, completing orders with unnatural ease. MC waits, enjoying coffee until Molly comes back. She'll thank you again and you'll share a moment of *chocolate*, coffee, and small talk. She'll flash a charming smile and wink, making *you want to come back here* again, before returning to her other customers.

| LP/DP max = 20 |

2. The Cafe will be a bit less crowded than usual. MC will revel since he doesn't have to chase down seats this time. Instead, he can take his time and enjoy himself. He can even venture to the counter to check if a certain redhead is

working today. Though your ears nibble at the conversation at hand; It sounds aggressive. MC will hear Molly say that she'll handle *something*, but instead of ending, it seems she *takes control of the situation* and dismisses everyone. She'll promise *rectification* before turning around and seeing MC.

She'll ask MC if he's been waiting long and that next time he should *personally* ask for her. Since MC didn't want to interrupt, he told Molly. She stands there with her hands clenched and her smile plastered. Since *nothing is wrong* she'll ask MC what he wants to order. He'll give his request and she'll promise to bring everything to him. Her skills keep her from losing control of her tray, *even in the most hectic of situations*, and she reflects for a bit before setting MC's order down. He'll reminisce about the flavor and compare it to his grandmother's baking.

MC will catch her staring off through the window *at a small group of people* and she'll say that it's nothing. You'll speak out of tongue but have *two* choices: (*warm neutral*) (*neutral*).

She'll mention her *assistant*, his *creativity*, and that she's no good with numbers. MC will tell Molly about her biggest advantage, and they'll share a moment before she goes to tend to the other customers.

| *LP/DP* max = 35 |

3. *Wednesday night* will be serene; the stars will echo a silence under the usually busy *street*. The only other sounds will be groups of students chatting away as they enjoy their own company. Suddenly, a passerby will barrel into MC and he'll be forced into a *strength Skill Check* (50 < / - *LP*). Molly will appear next to him looking flustered, from exertion. She'll check on MC, but before he can question what happened, she'll mention that they need to catch the mystery person.

MC will surge past Molly, closing the distance on the hooded figure! He'll extend his hand to grab him and be faced with an *awareness Skill Check* (30< / - LP).

The figure will get away, bumping into anyone and everyone in their way. It does little to slow him down, as Molly & MC soon lose sight of him. MC will be faced with an *intelligence Skill Check* (50< / --- LP)& two choices: (Campus) (Park).

"Your attention is drawn to Brody."

MC will come across the University Janitor and see him struggling while muttering curses under his breath. MC will ask if he's seen anyone run by, and Brody will be sarcastic—but say yes. He'll take a second to appreciate Molly and she'll ask him where the person who ran into him went. He'll express that he would've handled it already if he had. She'll thank him as he leaves grumbling.

Molly won't be too pleased that the trail is lost and punches a tree, muttering under her breath. MC will feel a new kind of energy from her and express never wanting to witness it again.

"It was quiet in the park."

MC hears faint footsteps and runs into Lucy around a cornered path. He'll blurt out his question, but will quickly be reminded that *it's Lucy he's speaking to* and apologies mentioning he doesn't have the time, sadly. Lucy will shake her head and they'll three be on their respective ways.

Molly won't be too pleased that the trail is lost and punches a tree, muttering under her breath. MC will feel a new kind of energy from her and express never wanting to witness it again.

He'll ask her why she had them running across half the city, and she'll fill him in on the details. She'll mention some shady people lurking around and express that she doesn't believe her people are safe. She'll allow part of her character to surface and MC will learn a lot about her.

| *LP/DP* max = 35/30 |

4. With *the night previous* leaving a sour taste in MC's mouth, he'll go to check on Molly at *the Red Wolf Cafe*; he won't see her as he looks around, only to find out that he's *come at a time she isn't present*. A pink-haired waitress catches his eye before he has time to notice. She indulges in a tantalizing dessert; a spoonful of dripping white whipped cream. A smile adorns her face as she slowly savors the taste and texture of her simple treat. The bliss all but stays on her face as she notices, MC. Her body jolts, her mouth hangs, and her eyes focus all in the seconds before she turns and practically prances to the kitchen door, where two men are standing; one fixes MC with a look that could kill, and the other nods politely. They'll exchange words before MC can grasp the situation; they're at his table.

Bernie, the accountant, and Lucretia, the waitress, introduce themselves. MC tries to play it cool, but as moments draw on, he can't help but feel as though he's in the "hot seat". The two Red Wolf workers will apologize for their intrusion; Bernie admits that his group was hoping to talk to MC about the recent events surrounding Red Wolf & Molly—specifically. Usually, they wouldn't bother, as Madame Molly is the strong type and isn't open to worrying them with behind-the-scenes details, however, lately, they've all noticed her looking quite distraught. Messing up orders, seeming aloof, scrutinizing customers, and always checking over her shoulder; Molly hasn't been herself since the incident, but won't stop to take a break or accept help. They know she won't let them know what's

going on, but have noticed that she favors MC; they admit that this is why they were hoping to talk to him. Here, you'll have two choices with no penalty to MC; (*neutral*) or (*neutral*). Regardless of whether you choose to keep quiet or tell them everything, they'll leave to continue their work, and MC will figure it time to take his leave before Molly can return and get suspicious, as well.

| *LP/DP* max = 35/30 |

5. *A few days* pass; MC walks down the *street* on his way to Red Wolf. Suddenly, he stops short. The sight before him is almost too grim to bear. Red Wolf Café sits, as it always does, but with graffiti covering its once pristine walls. Not only is the sight driving away customers, but the smell is foul. Passerbys wince in disgust at the potent smell of spoiled eggs decorating the door. The Red Wolf crew are strewn about, assessing the damage and comforting a crying Lucretia. MC asks what's happened, and Bernie admits that they've been victim to an attack on Red Wolf. Little information is given, but MC's thoughts fly to the safety of Molly as he demands to know where she is. Once pointed to the inside of the Café, he barges in—completely ignoring the “Closed” sign hanging across the door. His ears buzz and his blood boils, as he searches for any sign of Molly. He calls to her, thankful to get a dry response from her as she emerges from the back room—looking rather exhausted. She'll reprimand him for busting through the broken door. Here, you'll have *two* choices; (*neutral*) or (+*DP*).

Molly tells MC to have a seat, as she goes to make them both a *strong* drink. They'll both take a moment to recoup, as Molly takes a hearty swig from her mug. You'll have *two* choices; (-*LP*) or (*neutral*).

She'll correct him at this moment, saying that the store looks like “complete crap”, that their “hooded friend” came back; and that before MC arrived, the store looked

way worse. He'll take a moment to think about this, a shudder escaping his person. He'll ask her if she called the police, to which she'll answer that they've been more interested in questioning her Crew than anything else. She'll welcome another hearty swig of her potion before her hand connects with the table; you'll have *two* choices, *(neutral)* or *(neutral)*.

MC will sympathize with her, letting her know that they are—indeed—the victims here and no one thinks otherwise. She'll break down, pulling away from his comfort, this time. Her face is full of worry, anger, and sadness. However, she'll admit that she tried to take on the burden of the cleanup herself, but her Crew wouldn't listen and decided to stay and help. MC will offer his help, and she'll tell him that this is none of his burden to bear. He'll remind her of their relationship and that it is his business; a beautiful display goes unnoticed as Molly, stricken with stress believes him to think she can't handle it all. He'll try to deny it, but she'll push him away, making him leave her café for the time being. You'll have *two* choices; *(neutral)* or *(+DP -LP)*. He'll hope that she'll cool off later, before taking his leave.

| *LP/DP* max = 35/40 |

6. After *some time has passed*, MC will want to text Molly to check up on her. He'll keep it meaningful, but brief.

After a few days, she texts back, admitting that she overreacted and knows that he just wanted to help. You'll have *two* choices; *(neutral)* or *(neutral)*.

He'll ask how her family is doing; she replies that Bernie is scared, while Lucretia and Tim are more than upset. She admits that she could be better, but that she's glad he cared enough to ask.

A day later, MC mentions that it's been a few days since Molly closed her cafe, and begins to wonder how long until she opens back up. He'll ask her as such, but get no reply.

The following day, he realizes he won't be getting a reply from her anytime soon, but can't help but begin to worry.

A day later, a soft rapping is heard across MC's apartment door; upon answering, he's met with the sight of Molly looking less than herself. Her warm smile is gone, her eyes red from tears, and her energy nearly depleted. He'll step aside and inform her of his worrying before she mentions another attack. They'd finally gotten everything cleaned up, yet the next day, Red Wolf was vandalized again. Molly will allow herself a moment to cry within MC's embrace before pulling away, wiping her tears, and asking for a cup of tea. She'll mention that the police aren't doing much to help, and it seems that any evidence they get is just bypassed completely. She'll set her mug down to mention that she's had Bernie up to some surveillance and that the competition owner has been speaking to Brody about stashing things in the Lecture Hall. She'll mention her plan to MC and what she needs him to do. Dread falls across his face, but Molly fixes him with a smile, mentioning that he "wanted to be a part of the family".

| **LP/DP** max = 50/50 |

7. MC will be walking down the *street in the early morning*. Suddenly, someone will grab his shoulder. As he turns around, he'll see that it's Lucretia. Slowly retracting her hand, she'll mention that Molly told her of the plan. He'll mention that Molly hadn't told him any specifics, and Lucretia will tell him it'll be fine as long as his nerves don't get the better of him. He'll beg her to fill him in on the plan, but she'll tell him that he'll be fine and that she has to go to work at the shelter. As she makes distance, he'll start to wonder what,

exactly, he's gotten himself into. After a few days, MC will have to call Molly to start the operation.

Turns out, MC has some new digs; he'll ask Molly if he's required to wear it and she'll respond with—yes. She mentions that it's for his security, just in case he's compromised. He scrutinizes the disguise; Molly tells him not to worry, as the mission will be a piece of cake as long as he follows her directions. His footsteps echo in the empty corridor; his determination builds as he gets closer to his goal. Until someone asks him if he's lost. You'll have *two* choices; (*neutral*) or (-LP).

It turns out to be Eve. He'll introduce himself as a Sanitary Inspector, and she'll ask if she's met him before—as he looks familiar. You'll have two choices; (*neutral*) or (*neutral*). Eve asks where he wants to go, and that she can take him where he wants to go. Molly tells him *not* to, but instead, to discourage her.

MC tells Eve that he's here to conduct a formal interview with someone, and if she'd like to escort her, all she'd have to do is sign some paperwork, as well as a questionnaire about the institute, along with a detailed report of the last three months of her work. She'll soon take her leave, stating that she—actually—has things to do.

Protag reaches the room without any other distractions. Molly will ask if there's anywhere someone could hide something, and you'll have *two* choices: (*neutral*) or (*neutral*).

After gathering all the evidence they need, MC comes face to face with Brody. He'll insult Brody's work at the school and present his I.D. to which the Janitor will be skeptical. You'll have *two* choices: (*neutral*) or (*neutral*). Afterward, MC will leave and commend himself on making it through Molly's plan alive.

| $LP/DP_{max} = 70/60$ |

Joy

"May I stay with you?"

Events: 4

Joy is a German native who's been around the world. She's a big cousin to a close friend of MC and is an exchange student. She's a bimbo with blonde hair, purple cut shorts, and a matching pink crop top. She's been in town long enough to register at the University but not find an apartment. She may require a helping hand.



1. A week after confronting Brody, MC will go home in the evening. He'll just want to take a cold shower & hop in bed; since it's summer, everything will seem to be draining him. The monotony will be broken by a rapping on his front door. MC will, naturally, wonder who that could be, as he's not expecting any visitors tonight. Another knocking at the door will break him from his thoughts, and force him to get up to answer it.

Going to receive whoever is at the door, MC will come face to face with a tall, blonde girl with a sucker in her mouth. She'll have a pink suitcase, grey shorts, and a pink top—that does little to cover her assets. He'll ask who she is, as she takes a step forwards and introduces herself as "Joy" and asks if she can come in—without waiting for an invitation. MC will ask what this is all about and she'll ask to move in with him. She'll explain that she's there on exchange and forgot to secure an apartment beforehand. They'll share a moment before MC tells her he's not in the mood for games.

Joy will tell him that she's serious, and continue with her explanation. She'll hand him her Student I.D., and she'll regard him. MC will learn that she's Thomas's big

cousin and he'll go to check with Thomas. After checking with Thomas, she'll suggest that everything will be fine since you'll both be comfortable, and she'll only be around for a couple of days before finding herself a place of her own. You'll have *two* choices: (*Yes*) or (*No*).

"I am deeply disappointed in you..."

MC will disagree with the situation and tell Joy, "No.". Joy will be highly upset with him, but he'll tell her that this is an unusual situation for him and that he'll help her find a hotel. She'll refuse his "help" and tell him off, before gathering her belongings and leaving (**Hard Lock**).

"Wee!"

Joy will be extremely happy, and her demeanor will change almost instantly. MC will notice and feel as though he's been a passive observer of it all. He'll feel like a fidel, but won't let it get to him; he'll look forward as if things will be interesting for him, at least.

Joy will ask where she can sleep, and MC will direct her to his room, where you'll have *three* choices: (*neutral*), (*neutral*), or (*neutral*). She'll thank him, and start undressing without warning, saying that it's rather hot. MC will agree, and regard her movements as subtle & gentle, and her smile as beautifully crafted. He'll ask her where she came from, and she'll tell him *Germany*. He'll keep the conversation going, but she'll tell him that she's tired from the time change and would love to continue this conversation later tomorrow. She'll kiss his cheek and fall asleep wherever she was allowed, previously chosen, by the player.

2. MC will wake up to a rave in front of his face. Joy will be singing and dancing in her sleepwear and MC will play-sleep while taking a second to appreciate her movements. She'll tell him good morning and kiss him on the cheek before pulling him up to dance with her. She'll compliment his dancing and

ask about his VR equipment and begin to inquire about his “accident”. You’ll have *two* choices: (*Lie*) or (*Silence*).

“It all started a few months ago...”

MC will tell Joy enough to satisfy her, but keep out the main truths of the whole situation. He’ll begin to tear up and she’ll keep him regard him with understanding and care. She’ll ask if he still loves her, and he’ll say that it’s not like that. He’ll stir the question to her, asking about her life instead. She’ll mention that she was born in *Germany* but spent most of her time traveling with her mother in places like *Portugal, Spain, Italy, France, and Poland*. She’ll mention that her mom is a fashion designer and she never knew her father. He’ll remember the Institute and ask if she’ll be alright on her own. She’ll say yes, and MC will be on his way.

“I said I don’t want to talk about it...”

MC will lash out, his words sharper than intended, but will stand his ground. Joy will agree, even seeming to be sort of impressed. He’ll stir the question to her, asking about her life instead. She’ll mention that she was born in *Germany* but spent most of her time traveling with her mother in places like *Portugal, Spain, Italy, France, and Poland*. She’ll mention that her mom is a fashion designer and she never knew her father. He’ll remember the Institute and ask if she’ll be alright on her own. She’ll say yes, and MC will be on his way.

3. Rain will start to fall in the *afternoon* at the *park*; the distinct aroma of wet concrete will fill MC’s nostrils and he’ll appreciate it all for a moment. He’ll mention that he’s missed the rain and will choose to walk without an umbrella. He’ll relish the feeling of the rain upon his frame. As he approaches his apartment building, he’ll notice that lights are flashing and figures are moving within. After recent events, MC will start to panic, bracing for the worst.

He'll quickly notice that his apartment isn't being overrun, but that it seems as though a party is being thrown. He'll try the door handle to find it's locked and proceed to bang on the door until it's opened. A punchable-faced guy will answer and notice MC, letting him in. Annoyed, he'll keep his cool until he sees someone casually smoking next to a window. They'll share a moment before MC encounters Joy.

Joy will be at a DJ table with a smoke screen. MC will shout for her and you'll have two choices: *(neutral)* or *(neutral)*. Either way, MC will let the party continue, and Joy will tease him in the moment. She'll tell him to grab a beer and entertain the guests, before disappearing back to the turntable. You'll have *three* choices: *(Lucy)*, *(Boy)*, or *(Girl)*.

"I wasn't expecting to see you here today."

(Lucy LP>40 Conversation) | *(if Lucy is on vacation, she won't show up to the party)* MC will go to chat with Lucy. He'll express that he wasn't expecting to see her here and she'll say the same—though it's his apartment. He'll try to explain, but she'll say he doesn't have to; he'll explain anyway and she'll understand the situation. She'll reprimand him for leaving his tech out, and MC will realize what he may have inadvertently done. He'll promise to sort it all out and she'll tell him that he better, as they disperse.

"Bro! Come on, we need to take a shot together."

MC will go to mingle with the guy he met before, and he'll tell him to come take a shot with him. MC will be reluctant, but won't have much of a choice and so follows. He'll be led to a table with glasses and a bottle of vodka. You'll have two choices: *(neutral)* or *(neutral)*. The guy will ask if MC is alright and introduce himself as Todd. They'll talk a bit about how they met Joy and will share a moment before dispersing.

"I made my way to the window."

MC will make his way back to where he saw the girl smoking. He'll not the awkward silence, but speak up anyway. He'll introduce himself, and she'll introduce herself as Marie. She'll notice him as the Host and they'll share a moment talking about how they met Joy.

Joy will be *joyed* to see MC and asks if he took care of their guests—to which—he says “yes,”. She'll change the song and they'll share a moment before the music energy of the room changes. MC will be annoyed, but appreciate the *grace of Joy* as she dances upon his desk.

As time flies, the party will come to an end; MC & Joy will end up alone. They'll start cleaning the apartment until MC goes to take out the trash. He'll think back to the evening's events and end up stuck between irritation and acceptance. He'll come back inside and accidentally walk in on Joy. She won't mind, but you'll have *two* choices: (*leave*) or (*make her pay*).

“Umm... maybe I'd better leave...”

Joy will close the door in front of MC, leaving inches between him and her naked frame. She'll tell him that the fun was just about to begin as she massages his crotch. MC will gulp as he tries to keep his mouth from going dry; you'll have two choices: (*play*) or (*skip*).

- Joy will state that she doesn't bite... much. She'll begin to undress him with the moxie of a pit viper. MC will try to talk about what happened later, but will swiftly disown his chance to as Joy caresses his abs asking if he wants to talk about it now. She'll say that she's preferred to surprise him up until this point and that she can tell that MC has been having fun. Things will continue to heat up until the crescendo of the night, where you'll have two choices:

(*neutral*) or (*neutral*). They continue their steamy session until Joy finishes, swiftly kicking MC out.

- MC will stop Joy; he'll tell her he doesn't feel comfortable with how things are playing out. She'll be confused, thinking he wanted this to happen, but MC will assure her that the problem is the situation. Joy will be torn between disappointment and anger, frozen in place with her thoughts as the air becomes progressively heavier. MC senses this and will leave her to think.

"So, are we just going to stand here?"

MC will tell Joy that he can see that something's on her mind and asks if they're just going to stand around. She'll close the door in front of MC, leaving inches between him and her naked frame. She'll lead MC by the hand, and you'll have two choices: (take off your shirt) or (go for it).

- MC will begin to remove his clothes, and Joy will exclaim that she likes his moxie. He'll press her into the tiles of the bathroom wall, locking her between his arms. Before continuing, MC will tell her that they are going to talk about what happened first; to which, Joy will play coy and MC will tell her about herself. She'll try to distract him, but MC will snatch her wrist and tell her there'll be no more unannounced parties in his apartment. She'll sigh, but agree and ask MC to let her make it up to him. Things will heat up way before the shower is turned on; things like Joy being called a "good girl" and MC making her body shudder with excitement as he seemingly takes the lead. After a while things will be smoldering and Joy will ask what he has in mind before wishing him a "good meal". MC will take a breath and exclaim that he's just getting started; she'll tell him to not keep her waiting and you'll have two choices: (*neutral*) or (*neutral*). MC will make Joy's *whole weak*, maneuvering through different angles as her body trembles. MC will make her beg him to keep going. They continue their steamy session until Joy finishes, swiftly kicking MC out and leaving him wondering and unfulfilled.

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- MC will press Joy into the tiles of the bathroom wall, surprising and locking her between his arms. Before continuing, MC will tell her that they are going to talk about what happened first; to which, Joy will play coy with a doe-like look and batted eyelashes. MC will tell her not to play dumb and she'll try to distract him, but MC will snatch her wrist and tell her there'll be no more unannounced parties in his apartment. She'll sigh not knowing what the problem is, as nothing was broken or stolen. MC tells her that she's lucky that nothing was, otherwise, he'd be a lot angrier with her. Joy will scoff, but agree and ask MC to let her make it up to him. Things will heat up way before the shower is turned on; things like Joy being called a "good girl" and MC making her body shudder with excitement as he seemingly takes the lead. After a while things will be smoldering and Joy will ask what he has in mind before wishing him a "good meal". MC will take a breath and exclaim that he's just getting started; she'll tell him to not keep her waiting and you'll have two choices: (*neutral*) or (*neutral*). MC will make Joy's *whole weak*, maneuvering through different angles as her body trembles. MC will make her beg him to keep going. They continue their steamy session until Joy finishes, swiftly kicking MC out and leaving him wondering and unfulfilled.
 - 4. MC will be woken up by Joy bustling through the apartment, humming. A certain smell permeates the air; as MC takes notice, so too does Joy notice that he's not asleep. She'll turn up the music and ask him to get up. He'll beg for more time in bed, but she'll mention that she has coffee on and doesn't want it to get cold. She'll tug MC awake and he'll reluctantly get up, asking her for a second. He glances at the clock and sees the time, 6:30 *am*; he goes to see what she's prepared and sees that it's Deutsches Frühstück—a German breakfast spread. MC asks if they're celebrating anything—to which Joy responds "Monday".

She'll ask if MC knew Lucy before the party, and he'll say yes mentioning a project. Then, Joy will try to inquire about Loverse and what he knows about it. You'll have

two choices: (neutral) or (neutral). MC will give up and tell her about the idea behind Loverse and about Lucy helping him set it up. She'll be more worried about the "satisfying fantasies" part, though and MC will fill her in on the details.

Joy will mention that her taxi will be here at any moment, and MC will find out that she's moving out; she's found an apartment on Avell St. and it's then that MC will notice her stuff next to the door. He'll ask why she didn't say so sooner, but she'll let him know that she's telling him now. MC will be a bit frantic and asks if it has anything to do with him. She'll say that it doesn't and everything was fun while it lasted, but it's time for her to move on. You'll have two choices: (Help) or (Pay).

"You could have warned me earlier."

MC will be a bit upset that she didn't inform him sooner, mentioning that he would have helped her move. Joy will reward him with a kiss on the lips, saying that he's already helped her enough. She'll leave for her taxi before MC can say anything else. He'll mention that he doesn't understand what just happened and the scene will end.

"So, that's it?"

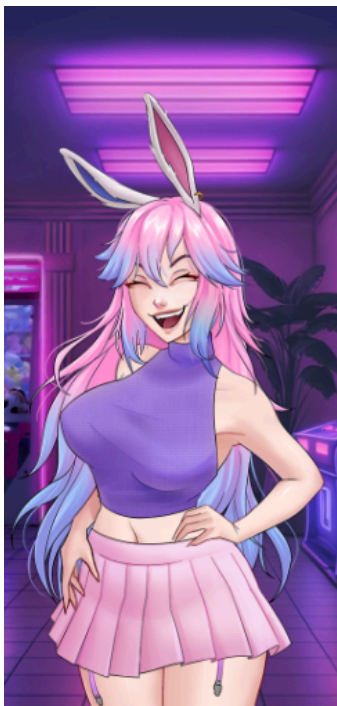
MC will be hurt & furious; he'll lash out his feelings at Joy and demand payment for her stay. Joy will be hurt by this, asking if he thinks that lowly of her, and MC will say yes. She'll accept this, albeit, painfully, and promise to pay the fair as soon as she gets to her new apartment. She then leaves.

Cotton

"Are you stuttering? Oh, that's so adorable."

Events: 6

Cotton is a used-to-be waitress, streamer, VA, and arcade owner who happens to be a bani-girl (bunny-girl). She has pink-blue hair with long bunny ears protruding from her head. She's one of the shortest characters in virtual reality. - she's also forklift certified.



1. Visiting the Arcade will prompt you with a line of dialogue. A classic, neonwave arcade plays in front of you. MC takes a second to admire the view of the place: claw machines, old-school arcade games on every wall, and even prizes *(if you can spare a few tickets)*.

Interested in the scene and moved by the music, MC finds his way to a dance machine where he meets Cotton jumping from tile to tile.

She welcomes MC to the Arcade and introduces herself as "*Cottontail*", but allows you to call her "*Cotton*". After telling her your name, you get two choices with different dialogue insights: (1) or (2).

She will express that she knows this area well and hasn't seen you before. She'll ask if you've liked what you have seen so far and you'll be presented with *two* choices: (++LP) or (++SP).

Instead of ending the conversation, she opens up a bit and leaves the MC to ponder before he takes his leave. Cotton lets MC know he's welcome back anytime.

As weird as the interaction was, MC does express that it was interesting and “*maybe*” he’d like to return.

| *LP/SP* max = 15 |

2. Wait a few days and you’ll be able to visit Cotton in her arcade again.

She’ll welcome you and express that she has a slight problem. She’s working on a secret project and has her hands full at the moment. You offer to help and she tasks you with picking up some LEDs from the Cyberpunk location.

The MC starts asking questions and gets told that there’ll be a reward if he can help without any more questions. After she sends you away you can continue the event at any time by visiting the cyberpunk location.

| *LP/SP* max = 25 |

3. *LP* >= 15 | Going to Cyberpunk will allow you to start searching for the LEDs. However, you quickly realize that MC never got any sort of directions. Just before turning to leave, you catch something out of the side of your eye. The streets are dark, gloomy, and damp.

A soft creepy laugh stricks a bit of fear into MC, and he starts to question whether or not he *has* to do this. You’re faced with *two* route choices: (*Face the threat & enter the dark alley*) or (*Hide behind the dumpster and wait for the sounds to get quiet*).

“You only live once...”

Gathering his courage, MC will continue down the dark alley. As heroic as one may think one is, the immediate happening of said “thing” will catch you off guard.

MC is pushed down hard; he props himself up to see his attacker but is left immobilized the next moment. A woman bares her lustful fangs and hops atop MC. *Depending on the next four choices*; the woman will get more and more hectic and insatiable.

After, MC will be let go and reflect on the moment. After a while, *you will find out that this woman was the LED Dealer*. He accepts the situation as it is and starts back to the Arcade.

"The world won't end if Cotton waits an extra hour or two."

Time passes and with it the sounds; preferring to sit and wait, MC stares across the neon-lit alley. The smells and virtual scenery come together as a cold breeze across MC's skin. You decide to get up—wielding a damp stick you collected from nearby. Onwards the MC goes, relying on other senses to navigate the darkness.

Sadly, the stick does little to fend against a disarming attack from within the darkness. MC runs off, trailing his tail in between his legs. After falling, a lady reveals herself and asks if MC is okay. Taken aback, the lady will be firm, but helpful. She reveals herself as the LED Dealer and gives the bag to MC; the lady also tells MC to leave quickly, sparking his curiosity.

MC can return to the Arcade. If so, he will be grateful to have endured and not come back empty-handed. Cotton will greet him and ask what happened.

She'll tell you who the lady is and that she knows them. She reassures MC about the reward and has him put up the lights. After you're done, she'll send you away and tell you to return when she's done.

Before leaving she'll catch MC and ask him to accompany her to the *Fox cafe*. It'll be *next Wednesday afternoon*.

4. Unexpectedly, Cotton runs and jumps around you, trying to hide from the foxes. She begins to freak out, but MC calms her down enough for her to listen. He tells her that they aren't real, and allows her to freak out again; before he lets her be, MC will have *two* choices (--- LP) (+++LP).

He lets Cotton know that sudden movement will scare them and that she needs to be careful not to scream. She'll allow a fox to approach her and rile it up. MC asks if she has any food, then proceeds to feed the foxes with Cotton; sharing a nice moment of trust and fun. She'll tell MC to stop by the Arcade and thank him for coming with her. You'll have a thought and have a choice on whether to ask or not: (-10 LP), (*neutral*).

5. After some days have passed, Cotton will text you asking you to come by the Arcade. No matter how you respond, you'll still be able to visit her. You can choose when to go (this event won't clash with others). On arriving you'll *find* something new and, at the same time, Cotton will find you. MC will ask what's going on, and Cotton will let him know it's exactly as it looks. He'll take in the sights before Cotton asks MC to help her with the finishing touches.

She'll hand MC a box and promise his reward after they are done. Reluctantly, he asks to know what the reward is, so Cotton gives him a *hint*. You'll get *two* choices: (*neutral*) (*neutral*). More than enthusiastic, he'll agree and they'll get to work. Afterward, they'll marvel at their work and you'll be able to ask *three* questions or *skip*: (*neutral*) (*neutral*) (*neutral*) (*skip*).

Cotton will go to do one last thing, but gets stuck: (Help her get out | -5 LP/SP) (Be a good step-bro | +5 LP/SP).

"Are you... serious?"

MC will help her and she'll be surprised and displeased. He'll try to explain himself, but Cotton won't have it. MC will say that she seems upset and will have *two* choices: (-- LP) (++LP). She'll tell MC that she's heading back and the situation hangs dry in the air. He'll want to say something but chooses not to.

| LP/SP max = 45 |

"I don't know! Maybe try to pull my hips?"

MC will *help* Cotton. He'll take control of the situation, *coach* her through it, and start to work up a sweat. (+++SP) (*begin*)/(route) (route)/(route) (route) (route) |(1) (2)| Afterwards, Cotton will try to tease MC, but he'll take it on the chin and help her up. She'll stretch and make MC promise to come back to *help* again. She'll exclaim that she's happy and kiss him on the cheek before leaving.

| LP/SP max = 45 |

6. LP >= 35 | At the arcade, Cotton will stop you. MC will sigh but humor her anyway. She gives MC free tickets. MC will ask why, and Cotton will tell him to repay him; that and for mental damages. She'll promise to *always* give him some for free on one condition: that MC asks *for* her each time. You'll have *two* choices: (+++SP) (+++LP). After, MC will ask her if she'd like to hang out. She'll tell him that she has time, and they'll retreat to Cotton's room where you'll have *three* choices: (*neutral*) (+LP) (+SP).

Cotton will walk over to her gaming chair and make herself comfortable. MC will do the same on her bed. She'll ask MC what he'd like to do first: (Let's just chat for a while.) (Maybe we can play some video games?) (Order some food?) (Do you have any board games?).

"Sure. What do you want to talk about?"

(neutral) (++)SP Cotton will tell you about her *previous work* or MC can ask her about her poster.

"Sure thing! Have you ever played Peggle?"

(neutral) (++)SP Cotton will ask you if you've ever played *Peggle* and MC will share an *inside* moment with her.

"Food? We're in VR."

(neutral) (upset neutral) Cotton will be open to eating in-game, but not as much to *meeting outside* VR. MC will be curious about how delivery works in-game.

"God, you want to bore me to death?"

MC will have to talk her into it, but Cotton will agree to play a board game. As they're playing, MC can: (neutral) (++)SP).

After you're done, Cotton will call it a day and tell MC that she has other things to do. MC will tell her that movies were on his mind, but she promises they can watch one next time. MC accepts this and they each say their goodbyes before parting ways.

| LP/SP max = 55 |

-
- Seeing Cotton Wednesday afternoon has a chance to have her greet MC with the promise of new games. She'll ask him a question (*neutral*) (++SP), and be flirtatious after they'll both share a laugh.
 - Seeing Cotton in the arcade in the morning has a chance to have MC ask her to hang out. She will tease him before saying sure and recommending they do something: (+++LP/SP) (-- LP | end).
 - Meeting Cotton at the [Club](#) on Saturday evening/night has a chance to activate an encounter where you have *three* options: (--- LP), (+++SP), or (*neutral*). Depending on what you choose, you'll either *leave the club early; have a drink, and get background information on Cotton; or dance the rest of the night away while enjoying a nice moment with Cotton.*
 - On Wed Evening you'll have a chance encounter with Cotton in the [Elusive Forest](#). You'll find her admiring the view and soon enough she'll start talking about gravity. You can share a nice moment with her until it is time to leave.
 - On a Weekend evening, visiting the [Moon](#) is a chance for a surreal encounter. MC will feel melancholy, and then highly anxious, wondering if this is how nothingness feels like. Heart beating in his ears, MC sees Cotton and they can share a wholesome moment until it's time to leave.

-
- MC will visit the Arcade and see Cotton bent over one of the machines, fixing it. He'll appreciate her frame for a bit until he gets a bit too excited and Cotton comes over. He'll ask if she'd like to play a game, and Cotton makes a wager with him; if he loses, she gets a reward. MC will inevitably lose and Cotton will tell him to meet her in the Bunny Hole later.
 - *LP* >= 25 | MC visits the Arcade and asks Cotton if she'd like to play a game. She'll say yes and ask if MC wants to work out; (+++ *SP*/*LP*) or (-- *LP*). MC and Cotton leave to do Yoga; you'll have *two sets* of choices: (- *LP*) or (+*LP*) | (- *LP*) or (+*LP*) | (+*LP*) or (+*SP*) | (*neutral*) or (*neutral*) | (*neutral*) or (*neutral*) | (*neutral*), (*neutral*), or (*neutral*) | (+*SP*) or (+*LP*).

Morgpie

"You're that cute guy from earlier!"

Events: 4

Morgpie is a woman of class. She's a hard worker with little time to herself. In the [Virtual](#) world, she's an intelligent, savage Amazonian of a woman intent on taking what she wants and enjoying every moment as if it's her last. She's an oni-girl with purple hair and two horns. She's the tallest character in the Virtual world.



2. Visiting the club, on *Sunday Afternoon* will allow you to meet Morgpie - *you MUST complete Cotton's second event to be able to continue*. The overpowering musk of a woman's pheromones will engulf MC's senses, but no one will stick out amongst the crowd. Nothing is wrong with the scent, however, it continues to intensify. Dizziness washes over MC and his bulge takes hold. A hot flush of embarrassment washes over, as everyone takes notice. As points and whispers immerse, MC notices a smoke trail of pink streaming around his waist. Someone whispers *"RUN."*, and MC takes off down the hall.

MC will be relieved to have left the situation and wander down the halls. Just before entering a room, MC encounters a lady. She'll try to 'milk your cow' and you'll recognize each other after. It's Morgpie. They'll exchange banter and mention a few things before they decide to get a drink together. You'll have *three* choices: (*excited*), (*curious*), or (*informative*).

She'll ask you what you're seeking; after, MC asks what she's seeking. Morgpie will be honest and relay that she doesn't take it too seriously, but is fond of Loveverse for what it brings to the world.

She'll tell you to ask another question, as she never meant to get too deep; so, MC asks her how she got her name. She'll answer but realizes she has to go since she *has an early morning*, and wishes you well. She tells MC not to be a stranger, gives a quick hug, and takes her leave.

| *DP* max: 15 |

3. Later you'll get a text from Morgpie, *who won't reveal how she got your number*, as she invites you to the Arcade next *Sunday afternoon* for some games. You'll notice her admiring the various games; MC will approach her. She'll show her happiness to see him and take MC by surprise. You'll have *two* choices: (+++*DP*) (+*DP*). She'll talk a bit about why she likes it *there*. You'll get *two* more choices: (+++*DP*) (*neutral*).

MC will pick her brain about what she wants to do. Turns out that Morgpie is full of surprises; the evening takes a nice turn. You'll collect yourselves at one of the machines as MC feeds off Morgpie's energy. They'll share a moment and a few hours will pass.

MC will be exhausted, but Morgpie will be as lively as ever. He'll decide to sit down and have a *revealing* chat with her. He'll learn that she enjoys hanging out at home and more. You'll have *two* choices: (*neutral*) (+*LP*)/(+5 *DP*) (-- *DP*) (-- *DP*).

Morgpie will allow you only a moment before becoming insatiable. Amazed at her speed, MC will keep a level head. Cotton enters in and recognizes you two. Morgpie will play casual and it will be business as usual, but since the other woman isn't stupid, she'll ask if she's interrupting.

Cotton will be cross with Morgpie and retreat. The afternoon will come to an end with Morgpie promising to solve the situation and text MC about it later.

4. Morgpie will text MC letting him know the conversation didn't go as well. She'll invite MC to the Moon the following night, promising to catch up. Once there you'll be able to meet Morgan and she'll tell you that she hates arguing with people; you'll have *two* choices: (- *DP*), or (*neutral*). She'll mention that she would rather just hang out and relax. MC will be observant but wonder what he should do; you'll get *two* choices: (--- *DP*), or (*neutral*).

You'll find Morgan in the Elusive Forest crouching over some plants. Moving closer, MC will notice that it's a fungus, and have two options: (*neutral*), or (*neutral*). He'll ask Morgan if she's done this before and she'll share a bit of information with him. She'll ask if MC is getting cold feet. MC will think about his answer and then have two choices: (-- *DP*), (*neutral*) | (*neutral*), (++*DP*).

She'll hand MC a fungus and they'll feast together. Teasing MC, they'll share another moment before he asks Morgan if she's ever read while tripping; (*neutral*), or (*neutral*). She'll burst into fits of laughter and share that she thought of a funny story; she'll mention some *highly insightful* things and get the MC *thinking*. After, he'll realize that Morgan has seemingly disappeared before making it to the *other side*. Morgan welcomes him and they'll share a moment, basking in the moonlight, before they drift off to sleep.

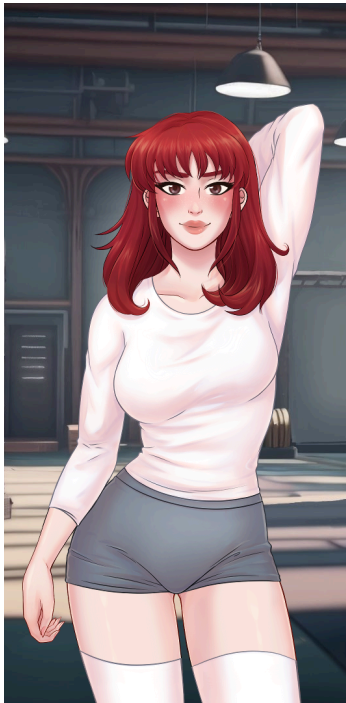
MC will wake up to find Morgan gone. He'll find a purple note, from her, nearby & read it. Before MC leaves, he'll get to *thinking again* and wonder if Morgan *might not be so hard to approach* after all; he'll think about the *bookstore* & leave.

Morgan

"Um... Excuse me. Have we met?"

Events: 4

(Patron Exclusive) In the real world, Morgan is a trainer at the local gym. She's one of the tallest, even in this world; she has red hair, a long-sleeved, pink-washed shirt, and grey sports shorts. She enjoys teasing MC even here and is highly passionate about her work and certain manga.



1. MC will visit the *bookstore* on *Tuesday afternoon*, and peer into the store. He'll have an idea of who he'll meet there but will regard the "connections" as odd. He'll venture into the manga section and look around for a bit. He'll notice a blood-red-haired woman perusing a book; he'll wonder if she'll notice him, but remember that his VR avatar looks just as he does. You'll have *three* choices: (Approach), (Stand Still), or (Get Out).

"I nervously approached the red-haired woman..."

MC will approach the red-haired woman, his heart pounding beneath his chest. The possibilities of what might happen take over his senses. Through the other bad options running through his mind, he hopes that she'll act as if she doesn't recognize him, since that'd be the best-case scenario. As she takes notice of MC, he realizes and turns from the bookshelf to ask if they know each other. She'll mention that she's sure she's seen his face before and asks if it was at a bar.

MC will test the waters with her name and she'll light up until he mentions Loverse. He'll ask if he can explain before she tries to run, and she'll reprimand him for his

explanation. She'll say that he's different from the typical crowd, and decide to give him a chance. He'll ask if they can *grab a drink* and she'll turn it down but offer to make plans for *Monday evening* before taking her leave.

"Frozen in place, my heart felt like it was pounding out of my chest."

MC will lose his nerve, but stand his ground. His heart will race as he won't be able to leave or approach Morgan. The possibilities of what might happen take over his senses. Through the other bad options running through his mind, he hopes that she'll act as if she doesn't recognize him. As she takes notice of MC, he realizes he's been staring at her and goes to the nearest bookshelf.

She'll ask if they know each other, to which he'll meekly reply "No...". She'll persist, saying that she's sure they've met at the bar before; MC will test the waters with her name and she'll light up until he mentions Loverse. He'll ask if he can explain before she tries to run, and she'll reprimand him for his explanation. She'll say that he's different from the typical crowd, and decide to give him a chance. He'll ask if they can *grab a drink* and she'll turn it down but offer to make plans for *Monday evening* before taking her leave.

"With my thoughts racing, I acted on impulse."

MC will think better of himself and leave the store. He'll take note of how intense the quiet situation was vs. the rumble and bustle of the street. He'll wonder what to do with all his questions before leaving completely (**Hard Lock**).

2. Morgan and MC will meet at a well-known *Pub*. He'll be chivalrous and hold the door open for her; she'll appreciate it and walk through. She'll appreciate the Pub's aesthetic and mention that she's been too busy to visit this place yet. They'll talk about her new job, and she'll say that she's enjoying being a personal trainer at the local *gym*. They'll share a moment as MC asks if this

means he's banned from going to the gym. Morgan will ask where he got that idea from, and he'll say that he's trying to avoid the "permanent stalker" label. She'll laugh and say as long as he's paying for training, that he's welcome as long as he'd like.

He tries to inquire about the price of her sessions, but Morgan tells him to come find out for himself. He'll say he appreciates her mystery and it's quite endearing to him. She'll appreciate this and MC will ask if she has any other hobbies. She talks about her love of sunbathing on beaches—but that she dislikes rocky beaches. You'll have *three* choices: (*neutral*), (+LP), or (*neutral*).

Morgan will take another drink and ask MC if she's pretty. MC will say yes, sheepishly, and go to take a drink. Instead of relief, it shatters next to his face, and she'll ask if he's alright. He'll say he's fine, and the bartender & Morgan will begin cleaning up the mess. Instead of handing him the towel, she'll dap at his soaked pants & crotch with it. She'll remark on his size and MC will begin to feel flushed in the face; you'll have *two* choices: (++)DP) or (++)LP).

They'll finish their time at the Pub, and Morgan will excuse herself, mentioning that she has things to take care of. She'll say that it was nice meeting him and hint at him being her first regular at the gym. MC will promise to stop by and will regard her personality as they part ways.

| LP/SP/DP max: 50 |

3. At the *gym*, MC will run into a familiar floral scent. It'll remind him more of books than a gym. He'll look around and notice a single, red-haired woman working out on a machine. He'll approach her, noting the rhythmic sound of her breathing. Morgan will be happy to see MC and they'll share a moment; you'll have *two* choices: (++)LP) or (++)DP).

MC will ask if he should be afraid since she hasn't told him the price of her sessions. She'll say the first one is at the company's expense and that it'll be fun. He'll be surprised that she's able to train him without an appointment, and she'll mention that she's not that big locally, yet. He'll say it's a shame since she's so in shape, and she'll offer him to make a routine for their next session. MC will agree and they'll begin as Morgan grabs a notebook & pencil. She'll ask what his fitness goals are and you'll have *three sets of two* choices: *(neutral)* or *(neutral)/(neutral)* or *(neutral)/(neutral)* or *(neutral)*.

Morgan will be taking MC's fitness regimen seriously, telling him that he *needs a workout outfit*, and asking if he has any other questions for her; you'll have *three* choices: *(++DP)*, *(neutral)*, or *(neutral)*. MC will say that's all for now, and Morgan will get back to her workout.

| *LP/SP/DP* max = 65 |

4. *LP* >= 25 | Morgan will ask if MC is ready to start; he'll say yes, as long as she promises not to kill him—to which—she says no promises. They'll start with light stretches, and MC will realize how inflexible he is before they move on to dynamic stretches. Afterward, they'll move on to cardio, and MC will feel his calves burning. He'll brace himself for what's coming next as they move on to weight training. Morgan will start him on dumbbell curl exercises and tell him it's all about his form, not the weight.

MC will favor this exercise since it's more about control than raw power. He'll have a hard time concentrating as Morgan's top slides about as they work out. They'll end with a core exercise and she'll commend MC before asking how he feels; he'll say that he feels energetic and they'll share a moment. Morgan will offer an arrangement; she'll offer free training as long as he *trains* her, and he'll agree. She'll throw MC a towel and tell him to hit the showers, pointing him to the locker rooms.

MC accidentally walks into the girl's locker room and notices a purse, its *contents* spilled across a bench. Before he can leave, Morgan will burst in and reprimand him, playfully. They'll share a moment, at his expense, and he'll find his way to the boy's locker room and hop in the showers. After, he'll see Morgan at the reception desk and wonder if she was just as affected by the awkward encounter as he was. She'll remind MC to stretch well before returning to her work and sending him away.

| *LP/SP/DP* max = 75 |

Asha

"I'm a scientist!"

Events: 11

(Patron Exclusive) Asha is a junior research scientist. If there's one thing she loves, it's results—and recording those results in an unbiased environment. She rather dissect a conversation topic than engage in small talk, always seeming as if she has something more important to be doing. She's average height with brown hair and wears a classy suit jacket over her red crop top.



1. On Wednesday evening, MC will visit the *Pub*; it will be live with chatter, clinking glasses, and teens enjoying a beer or two. Sitting at the bar, MC will survey the scene, looking for a place to enjoy his drink. On his way, he bumps into a woman rising from her chair; she drops to her knees to swiftly scoop up her fumbled belongings. He apologizes, and she tells him to be more careful. She'll start asking MC questions before he chimes in and asks her name and why she's asking him so many questions. You'll have *three* choices: (*neutral*, (*neutral*), or (+**LP**). She'll reveal herself as a Scientist named Asha before they both part ways.

| **LP** max = 10 |

2. Visiting the *Loverse Club Bar* on Wednesday, after a few days, MC will take a seat and be met with the familiar musk of virtual spirits. MC will admire the Bartender and ask him a question. The bartender will smile and ask MC what he wants to drink; you'll have *three* choices: (- \$3), (- \$8), or (- \$5). MC takes a sip and shares a moment with the bartender. He'll mention how he feels as if someone is watching him, and the friendly worker

will tell him he's heard others mention this before. He'll ask him to elaborate, but the Bartender will hassle him about an incentive to disclose what he knows. You'll have two choices: (- \$50) or (*event restart*).

He'll tell MC about Daeminetta being upset about someone watching and disturbing her dungeon. He'll tell MC he'll give her his contact info if he leaves it with him. He'll cut off the conversation to attend to another customer as MC takes the time to let the situation sink in before leaving.

| *LP* max = 10 |

3. A few days will pass, and MC will enjoy a drink at the *Club Bar*, at *Noon* on *Saturday*. The luminous lights will fill the atmosphere with reflections of shimmers from the dance floor. MC will feel unease and passively trace his glass with his finger. The smell of sulfur will reach his nose and force him to turn around. Daeminette will appear, telling MC that she heard he was searching for her. She'll express her frustrations with being watched without ever giving an invitation as her wings display her mood. MC will ask her how long she's felt the eyes on her, and she'll say for a while. She'll express her unease at not feeling safe in the 'Verse, so MC will comfort her, being careful not to get cut. She'll mention a guy named Jose, who started crossing boundaries.

The bartender will step in and mention that they aren't the only ones who've been spied on lately. When Daeminette asks him who else, he mentions *Lion's cheerleaders* & *Eveningstar's cherubs*. She'll display distaste for the aforementioned and MC asks about Eveningstar - a poser wearing an angel persona. You'll have two choices: (*neutral*), or (*neutral*). They'll make a plan to catch the spy, and MC will unconsciously bring his hands to rub his burn mark. He'll tell her they'll need to be smart in a dangerous situation, but Daeminette tells him she'll thrive and make the peep pay.

| *LP* max = 10 |

4. A few days later, MC will visit *Hell* in the *evening*. He'll have devised a plan to do the dirty tango with Daeminette. As blistering as the air in Hell is, he won't blame his nervousness on that. Daeminette will appear before he can notice, and he'll take in the beauty and grace she exudes in her element. She'll place herself behind MC and trace his neck with her tongue before she says it's time to put on a show. After sharing a moment, MC will barely notice the ping that someone's entered Daeminette's domain. He'll catch a glimpse of the uninvited guest as Daeminette continues to toy with him before the trap snags the intruder. They'll untangle and gaze upon a *petite woman* struggling against a net. Daeminette will try to question her, but the spy won't be able to hear. He'll spot, what must be, her notebook and takes it while they are both distracted. Daeminette will try to punish the intruder, but—she'll log out, leaving the two surprised. MC will comfort her, as he leads her to the exit.

| *LP* max = 10 |

5. Inspecting the notebook, in *MC's room*, means he'll be allowed to peruse the spy's notebook until your heart's content. MC will try connecting the dots of who he believes has been stalking him in VR: *Brody*, *Molly*, *Lucy*, *Eve*, or *Asha*.

"Running Loverse?"

MC will confront Brody about his involvement in the spying of people in Loverse. Brody will just about break MC with a glare from the pits of, "Have you lost your damn mind?". MC will *go back home to try to look at his notes again*.

"Are you out of your oven?"

MC will confront Molly and accuse her of spying on everyone in Loverse. Molly will be stunned and offer MC a befuzzled & hurt expression. You'll have *two* choices: (*neutral* -7LP) or (*Molly* -25LP).

- Molly tells MC to talk to her before coming up with accusations; MC will leave to retrace his steps.
- Molly will unleash the whip of stupidity on your ears, and the glare of Medusa on your soul; you'll quickly begin to realize you've made a huge mistake.

"What the fuck?"

MC will accuse Lucy of being the Peeping Tom. He'll soon start to realize that being smart, doesn't make you not stupid. You'll have *two* choices before MC returns to his room; (*neutral* -7LP) or (*Lucy* -20LP).

"Now that's an interesting idea"

MC will ask Eve if she's been spying on him. She'll ask if that would excite him, cause it's against what she likes. You'll have *two* choices before being sent away to try again; (*neutral*) or (*Eve* -10LP).

"I'm not spying on anyone!"

MC will meet Asha at her usual study location, the *university library*. She'll be surprised and ask why he felt the need to interrupt her work. He'll accuse her of spying, and she'll blush before correcting him, that she was conducting research. You'll have *two* choices; (*bad*), (*good*). A group of people having a conversation outside the door will force her to invite you somewhere more private to talk; *Red Wolf Cafe, Wednesday afternoon*. She'll usher MC out and leave him bewildered, but sure that things are just getting started.

| *LP* max = 10 | *SP* max = 10 |

6. (*SP*=10) When MC arrives, he'll spot Asha reading a Sociological book; as he approaches, she'll return his gaze and say he's late. You'll have *two* choices: (-*SP*) or (+*LP*).

She'll signal for MC to take a seat. They'll cut to the chase; MC says her shenanigans in Loveverse have to stop, as they're causing lots of people paranoia. She'll express her agreement and promise that it won't happen again. *Though*, right after, she'll tell MC he needs to get Daeminette to return her notebook. He'll make her promise that she'll stop her research again and she'll agree again, absentmindedly, before drifting off into thought.

MC will reiterate that she can't keep stalking people; however, Asha will tell him that her studies will redefine virtual intimacy, and finds herself enumerated in all the possibilities to be uncovered. She'll continue to passionate monologue, and you'll have *two* choices; (*neutral*) or (+*LP*). Asha's passion will entirely unfold into a mix of astonishment and disappointment as she gathers her things and storms from the cafe. MC will wonder about her notebook, but decide to deal with that *another day*.

| *LP* max = 10 | *SP* max = 30 |

7. (*SP*=30) After *a week* has passed, MC will visit the VR Club Bar around *noon to evening*. The lights will dance and paint everything in the true mood of a club. He'll ignore the advances of a bot as he recognizes a familiar voice from the corridors. Upon approaching, he'll see Asha's avatar yelling at someone from the outside of their door—for her notebook back. As disheveled as she looks, in the moment, MC will still view her fervorous attacks on the door as commendable.

He'll step in and she'll glare daggers at him before partly blaming him for ruining her research. You'll have *three* choices: (-3LP), (-LP), or (+LP). MC will mention he has a way to help her if she changes the way she studies for her research. Asha will make MC promise that she'll get her notebook back if so. She'll be distraught, but desperate and will finally agree. She'll ask MC who'll guide her, and he'll tell her not to worry—as he's recently found interest in science.

| LP max = 20 | SP max = 50 |

8. (SP=50) Asha will text MC to meet her in the Elusive Forest; he'll mention he's unsure of how many research ideas he can take, but will mentally agree to go, anyway. A *week* later he'll visit the forest; stunning amalgamations and dark ancient trees will calm his senses. He'll see Asha among the foliage, doodling in a new notebook. MC will startle her a bit before she stands, in a beautiful dress, to face him. He'll compliment her dress, but instead of cueing, Asha will remind MC that he volunteered to help her—meaning she had to dress for said occasion.

She hands him an amulet before stripping naked; this leaves MC confused, but unable to look away for long. In the next moments, she mentions that he's helping her break new ground in human research. There won't be an ounce of lust or love in her eyes as she approaches him. MC will notice that he'll be a tool, used to conduct research and demands that he be in charge. Asha will pout, but reluctantly agree before they start; Protag. will activate the amulet and become every manga enthusiast's dream. She'll mention that this experiment is designed for reactions between human-to-octopus interaction. MC wastes no time, in grabbing her and starting the experiment. After, the experiment is over, Protag. Asks if Asha is okay; she'll be more than thankful to have collected so much research, and he'll see her

the most relaxed she's ever been. He'll tell her to call him when she needs to conduct another test before leaving.

| **LP** max = 30 | **SP** max = 60 |

9. (**LP**=30) A week later Asha will send another text—this time—reminding MC to have his notes ready when she comes by. He'll wonder if she's still all business, or if it's a facade to process what they'd done previously. After a while, Asha *will visit* MC; he won't know what to expect but will want to be prepared anyway. He'll have a bottle chilling as he waits for Asha to arrive. Once so, he'll greet her and offer a glass of wine.

She'll tell him to try to be professional, as she saunters into his room. She'll ask to see his notes, and he'll point her towards his table. Asha will be hard to read, for sure, but at least seems in the notes. She'll give him, some, credit and tell him to keep it up. Protag tells her to watch her tongue, 'less she loses her partner on their project, and they'll share a moment. You'll have two choices: (*neutral*) or (-**LP**) before they share a moment of trivia. Before Asha leaves, she tells MC she expects him at his best & to rest up.

| **LP** max = 50 | **SP** max = 60 |

10. (**SP**=50) MC will visit *VR Hell* on Saturday. He'll be less than thrilled, and will call Asha dramatic. She'll remind him that for the research to yield, certain independent and dependent variables must exist. She'll look out of place in such an environment; cool, calm, and not phased by the idea of going against a minotaur, in the slightest. Protag is gifted a glowing leather bracelet that Asha reveals as a "potent prototype" and to be careful with it. She'll mention that it'll send him into a, slightly controlled, primal rage and could mess with his head.

Showing a pang of resistance, she'll show MC the "kill-switch" ring that'll deactivate his asset if things take a turn. He'll slow his breathing before agreeing. She'll tease him a bit about not using the kill switch but finally allow the experiment to continue as they share a moment. After, Asha will pick herself up, trembling. She'll reset her clothes, and fix MC with a look of gratitude and an undecipherable emotion. She'll thank Protag and he'll say "anytime". Enthusiastically, she'll ask if he means that, and he'll agree before they part ways.

| *LP* max = 70 | *SP* max = 80 |

11. (*LP*=30) A few days later MC will visit *Red Wolf Cafe*; the smell of fresh coffee and baked goods permeates his senses. He sees Asha engrossed in her journal and sipping mango lassi with a brownie. He'll walk over to greet her and ask if he may join. She'll barely acknowledge him, as she'll be almost completely engrossed in her notes before Protag drops a stack of notes in front of her.

Asha will be curious and ask what all of it is; he'll reveal them to be from their experiment. She'll hesitantly lay her notes to the side and give the report a look. She'll scrutinize MC for not reading her prompt and continuing to use unprofessional terms in place of dissected emotions. He'll tell her to calm down; you'll have *two* choices: (+*SP*) or (*neutral*).

Asha will be taken aback and engulfed in the fact that Protag put so much time, effort, and detail into his report. She'll marvel at the pages while MC relays what he's done; her face flushes and her breathing rises as her eyes dart across the pages. Asha will excuse herself to the restroom in a hurry; once she returns, she looks more relaxed and gives MC credit on his notes. You'll have *two* choices: (+*SP*) or (*neutral*). They'll share a moment before MC decides to take his leave, reminding her to reach out if she needs another experiment or help with his notes.

| *LP* max = 90 | *SP* max = 80 |