



In Her Own Hands
version 0.5.0

Walkthrough
and Scene Guide

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About the Game

I could never have imagined the life that I have now. I live each day with no regrets, but that wasn't always the case.

I was always the "good girl" who did everything perfectly. I colored inside the lines and never knew what I was missing. When I caught my boyfriend cheating with my best friend, I decided enough was enough. I left college and moved to the city, taking my life in my own hands. Now each day is an adventure, especially for someone as inexperienced at...well, everything...as I happen to be. Moving in with two hot guys started me down a path of temptation, and I'm only looking forward from here. I can't wait to share all my experiences with you.

In Her Own Hands is a compelling, HTML-based, adult game featuring a young female protagonist and the temptations that await her in the city. This immersive life sim was intentionally created to offer a sex-positive exploration of a woman's sexual journey. Her erotic adventures know no bounds but are grounded in consent. She retains full agency over her decisions, no matter what consequences might follow. The *IHOH* story will continue to unfold as you connect with her personality, molding her character and journey according to your own will as you are presented with meaningful choices at every turn.

Note: This game will not contain coerced or forced sexual activity, nor any incestuous relationships. This does not mean that the character will not have the opportunity to willingly participate in consensual sexual kinks.

The main character's default name is **Becca Johnson**. You can change this name. For purposes of this walk-through, however, she will be called "Becca."

Version History

0.1.0

- Initial release

0.1.1

- Added ability to save clothing sets
- Statistics adjusted
- GIFs converted to MP4s
- Minor bug fixes

0.1.1b

- Bug fixes - video files

0.1.1c

- Bug fixes

0.2.0

- New events with Bobby
- New events with Shaun
- New friend (female) with several events
- Random work scenes at all four potential jobs
- New character at bartender job (male), several events
- New character at bartender job (female)
- New character at record store job (male)
- New character at waitress job (male)
- New events and mini-game at bookstore job
- New purchasing ability at clothing store, new clothing items
- New location (store)
- New text message system (incoming only for now)
- New mode of transportation
- New reading, books in bedroom, bookstore
- Improvements to Wardrobe system
- Brief Tutorial text available at start & from sidebar
- Several bug and error fixes, corrections

0.2.1

- Minor error/bug fixes

0.3.0

- New events with "Devilish Dad" (several dates, BDSM content)

- New repeatable events with Shaun at home
- New repeatable events with Shaun at Club
- New repeatable event with Bobby at home
- New events with Abby
- New event with Jasmynn
- New activity in Park
- Random events/new locations exploring the city
- Random, repeatable text messages
- New books in bookstore, bedroom
- Improvement to Wardrobe system (removal of Laundry requirement)
- Several bug and error fixes, text corrections
- Experimental system to update saved games from one version to next (see Developer Notes)

0.3.1

- Minor error/bug fixes

0.3.2

- Major bug fix in loading saved games from previous versions
- Minor error/bug fixes

0.4.0

Storyline

- New plot point added to preface, corresponding scenes added and edited
- Bad ending related to the new plot point

S&D CumPoints© Sex System

- New pop-out right sidebar during sex scene(s), with "CumPoints" status bars to track progress toward completion for Becca and her partner(s)
- First date sex scene with James completely reconstructed in sex system (to be universally implemented in future versions)
- Choice of actions within scenes for full agency and autonomy
- Multiple options for scene completion
- Becca now has "learnable" skills and preferences that affect options within scenes; these will interact with skills and preferences of different partners
- Ability to lose virginity to Shaun or Bobby, in addition to James; scene text edited
- Ability to wear condoms during most sex scenes added; scene text edited

Progress Tracker

- "Progress" tracker provides "non-spoiler" hints for each open path ("To-Do" List); notifies when end of current content achieved

Statistics

- Inhibition and Corruption statistics redefined
- Some scenes now raise Romance statistic
- Removed minimum for Inhibition and maximum for Corruption
- Generally re-adjusted all statistic affects in whole game, to balance with new calculations

Wardrobe

- Wardrobe items defined with statistics measuring Comfy, Naughty, and Professional; these statistics affect Inhibition/Corruption stats; designed to affect future scenes
- Several clothing items removed from beginning wardrobe; moved to Clothing Store
- Two additional "saved sets" added (now total of 5)

Phone Function

- Fully functional cell phone with ability to send and receive phone calls and text messages; take and view selfies; social media apps; select phone background from several options (will be expandable in future versions)
- Moved "Characters" from side menu to "Contacts" in phone
- Moved "Map" from side menu to phone
- Moved "TitKok" from side menu to phone
- Added text message archive to view text messages already received
- Moved all text messages and incoming phone calls into new phone system, adjusted triggers accordingly (can now be received in any location)
- Bank app added if account opened; limited banking capabilities added

Locations

- Ability to "quick-travel" from "Map" screen (relocated to cell phone)
- Several newer locations made fully functional (updated from last version)
- SUGAR (toy store) can now be located through "Explore the city"
- Notification when all currently available locations have been found
- Bank added, ability to open account, deposit and withdraw money; bank transfers related to new plot point; app included on phone with limited capabilities

Miscellaneous

- Resolved several scheduling conflicts between different paths (for example, cannot schedule hangout with Abby if already scheduled date with Mr. Jones, and vice versa; cannot schedule any conflicting events on Halloween)
- Ability to create custom names for game saves
- "Wait a bit" function added; can wait for up to two hours with no energy depletion
- Becca will now dream when she sleeps
- All paths now have ability to end at beginning of path, will prevent all future event triggers in that path

- Limited sidebar menu while on menu screens to prevent "loops"
- Numerous text edits for grammar, syntax, typos, etc.
- Numerous minor aesthetic changes

0.4.1

Bugfixes

- Identified and added variables to count certain acts that were not being counted in Statistics
- Adjusted random text messages so that they no longer conflict with event text messages
- Fixed code typos that made certain options unplayable in sex scene
- Fixed time inconsistency when walking between some locations
- Fixed bug when opening/depositing money into bank account
- Fixed a couple of typos in *Wardrobe* code
- Fixed numerous other minor typos

Other minor changes

- Added variable to count "69" separately
- Changed real-world brand names to fictional company/app names
- Added a notice to the bank machine and app that money can be transferred on the 1st
- Added text in convenience store when purchases are made
- Capped *Inhibition* and *Corruption* as intended

0.5.0

- Scene with Shaun in kitchen after the club converted into the *CumPoints Sex System*.
- Scene with Shaun in his bedroom converted into the *CumPoints Sex System*.
- Progression with Tyler in bar now available when drinking at the bar but not working there.
- New scene with Jasmynn.
- New dare from Abby.
- New purchasable item at SUGAR.
- Phone call and text message notifications in left sidebar are now clickable shortcut links.
- New system for managing masturbation options in bedroom, shower, and bathtub.
- New "Check version" function in *TitKok* app.
- Adjusted statistical requirements for leaving bedroom and apartment without intimate apparel.
- Adjusted statistical requirements for sleeping without sleepwear.
- Added three new text variants when drinking at bar.
- Added several new images for dreams when sleeping in bedroom.
- Fixed bug where Bobby scene after getting first job was assumed to have occurred when opting out.
- Other minor typos and bugs fixed.

Discord Server

Surprise & Delight's Discord community space offers channels for players to talk about *In Her Own Hands*, get the latest updates, report bugs, and more. The server offers a slew of Patron-only channels as well, with a few exclusive to “Delight Me” Tier and higher.

#Welcome <https://discord.gg/59VHUKyn9T>

#Bug-Reporting <https://discord.gg/tNRnWezZnp>

If your Patreon account is linked to your Discord account, you should see your S&D Role already applied. This will allow you access to the channels available to all patrons as well as any for your specific Patreon tier. And, don't worry, when you decide to upgrade (wink!), your channel access should automatically adjust. If you have any issues, please direct message us through Patreon or Discord.

Left Sidebar Menu

The following commands/functions appear on the left side panel menu:

Phone

Becca now has a fully functional smart phone. See below for a detailed description of available apps.

Wait A Bit

This function will allow Becca to wait without doing anything, in segments of 15 minutes, 30 minutes, 1 hour, or 2 hours. Time will pass, but the location and the *Energy* will stay the same. **Warning:** Many events are time-sensitive, so using this function may cause some events to either delay or not appear at all. So choose your use of this function wisely, and only if you know that you will not miss something!

Progress (Progress Tracker)

The Progress Tracker shows vague hints for triggering and viewing various events within the game. Several life-related hints and reminders appear in the first bulleted list. The second bulleted list, titled “To-Do’ List,” contains hints and reminders related to relationships with other people. These hints

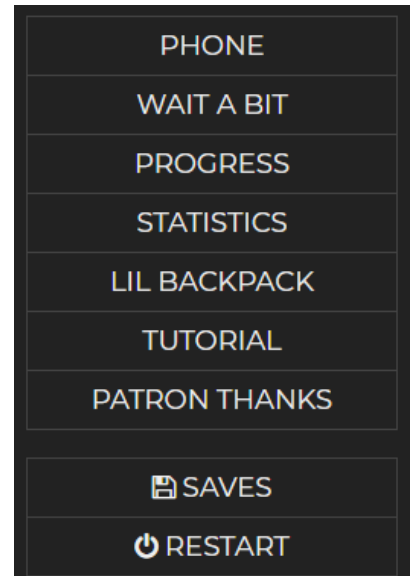
Statistics

There are a few statistics that you will need to keep track of:

Money: Becca can earn money and spend money. She also has to pay rent on the first of every month. Not doing so would be pretty bad.

Energy: Becca has 150 *Energy* units total. Many activities use a little bit of *Energy*, while more physical activities like exercising use more *Energy*. Other activities—like sleeping, taking a nap, or drinking caffeinated beverages—restore *Energy*. When your *Energy* reaches 0, you should probably sleep in your bed!

Arousal: Becca’s *Arousal* goes up when she thinks about sex. This could be something direct, like watching pornography, or something a bit less direct, like thinking about hooking up



with a hot guy. It will go down when Becca cums. Expect it to go up and down pretty often throughout the game.

- Romance:** Becca's *Romance* level begins at 100 and decreases. It measures her interest in falling in love and entering a committed, monogamous relationship. Physical relationships without commitment, for example, will lower this statistic.
- Inhibition:** Becca's *Inhibition* level begins at 500 and decreases. It measures just how much Becca is willing to do without regret. It basically represents her conscience. If it reaches 0, Becca will have no conscience left and regret none of her actions.
- Corruption:** Becca's *Corruption* level measures your openness to "immoral" activities. It begins at 0 and grows based on Becca's decisions. Higher *Corruption* will allow her to do more perverted and more criminal actions.

Inhibition and *Corruption* are both calculated in relation to other statistics, so high *Arousal*, for example, may make *Inhibition* temporarily decrease. Her experience, wardrobe, and other factors directly affect these statistics.

Lil Backpack

This will show Becca's inventory. It holds a few things that no girl can live without: her wallet, some make-up, and a crumpled-up receipt from like two years ago. Any items that you obtain throughout the game will also show up here (unless otherwise noted). There's not much yet in this version, but it will certainly come into play later on.

Phone Functions

Maps

Every location that Becca has discovered appears here, grouped into “Home Street,” “Uptown,” and “Downtown.” You can click on one of these areas to travel directly to them with a cost to time and *Energy*. NOTE: Be careful when using the direct travel option, as you might miss some scenes or events that occur while traveling back and forth to/from different locations.

Contacts

This app provides the names of other significant characters that Becca has met, as well as their relationships with her.

For each character, the game tracks two statistics. Both refer to the character’s perception of Becca.

- Friendship
- Attraction

Friendship and *Attraction* will interplay in interesting ways in some relationships. Someone with high *Friendship* and low *Attraction* might put Becca in the “friend zone” while someone with high *Attraction* and low *Friendship* might use her for sex, for example. Someone with both stats high might be open to a “friends with benefits” relationship. There are, of course, many different possibilities as the game develops.

List of Characters

Bobby (Roommate)—First meeting: Preface

Shaun (Roommate)—First meeting: Preface

James (“Hot Guy at the Coffee Shop”)—First meeting: Preface

Alex (Diner Manager)—First meeting: Job Interview—Waitress

Jim (Bar Manager)—First meeting: Job Interview—Bartender

Scott (Bookstore Manager)—First meeting: Job Interview—Bookstore Clerk

Cassidy (Record Store Manager)—First meeting: Job Interview—Record Store Clerk



Abby (“Girl at Clothes Store”)—First meeting: Clothing Store

Tyler (Bartender)—First meeting: Bar—Working

Jasmynn (“Escort? Madam?”)—First meeting: Bar—Working

Mr. Charles H. Jones (“Devilish Dad”)—First meeting: Diner—Working

FacialTime

This app does not have any function in this version, but will be expanded in a future version.

Twatter

This app loads the Tw*tter stream for Becca: [@beccajocrazy](#)

Ca\$h Bank

This app only becomes functional after Becca opens her bank account. After that you can use it to make a direct bank transfer. So far, this is only used for paying your student loan to your father; the link is only active on the first day of each month.

TitKok

TitKok is the hottest new social media platform for young people! Becca, of course, is all over it!

For players of *IHOH*, TitKok is also an experimental way of updating your saved games from one version to the next version. If you want to begin from where you left off in version 0.4.0 or 0.4.1, just follow these steps:

1. Click “SAVES” link on the left sidebar.
2. “LOAD” the desired saved game from version 0.4.0 or later.
3. Click “PHONE” link on the left sidebar.
4. Click the *TitKok* app icon.
5. Click “Check for Save game version.” This will tell you whether your Save should be updated:
 - If the Save is from a version of the game earlier than 0.4.0, it cannot be updated and you will have to start from the beginning.
 - If the Save is from version 0.4.0, you will have to first update from 0.4.0 to 0.4.1 using the first link, then update from 0.4.1 to 0.5.0 using the second link.

- If the Save is from version 0.4.1, you will have to update from 0.4.1 to 0.5.0 using the second link.
 - IMPORTANT: Only click each update link one time.
6. You can click the “Check for Save game version” link again to verify that you have
 7. Click the “Turn off phone” link, and you should be able to continue where you left off without any problems!

Please note, we occasionally go back to earlier content and update it, refresh it, or change it in some way. The best way to explore the full game while it is still in progress is to start from the beginning each time. We are trying to include enough content that making different choices will provide a different experience each time!

This utility is experimental, so please let us know if you experience any problems using it or accessing new content after using it. Email us at bugs@surprisedelightme.com with details or let us know on Discord. Thanks!

Settings

With this app, you can select different backgrounds for your phone. As the game goes on—and Becca experiences new things and takes new pictures—the selection of available backgrounds will grow. (See *Camera* and *Photos* app descriptions below.)

Interwebz

This app currently only displays a handful of random memes. *This function will be expanded in future versions.*

Photos

Becca can use this app to see her growing photo gallery. (See *Camera* app description below.)

Phone

Making a phone call

You can call anyone whose phone number you have. A list of names will appear when you click the app icon (as long as your phone is not already ringing).

Receiving a phone call

The notification “**Your phone is ringing!**” will appear in the left side bar from time to time. When you see this notification, you will need to click the Phone link in the sidebar and then answer the phone. The phone conversation will then appear. The notification will disappear at the conclusion of the phone call.

Messages

Sending a text message

You can text anyone whose phone number you have. After you click on the app icon, click on the link “Send a text message” and a list of names will appear.

Receiving a text message

The notification “**You have a text!**” will appear in the left side bar from time to time. When you click on the app icon, another notification will appear in bold at the top of the screen saying, “You have a text from XXX.” Click on this link and the text message will pop up on the screen. Both notifications will disappear when you turn off the phone.

Text message archive

If you want to view old texts again, they will appear on the bottom of the “Text messages” screen under the heading “Old texts (archived).” Clicking on the links for specific texts will cause them to pop up on the screen.

Camera

Becca can use this app to take selfies. Right now, there are only a few selfie images available (three for inside, three for outside), but the number and nature of selfies will be expanded as the game continues to be developed. Future selfies will include different environments, clothing, and situations, as applicable.

Roommate Schedules

Bobby and Shaun are creatures of habit, so they will always be in the same places at certain times.

Weekdays

During the day on weekdays, Bobby and Shaun will be at work. Other times during the day, they are either in their bedrooms or showering.

Time	Bobby	Shaun
Midnight-6am	Bobby's Room	Shaun's Room
6am-7am	Bathroom	
7am-9am	Bobby's Room	
9am-6pm	Not Home	
6pm-7pm	Bobby's Room	Bathroom
7pm-Midnight		Shaun's Room

Saturdays

Bobby will not be home in the evening. From 6pm until 7pm, if you want to work out with Shaun, visit the Gym. After working out, Shaun will eat in the Kitchen, then take a shower and leave for the rest of the evening.

Time	Bobby	Shaun
Midnight-9am	Bobby's Room	Shaun's Room
9am-10am	Bathroom	
10am-1pm	Bobby's Room	
1pm-2pm	Kitchen	
2pm-4pm	Living Room	
4pm-6pm	Bobby's Room	Living Room
6pm-7pm	Not Home	Gym
7pm-8pm		Kitchen
8pm-9pm		Bathroom
9pm-Midnight		Bobby's Room

Sundays

Shaun will get home at 2am, so stay up late (save your energy) if you want to hang out with him for a little while. You can also work out with him again in the Gym from 4pm to 6pm.

Time	Bobby	Shaun
Midnight-2am	Bobby's Room	Not Home
2am-3am		Kitchen
3am-12pm		Shaun's Room
12pm-1pm	Bathroom	
1pm-2pm	Kitchen	
2pm-4pm	Bobby's Room	Shaun's Room
4pm-6pm	Living Room	Gym
6pm-7pm	Kitchen	Bathroom
7pm-8pm	Living Room	Kitchen
8pm-9pm	Living Room	
9pm-Midnight	Bobby's Room	Shaun's Room

Locations

Your Apartment

Your Bedroom

Basic activities:

- Set your alarm clock
- Sleep for the night. Becca will wake up when her alarm clock goes off or when her *Energy* is full, whichever comes first. If she does not get a full night sleep, she will not regain all of her *Energy*. *Note: Becca must sleep in Sleepwear at the beginning of the game. However, as she begins to change, she will soon be able to sleep naked.*
- Take a short nap (1 hour)
- Change your clothes —> see “Wardrobe” system described below
- Use your laptop
 - Look for a job *if unemployed*
 - Visit erotic literature website
- Read a book
 - Becca has two books available to read in her Bedroom in version 0.2.x: *Like Water for Chocolate* and *Girl Boner*. *Additional books can be purchased in the Bookstore and will appear here automatically after her purchase.*
- *If Arousal is greater than 50, Masturbate*
- *If a Vibrator is purchased in SUGAR (Sex Toy Shop) and Arousal is greater than 50, Play with vibrator*

You will also receive certain messages here, including

- *If you are unemployed, a reminder to use your laptop to find/apply for a job*
- *On payday, a reminder to pick up your paycheck from your job*
- Other reminders tied to special events

When the game begins, Becca must be wearing at least panties, a top, and a bottom in order to leave her bedroom. As she begins to grow more daring, this will change.

Living Room

The **Living Room** serves as a central location in the **Apartment**. You get to all other places from here.

Basic activities:

- Relax on the couch for an hour. *Increases Energy by 20.*

- Watch TV.
- Do yoga. If Bobby and/or Shaun is in the living room, doing yoga will increase their attraction to her. *Note: You can only do yoga if you are wearing leggings or yoga pants. A scene with Bobby will unlock under certain conditions (see Bobby path).*

Balcony

Basic activities:

- Look at the city. No substantial effect at this time.

Bathroom

Basic activities:

- Fix your make-up. *No substantial effect at this time.*
- Dress/Undress. This is a simplified way of getting Becca ready for taking a bath or shower, without going through the **Wardrobe** system to manually remove your clothing. In the beginning of the game, until Becca becomes more daring, you will have to get undressed for bathing in the bathroom only. *Note: if Becca is only wearing a towel in the Bathroom, undressing is not necessary.*
- Take a shower.
- Take a bath.

Kitchen

Basic activities:

- Make a cup of coffee. *Note: You have to purchase coffee from the convenience store first.*
- Grab a bite to eat.

Bobby's Room

Becca does not have access to Bobby's room when he is not present. See the section "Roommate Schedules" for times when Bobby will be there.

When Bobby is present and awake, Becca can

- Talk to Bobby.
- Flirt with Bobby.

Different conversation options will appear at different points in the story. Other activities may be available at other times. (See Bobby path)

Shaun's Room

Becca does not have access to Shaun's room when he is not present. See the section "Roommate Schedules" for times when Shaun will be there.

When Shaun is present and awake, Becca can

- Talk to Shaun.
- Flirt with Shaun.

Different conversation options will appear at different points in the story. Other activities may be available at other times. (See Shaun path)

Apartment Building

Nothing to do here yet, other than visit the following locations.

Gym

Basic activities:

- Work out (one hour). *Note: You can only work out if you are wearing leggings or yoga pants.*
- Train with Shaun, *if he is present.* See "Roommate Schedules" section to see when Shaun is at the Gym.

Laundry Room

Basic activities:

- Do my laundry.

Roof Deck

Basic activities:

- Take a little nap.
- Just vibe and kill some time on my phone.

Street (Home)

Rental scooters are available outside the apartment building at all times.

Basic activities:

- Wander around and explore for a little bit. *This option currently introduces several new locations, interspersed among other randomly appearing scenes. New locations are introduced in the following order: Wax bar > Juice bar > Psychic > Hemp store > Snowballs > Sex shop. When*

all locations have been opened, the following notice will appear near this link: "You have already found all currently available locations."

Convenience Store

Here you can purchase:

- Coffee (\$10). It will appear in Becca's kitchen rather than in the Lil Backpack. There is enough for 15 cups per purchase.
- 20-pack of Condoms (\$10): These will appear in the Lil Backpack.
- Plan Z ("morning-after" contraceptive pill) (\$50): This will appear in the Lil Backpack.

There is a Bank Machine here that can be accessed after Becca opens a Bank Account. Same options as those at the Bank (see description below under "Uptown").

Liquor Store

Nothing to do here yet.

City Park

Basic activities:

- Go for a walk. *Note: You can only go for a walk if you are wearing sneakers.*
- Go for a jog. *Note: You can only go for a jog if you are wearing sneakers.*
- Sit on a bench.
-

Uptown

Walking **Uptown** takes 30 minutes, 10 *Energy*.

Taking a scooter **Uptown** costs \$5 and takes 10 minutes, 2 *Energy*.

Diner

Basic activities, if employed as a Waitress:

- (Pre-hire) Job Interview.
- Work.
- Quit your job.
- (On the 14th and 28th of each month) Pick up your paycheck.

Other activities:

- Sit at a table. You will order food if you sit at a table (\$10).

Bookstore

Basic activities, if employed as a Bookstore Clerk:

- (Pre-hire) Job Interview.
- Work.
- Quit your job.
- (On the 14th and 28th of each month) Pick up your paycheck.

Other activities:

- Look at books.

The following books are currently available for purchase:

- Horror Fiction: *Pride and Prejudice and Zombies* (\$10)
- Historical Romance: *Outlander* (\$10)
- Erotica: *Mastering Her Senses* (\$10)
- Fantasy / Erotica / Romance: *Dark Lover* (\$10)
- Fiction: *Fahrenheit 451* (\$10)
- Erotica: *Night Shift: A Choose-Your-Own Erotic Fantasy!* (\$10)
- Fiction / Historical Fiction / Romance / LGBTQ: *Tipping the Velvet* (\$10)

Books will appear in your Bedroom when purchased, under the “Read a Book” activity.

Clothing Boutique

Basic activities:

- Shop

The following clothing items are currently available for purchase:

- Bralette (\$20)
- Crop top (\$35)
- Tube top (\$20)
- Tank top (\$10)
- Yoga pants (\$40)
- Mini-Skirt (\$30)
- Mini-dress (\$50)

Items will appear in your Wardrobe when purchased.

Bank

On the first visit, Becca can open a bank account. She will have to have at least \$20 to deposit in order to open an account.

Basic activities:

- Check balance
- Withdraw cash from account
- Deposit money into account
- Transfer money to Dad (pay student loan)*

* This last option is only available on the 1st of each month.

Pure Raw Juice Bar

The following food items are currently available for purchase:

- Traditional Acai Bowl—Regular (24 oz) \$10 or Large (32 oz) \$12
- Omega Blast Green Bowl—Regular (24 oz) \$10 or Large (32 oz) \$12
- Berrylicious Smoothie—Regular (20 oz) \$7
- Green Giant Smoothie—Regular (20 oz) \$10
- Oatmeal Berry Bowl—Regular (20 oz) \$7
- Oatmeal Apple Cinnamon Harvest Bowl—Regular (20 oz) \$7

Eating/drinking any of these items will increase Energy by 15.

Quality Snowballs

The following snacks are currently available for purchase:

- Snowball (\$4)
- Snowball with Marshmallow Crème (\$6)

Eating either of these snacks will increase *Energy* by 10.

Downtown

Walking **Downtown** takes 20 minutes, 10 *Energy*.

Taking a scooter **Downtown** costs \$5 and takes 7 minutes, 2 *Energy*.

Bar

Basic activities, if employed as a Bartender:

- (Pre-hire) Job Interview.

- Work.
- Quit your job.
- (On the 14th and 28th of each month) Pick up your paycheck.

Other activities:

- Sit at the bar.

Record Store

Basic activities, if employed as a Record Store Clerk:

- (Pre-hire) Job Interview.
- Work.
- Quit your job.
- (On the 14th and 28th of each month) Pick up your paycheck.

Other activities:

- Look at records.

Coffee Shop

Basic activities:

- Order a drink: Costs \$5. Increases Energy by 15.
 - Coffee.
 - Green Tea.
 - Iced Vanilla Latté.

Bank Machine

Only available if Becca has already opened a bank account. Same options as the Bank (see description above under “Uptown”)

Hot Wax (Wax bar)

The following services are currently available for purchase:

- Brazilian Wax (45 minutes) \$60
- Brazilian & Full Legs (1 hour) \$110
- Arms Wax (30 minutes) \$30
- Under Arms (15 minutes) \$16
- Legs Wax (45 minutes) \$45
- Legs Sugar (60 minutes) \$60
- Brows (15 minutes) \$18

- Brows & Lip (15 minutes) \$25
- Full Face (30 minutes) \$45
- Lash Lift (30 minutes) \$75
- Lash Lift and Tint (45 minutes) \$95
- Bikini Facial (45 minutes) \$65
- Booty Smoothie (45 minutes) \$65
- Brightening Facial (1 hour) \$95

There are currently no gameplay-related effects of any of these actions. This will change in a future version.

City Hemp (Hemp store)

There is currently no content in this location.

SUGAR (Sex Toy Shop)

Location will become available after receiving a phone call and a text from your sister Emily.

The following items are currently available for purchase:

- Vibrator (\$50). *Purchasing this will open the new activity “Play with Vibrator” in Your Bedroom.*
- Red lace bra and thong (\$100). *This will appear in Wardrobe under “Intimates” after purchase.*

Wardrobe

The **Wardrobe** system in *IHOH* allows for great flexibility in outfit choices. Becca starts with a handful of clothes, but there will be opportunities to purchase additional items of clothing.

A “full outfit” consists of a top, a bottom, a bra, panties, and shoes.

However, certain activities do require specific outfits at the beginning of the game:

- You have to be wearing a full outfit to leave the apartment.
- You have to be wearing a top, a bottom, and panties to leave your bedroom.
- You have to be wearing activewear to exercise (yoga in apartment, working out in gym).
- You have to be wearing sneakers to go for a long walk or jog.

As Becca’s *Inhibition* lowers, these requirements will change.

Some jobs have uniforms. Becca is supposed to wear her uniform to work, but if you forget to do so, who knows what might happen?

Status

At the top of the **Wardrobe** page, a *Status* text will tell you what items of clothes Becca is currently wearing (or not wearing).

Outfit totals

Each item of clothing has a score in three categories: Comfy (i.e. comfort), Naughty (i.e. sexiness/sluttiness), and Professional. You can use the total outfit score to determine whether your outfit is appropriate for the scenario. *As time goes on, we will be adding alternative reactions from characters in different scenes based on what she is wearing!*

Changing Your Clothes

The **Wardrobe** separates clothing items into several categories:

- Intimates (Bras and panties)
- Sleepwear
- Tops
- Bottoms
- Dresses

- Uniforms (for work)
- Shoes

To change into a certain item of clothing, simply click on the appropriate category.

Each item of clothing in the **Wardrobe** includes the following:

- For any item that you are currently wearing, a link to *Remove* the item.
- For any item that you are not currently wearing, a link to *Wear* the item. This will replace any similar item of clothing that you are currently wearing with the new item. For example, if you are wearing *Cotton bikini panties* and you click the *Wear* link for *Black thong panties*, the cotton panties will be replaced with the thong panties.
- Links to **Save to Clothing Set 1**, **Save to Clothing Set 2**, **Save to Clothing Set 3**. See below.
- Sleepwear has a special shortcut. Rather than saving to one of the saved Clothing Sets, you can simply identify one of the items of Sleepwear as the default. A separate Sleepwear shortcut is available from the main **Wardrobe** page.

Saving and Using Clothing Sets and Shortcuts

There are four empty clothing sets on the **Wardrobe** page when you begin: one for Sleepwear and three that can be used to save outfits.

1. To set the **Sleepwear** shortcut, click the Sleepwear link, and click the “[Set as default sleepwear]” link following the type of Sleepwear that you would like to set to the shortcut. You can now use the “Wear Sleepwear” and “Remove Sleepwear” links.
2. To save an outfit to either of the two Saved Clothing Sets, click on each category of clothing, and select an item of clothing to save to **Clothing Set 1**, **2**, **3**, **4**, or **5** by clicking on the appropriate link. You can now use the “Wear Saved Clothing Set 1” link to instantly change into Clothing Set 1, the “Wear Saved Clothing Set 2” link to instantly change into Clothing Set 2, and so on.
3. If you want to change one of the two Saved Clothing Sets, just click “Clear set.” The set will clear, and you can select new items to add to your clothing set.

TIPS:

- Don’t forget to add shoes to each of your saved clothing sets!
- You can use the clothing sets for different purposes. For example, use one of the sets to save a normal, everyday outfit, another to save a workout outfit, another to save a “date night” outfit, etc.

Surprise & Delight's CumPoints Sex System

Beginning in version 0.4.0, we have introduced the *CumPoints* Sex System. Inspired by the combat systems in other RPGs, many of the game's sex scenes will use this new system.

As a sex scene commences, the right sidebar panel will automatically pop out, displaying status bars for Becca and her partner. Becca can choose her actions during the sex scene (though she may not have much control over her partner). Different choices will increase the "CumPoints" reflected in the side panel status bars. When the *CumPoints* reach 100, the person will cum. Women can cum multiple times, but men can only cum once, ending the sex scene.

Different partners will have different skills and preferences, so the effect of one action on one partner may not be the same as the effect of the same action on a different partner. Becca herself also has different skills and preferences. These develop throughout the game based on Becca's choices, but will be most noticeable in the way that sex acts behave. For example, if Becca has a preference for large—*ahem*—male anatomy, then those men who are "endowment-challenged" may be less satisfying to her, decreasing the number of *CumPoints* she might get from intercourse with one of these men. On the other hand, if Becca develops her oral skills, she may be able to make a man cum faster through this action.

This system includes a variety of possible endings. There are differences in both text and media depending on what act or position causes the orgasms. Becca might cum multiple times or her partner might cum first (and last). Choices will be offered for wear a man might cum. If condoms are owned, the choice to wear a condom (or not) will be offered. *NOTE: At this time, there are no consequences for unprotected sex, but this will change in the future.*

NOTE: As of version 0.5.0, the following scenes have been updated to this new system:

- James, first date
- Shaun, kitchen after going to the club twice
- Shaun, bedroom after becoming "friends with benefits"

Remaining sex scenes will be converted in future versions, and new sex scenes will be created within this system.

Scene Guide

Repeatable and Random Scenes

Arousal:

Becca can turn herself on in the following ways:

- Bedroom, using her laptop, visit erotic literature website
- (*After suggestion from Emily*) Bedroom, using her laptop, watch porn
- (*After suggestion from Emily*) Living room, watching TV, watch porn

Becca can masturbate in the above scenarios if her *Arousal* is over 50.

Masturbation:

If Becca's *Arousal* is at least 50, she can masturbate in the following locations:

- Bedroom
- Bathroom, taking a shower
- Bathroom, taking a bath
- While peeking in a few scenarios (*see below*)

Voyeurism:

Becca can peek at others at the following times and locations:

1. **Bathroom:** You can peek on Bobby and Shaun any time they take a shower. See "Roommate Schedule" for exact times.
2. **Bobby's Room:** On Saturday nights, Bobby has company. Becca can peek on them.
3. **Roof Deck:** A daring couple will appear there randomly. When they do, *Take a peek*.
4. **Bar (Working):** During the random working scenes when Becca is working as a Bartender, sometimes she will walk in on a couple in the storeroom. *Currently no options*.

Becca can also masturbate when peeking if her *Arousal* is over 50, in all scenes except the bar. Just be careful that you don't get caught!

Bestie Gone Bad:

Becca's new bestie is not the most well-behaved young lady:

- During the random working scenes when Becca is working in the Bookstore, Abby visits and flashes Becca as she leaves.

“New Phone, Who Dis?”

You may have noticed that Becca has given out her phone number to a couple of guys while working as a waitress at the Diner. Every so often, randomly, one of these guys will respond by sending her an anonymous text message.

Wardrobe Malfunctions

Some interesting scenes appear randomly at times when Becca is wearing more *risqué* clothing choices:

- Visiting the convenience store without wearing a bra.
- Leaving the convenience store without a bra at night.
- Walking uptown or downtown from home in a skirt without panties.

Major Events

IHOH has many sand-box elements to it, making many of the following events able to be started at any time in the game. We have attempted to make sure that multiple events will not happen (or be scheduled to happen) at the same time; however, do your best not to schedule more than one event at the same time!

We have also noted options in the game designed to end any undesirable paths. Selecting these options will permanently end all future sexual content with that character. It may even cause some characters to disappear from Becca's life altogether!

One major change in version 0.4.0 is that Becca can now lose her virginity to James, Bobby, or Shaun. The text of sex scenes will be different if she is a virgin the first time she has sex with one of these three characters. Her options for losing her virginity may expand in future versions.

The following instructions assume that Becca wants to experience all events with all characters. Other options are available that will change the outcome of the scene.

I. "Bobby" Path

1. Job Celebration

- Use the laptop in Becca's bedroom to look for a job
- Select any job and set up an interview
- Leave the apartment and go to the jobsite
- Job Interview
- Take the job
- *Scene will begin automatically when Becca returns home*
Stay up with Bobby
- Take this further

2. Talking with Bobby

- Go to Bobby's room when he is home. See "Roommate Schedule"
- Talk to Bobby
- Talk about what happened.

3. Waking Bobby Up

- This event becomes available after completing Events 1 and 2 in this path, when Bobby's Attraction is over 25 and Becca's Arousal is over 50.
- Peek on Bobby when he is sleeping alone. See "Roommate Schedule." *Hint: It is easier to catch him sleeping alone on weeknights.*
- Get closer to Bobby (begin blow job while Bobby sleeps).
- Finish the blow job (leave room) *or*
Get on top of Bobby (have sex with Bobby).

4. Talking with Bobby
 - Go to Bobby's room when he is home. See "Roommate Schedule"
 - Talk to Bobby
 - Talk about what happened.
5. "Couples Yoga" with Bobby
 - This event is only available after completing Event 4, when Bobby and Becca are completely alone in the Apartment. See "Roommate Schedule"
 - Do yoga.
 - Get a bit more physical.
 - Enjoy the contact
 - or*
 - Have sex with Bobby

This path will continue in a future version.

II. "James" Path

1. Coffee Shop Meetcute
 - Visit the Coffee Shop (Downtown) for the first time.
 - Order a drink.
 - James will introduce himself.
 - "Yeah, sure, I can hang out for a while."
 - James will give you a ride home: Watch as he drives away.
 - Becca will receive a text the next morning.
 - After receiving the text from James, he will call Becca later that afternoon, after 3:00pm. In this call, James and Becca will establish a date for the next Saturday evening.
2. First Date
 - The date will trigger automatically in the Bedroom at any time after 4:00pm on the Saturday following the telephone call.
3. Follow-up to the date
 - James will text Becca after he drives her home, the next morning.
 - James will call Becca in her Bedroom after 5:00pm.
 - Becca can choose how to respond to James:
 - Jump into a relationship
 - Propose that you stay friends (with benefits)
 - Let him down easy
 - Ghost him (don't answer the phone)
4. Seeing James in the Coffee Shop (Repeatable)

- After the last phone call from James, he will appear randomly in the Coffee Shop.
 - Go talk to James.
 - The first time you see this scene, you will first discuss the last phone call.
 - If you “Ghosted” him, Keep talking with James. This will improve your relationship.
 - If you did anything other than “Ghost” him, Flirt with James. If you Ghosted him, this option will become available the next time you see him, as long as you “Keep talking with James” the first time.
5. “Friends with Benefits” (Repeatable)
- Becca has several choices at the end of this:
 - Leave after convo. *Ends the scene.*
 - Ask James to meet you in the bathroom.
 - Head to his car outside.
 - Go back to his place.
 - In the bathroom, Becca has several choices if her *Inhibition* is less than 410:
 - End it here and say goodbye. *Ends the scene.*
 - Fuck it, give him a blow job.
 - Head to his car in the parking lot.
 - Go back to his place.
 - In the car, Becca has several choices:
 - Keep kissing, then make your escape. *Ends the scene.*
 - Take it further (hand job).
 - Give him a blow job.
 - Suggest you head to his place.
 - At James’s place, Becca has several choices:
 - Give James a blow job.
 - Ask James to go down on you.
 - Get down and dirty and go all the way.

These options can be used in various combinations. The scene can end at any time Becca chooses or go as far as Becca chooses.

This path will continue in a future version.

III. “Shaun” Path

1. Talk to Shaun

- Go to Shaun’s room when he is home. See “Roommate Schedule”
- Talk to Shaun.

- Ask about his interests. *Select all options.*
2. Visit Shaun after the Club, Part One
 - Between 2:00am and 3:00am on Sunday, go to the Kitchen.
 - Chat with Shaun.
 - Flirt with Shaun.
 3. Visit Shaun after the Club, Part Two
 - Between 2:00am and 3:00am on Sunday, go to the Kitchen.
 - Chat with Shaun.
 - Flirt with Shaun.
 4. Going to the Club with Shaun
 - Shaun will invite Becca to the Club when she wakes up in her Bedroom on the Wednesday after Event 3 in this Path.
 - Do you want to go to the Club with Shaun this Saturday? *Becca has two options:*
 - Yes.
 - No. *Shaun will invite Becca every Wednesday morning.*
 - *Club Scene will begin automatically in Living Room on Saturday after 8:00pm, if she is wearing her Little Black Dress or Mini-Dress. If she is not wearing a dress, Shaun will tell her to change.*
 - *Becca and Shaun will hang out at the Club until shortly after 1:00am. She can do the following activities in any combination until that time:*
 - Get a drink. *If Becca drinks nine times, Shaun will take her home and Event 5 will not occur.*
 - Hit the Dance Floor. *If Becca does this three or more times, a scene may appear (about 50% of the time) where she will have the following options:*
 - *If she has had at least 2 drinks and her Inhibition is less than 350, Give him a blow job. She will have the option to fuck him after she blows him.*
 - *If she has had at least 5 drinks and her Inhibition is less than 300, Fuck him.*
 - Dance with Shaun.
 - Go to the Ladies' Room. *The second time you do this, Shaun will go with you. When he does, Keep going.*
 - *Becca and Shaun will leave after 1:00am. If she danced with Shaun more than by herself or with another guy, this will go directly into Events 5, 6, and 7. Otherwise, they will say good night and go to bed when they go home.*
 5. Riding Home from the Club
 - *Scene will begin automatically when leaving the Club, if Becca danced with Shaun more often than by herself or with other guys.*

- Make out with him.
 - Reach for his cock.
 - Give him a blow job.
6. Visit Shaun after the Club, Part Three
- *This scene will appear automatically as a continuation of Event 5.*
 - Give Shaun a blow job... or at least try.
 - Go to bed.
 - *The next morning, visit Shaun in his room (see Roommate Schedule), Talk to Shaun, then Talk about what happened.*
7. Visit Shaun after the Club, Part Four (Repeatable)
- *This scene will appear automatically as a continuation of Event 6, on the second and subsequent occurrences, if you visited Shaun in his room and talked about what happened.*
 - [Give Shaun a blow job... or at least try.]
 - Say 'Yes' ...
 - Go to your bedroom.
 - *The next morning, visit Shaun in his room (see Roommate Schedule), Talk to Shaun, then Talk about what happened. If you decide to think about it, you can come back a second time to Talk about what happened. Selecting no during this second conversation will end this path.*
8. Hangin' on the Balcony (Repeatable)
- *This scene becomes available as an option in Shaun's bedroom, after Event 6.*
 - Invite Shaun to hang out on balcony.
 - Go to the balcony.
 - Small-talk with Shaun.
 - Flirt with Shaun.
 - Make out with Shaun.
 - Take things further.
9. Shaun, Roommate with Benefits, I (Repeatable)
- *This scene becomes available as an option in Shaun's bedroom when he is awake.*
 - Flirt with Shaun.
 - Take it up a notch...
 - Get naked and make out with Shaun.
 - *The following options are available in any order:*
 - Let Shaun go down on you.
 - Give Shaun a blow job.
 - Mutual oral (69).
 - Fuck Shaun or Back to your room.

This path will continue in a future version.

IV. Halloween Party (One-Time Event)

1. Preparing for the Party

- On 24 October, Bobby and Shaun will invite you to a Halloween costume party the first time you go into the Living Room.
- Visit the Costume Store (Downtown) between 10:00am and 9:00pm.
- Becca's costume will appear in her Wardrobe.

2. Party Night!

- On 31 October, after 8:00pm, in Becca's Bedroom, change into your Costume.
- Event will begin automatically in Living Room. Continue. Drink +1
- Continue. *Drink +1*
- Blow him off and get another drink.
- Continue. *Drink +1*
- Talk to Bobby and his girlfriend.
- Check out the rest of the party.
- Blow him off and get another drink.
- Continue. *Drink +1*
- Check out the rest of the party.
- Blow him.
- Continue.
- Continue. *Drink +1*
- Becca has two choices:
 - Blow him off and get another drink.
 - Call it a night. *Ends scene.*
- Continue. *Drink +1*
- Becca has two choices:
 - Go find somebody else to blow.
 - Call it a night. *Ends scene.*
- Becca has two choices:
 - Get another drink.
 - Go home. *Ends scene.*
- Continue. *Drink +1*
- Continue. *Ends scene.*

V. "Abby" Path

1. Meeting Abby

- *Becca will meet Abby in the Clothing Store.*

2. Hanging Out with Abby 1
 - Abby will text Becca the day after Event 1. They will set a date to hang out on Friday.
 - Event will begin automatically in the Living Room on Friday, after 8:00pm, or can be triggered manually using the link “Hang out with Abby” on the Street (Home) location.
 - Hellz yeah! Let’s Go!
 - Event will automatically progress.
3. Hanging Out with Abby 2
 - Abby will text Becca on the Tuesday following Event 2, when Becca is home after 8:00pm.
 - “Do you want to invite Abby to hang out?” Yes. NOTE: Stay home. This event will start in about an hour, but only if Becca is still at home.
 - Abby will text Becca again in about an hour.
 - Event will begin automatically in the Living Room that night, after 7:00pm.
4. Hanging Out with Abby 3
 - Becca initiates this event by texting Abby between 2:00pm and 7:59pm any day after Event 3.
 - Choice between “Get high with Abby” and “Skip it today.” Choosing to get high will also begin the “Drugs” Path. If you do not want to play these events, then skip it here.
5. Hanging Out with Abby 4
 - Abby will text Becca between 5:00pm and 8:59pm on the day following Event 4.
 - Choice between “Go out with Abby” and “Not tonight ... maybe tomorrow.” If you skip this event, the path will continue with Event 6.
 - “Order a drink,” “Split a bottle,” or “Stick with water.” The only difference is cost.
 - Hit up the convenience store and go to her apartment. From this point forward, the scene will end as soon as you head home.
 - Event will continue automatically.
6. Hanging Out with Abby 5
 - Abby will call Becca between 6:00pm and 9:59pm on the Friday following Event 5 (even if you selected “Not tonight ...”).
 - Go to Abby's party.
 - Do the shot and stay.
 - Do the shot and stay.
7. Hanging Out with Abby 6
 - Abby will call Becca after 9:00pm on Thursday after Dare 3.
 - Go to Abby’s.

- Stay and see what happens.
 - Keep going.
 - Go to your apartment.
8. Hanging Out with Abby at the Dive Bar (Repeatable)
- Available any day following Event 6, from 7:00pm to 10:59pm.
 - At Street (Home) location, Hang out at dive bar with Abby.
 - There are currently three randomly appearing scenes.
9. Truth or Dare . . . without the “Truth”?
- **Dare 1:** Appears as one of the randomly appearing scenes when Becca hangs out with Abby at the Dive Bar.
 - **Dare 2:** Abby will text Becca after Event 6 and Dare 1, between 2:00pm and 7:59pm. Take off your bra in your bedroom and then “Meet Abby in the park” from Home (Street).
 - **Dare 3:** Abby will call Becca after 9:00pm on the Monday after Dare 2. Head to the convenience store.
 - **Dare 4:** Abby will text Becca on the Wednesday after Dare 3, between 8:00pm and 10:59pm, if Becca is home. If Becca is not at home, it will trigger the following Wednesday. “Do you want to accept Abby’s dare?” > “Sure, what the hell!”
 - **Dare 5:** Call Abby between 7:00pm and 10:59pm any day after Event 6 and Dare 4.
 - **Dare 6:** Abby will text Becca during the day on the Monday following Dare 5, if SUGAR has already been discovered (use the explore link on the Home (Street) page to discover new locations). The dare will require Becca to wear a mini-dress (purchase it in the clothing boutique) and panties and make a certain purchase at SUGAR.

This path will continue in a future version.

VI. “Drugs” Path

1. Smoking weed—See Event 4 under Abby Path
2. Mystery pills—See City Shadows Path under the Bookstore Path below.
3. Marijuana Dispensary—Location discovered when exploring the city. No further content yet.

This path will continue in a future version.

VII. “Waitress” Paths

1. Working
 - There is currently a total of ten different work scenes that will randomly appear (depending on uniform): seven general scenes that are not dependent

on your uniform; two that specifically require you to wear your uniform; and one that specifically requires that you “forget” your uniform.

2. “Devilish Dad” Path: *See full Path below*

VIII. “Bartender” Paths

1. Working

- There is currently a total of eleven different work scenes that will randomly appear (depending on uniform): three general scenes that are not dependent on your uniform; four that specifically require you to wear your uniform; and four that specifically require that you “forget” your uniform.

2. Tyler Path: *See full Path below*

3. Jasmynn Path: *See full Path below*

IX. “Bookstore” Path

1. Working

- There are currently four randomly appearing work scenes, including those specifically described below.

2. *City Shadows* Path

- The first scene in this path will appear once as one of the randomly appearing work scenes in the bookstore. When given the options (in order):
 - Be useful and find more work.
 - See what's behind the grey door.
 - Continue to explore the XXX Room.
- The following three actions can all be taken in any order:
 - Look at the books in *City Shadows*.
 - Try the doors.
 - (If *Arousal* is over 50) Touch yourself.
- *Look at the books in City Shadows*.
 - Look at more books in *City Shadows*.
- *Try the doors*.
 - Look for the key. *Starts a mini-game.*
 - **Mini-game: Find the key**
 - You can search in four different places in four different locations around the store (total of sixteen places to look). You have four tries; on the fifth try, you will have to stop. You can try again the next time the *City Shadows* scene appears when working.
 - There are two items to be found in the game:

- Scott's Office (*City Lights*), Around the area: pills. Will appear in Backpack. *This path will be continued in a future version.*
- Outside front door of *City Shadows*, Around the area: keys.
- Once you have the keys, try the doors again. They will now be unlocked.
- To end this scene, Return to the store.
- The first scene will be replaced after you reach its conclusion by a second, repeatable scene in this path. When given the option:
 - Follow the girl into *City Shadows*.
- Becca will have two options in this scene. Because this event is repeatable, you can select both of them on subsequent visits:
 - Watch the man in the black room.
 - Peek on the girl in the red room.

X. "Record Store" Path

1. Working

- There are currently six randomly appearing work scenes, including those specifically described below.

2. "Band Guy" Path

- The first scene in this path will appear once as one of the randomly appearing work scenes in the restaurant. This path will be expanded in a future version. *During the scene, you will receive an item that will appear in your backpack and a new character will appear on the Characters page.*

XI. "Devilish Dad" Path

1. Business Card

- *This scene will appear once as one of the randomly appearing work scenes in the restaurant, after Becca has lost her Virginity.*

2. Should I Call?

- *Look at the business card in Becca's "Lil Backpack" when she is at home. She can choose one of the three following options:*
 - Call Mr. Jones
 - Do not call Mr. Jones ... yet
 - Throw away the card

3. Back at the Diner

- *This scene will appear once as one of the randomly appearing work scenes in the restaurant, after Event 2.*
- *If you selected "Throw away the card" in Event 2, Becca will be given an opportunity to Reconsider and see where this goes. This choice will go to the same passage as*

if you selected either of the other two options. Becca will also be able to End the conversation and get back to work, which will end this Path.

4. Date with Devilish Dad I

- *Mr. Jones will text Becca twice over the next week to set up a date.*
- *On the next Friday following these texts, between 6:00pm and 8:59pm, put on a Mini-Dress or a Little Black Dress. Select “Meet Mr. Jones for our date” from the apartment Living Room or your Bedroom.*
- *Continue*
- *(a) Decline and find your own way home, or (b) Accept the ride home*
 - *If (a), Walk home. Ends the evening at Street (Home).*
 - *If (b), “Can I see you again?” Becca can respond, (c) Decline for now, or (d) Agree to see him again.*

5. Date with Devilish Dad II

- *Mr. Jones will text Becca on Monday to set up the next date.*
- *On the next Tuesday following this text, between 6:00pm and 8:59pm. Select “Meet Mr. Jones for our date” from the apartment Living Room or your Bedroom.*
- *Let the evening begin.*
- *Mr. Jones will offer Becca a proposal. She can respond in one of three ways.*
 - *Say ‘fuck you’ and leave.*
 - *NOTE: This option will end this path.*
 - *I hailed a taxi to head home. —> Street (Home)*
 - *Excuse yourself to think more about it.*
 - *This option will end this date but will not end the overall path.*
 - *Go home. —> Street (Home)*
 - *Continue the conversation*
- *If “Continue” was selected on the previous page, Mr. Jones will invite Becca to come home with him. She has two options:*
 - *Beg out for tonight and head home.*
 - *This option will end this date but will not end the overall path.*
 - *Continue. —> Living Room*
 - *Go to his place.*
- *If “Go to his place” was selected on the previous page:*
 - *Go inside.*
 - *Three options:*
 - *Have a drink with Charles. —> Short scene, followed by the two remaining options.*

- Excuse yourself to use the restroom. —> Short scene, followed by a choice to move forward (final option) or end the evening (ends the date, but not the path).
- Skip the drink and move the night forward.
- If you selected to move the night forward on any of the previous screens, the following options will appear on several separate, sequential scenes.
 - Green. Two separate scenes. The date will automatically end after the second scene.
 - Yellow. Two separate scenes. Each one ends with the Green or Red options.
 - Red. This option will end the date, but not the overall path, whenever it is selected.

6. Date with Devilish Dad III

- Following the second date, BDSM text will become available to read on the Erotic Literature website on Becca's laptop.
- Becca should call her sister Emily after Event 5. Emily will text Becca within an hour after that call ends.
- On the Wednesday evening after talking to Emily, after 7:00pm, Mr. Jones will call Becca. If you choose not to answer, he will try again the following Wednesday. When you answer, he will set up a date (with some conditions).
- The date will begin automatically in your Bedroom on the following Friday after 6:00pm.
- Go on date with Mr. Jones.
- Continue.
- Tell the truth or Lie and be punished. Either option can be selected for a different scene. Both scenes then offer the following two options:
 - Green.
 - Red. This will end the date, but not the overall path.
- If Green was selected, the following options appear. These scenes can be selected in any order, with exceptions noted:
 - Play with warmth against your body
 - Stimulate you with Ice
 - Engage in Wax Play
 - Eat your Pussy
 - Penetrate and ride you while restrained
 - Fuck you from beneath your bound wrists
 - Flip you over and fuck you from behind
 - Release you and reach orgasm. At the end of this option, only the next option ("Enjoy his kisses ...") will be available.

- Enjoy his kisses and snuggles after play. *This option can be selected at any point and will end the date.*
- RED and end the evening. *This option can be selected at any point and will end the date.*

This path will continue in a future version.

XI. Tyler Path

There are two ways to begin this Path. The first four scenes will not repeat, even if you quit your job as a bartender or start working as a bartender in the middle of the sequence:

1. *If Becca works as a Bartender:* This path consists of five sequential scenes that will appear randomly among the work scenes. The first four scenes are short scenes of increasing intensity. The fifth scene with Tyler will randomly repeat as a work scene. To see the full scene each time, always choose to Continue / Take another shot. You can also end the scene at several points prior to its conclusion.
2. *If Becca does not work as a Bartender:* This path consists of five sequential scenes that will appear randomly when you “Sit at the bar.” Otherwise content as above.

This path will continue in a future version.

XIII. Jasmynn Path

1. Meeting Jasmynn
 - The first scene in this path will appear once as one of the randomly appearing work scenes in the Bar. *During the scene, you will receive an item that will appear in your backpack and a new character will appear on the Characters page.*
2. Should I call her?
 - *Look at the business card in Becca’s “Lil Backpack” when she is at home. She can choose one of the three following options:*
 - Call Jasmynn.
 - Do not call Jasmynn.
 - Throw away her card. *This option will end this path.*
 - *If Becca calls Jasmynn, Jasmynn will text Becca a few days later. Jasmynn will invite Becca to the coffee shop.*
3. Coffee with Jasmynn 1
 - *From her Bedroom, Becca will have the option to meet Jasmynn at the coffee shop Thursday morning between 9:00am and 10:59am. She can select either of the following options:*
 - Yes. *This will begin the coffee date with Jasmynn.*
 - No, toss her card. *This option will end this path.*

4. Coffee with Jasmynn 2

- *To begin this Event, Becca will have to text Jasmynn any day following Event 3.*
- *Get dressed and go to the Coffee Shop between 10:00am and 11:59am the following Tuesday. Jasmynn will be there waiting for your meeting.*
- *Go sit with Jasmynn.*
- *Jasmynn will ask several questions. Then she will give you the opportunity to ask her several questions. When you are finished, you can leave.*
- *If you miss this date, Jasmynn will text Becca and give her the opportunity to try again. Repeat the above instructions.*

This path will continue in a future version.