

## WALKTHROUGH for SPACE PAWS 0.25.1

### Attributes

- Strength**:40
- Knowledge**:35
- Charm**: 35

\*There's a limit of **45 days**

### All interactions requirements:

- Talk**:10
- Ask**:10
- Give**:0
- Date**:80 // 10 if you fail dating
- Girlfriend**: 50 //10 if you fail making her your girlfriend

### Roselyn's Route

This route is almost the same as in 0.10/ 0.15/0.18.

First of all, you have to go to the Market. You can interact with some characters (Max, the girl in red, and the Merchant). Talk to the merchant and do his riddle challenge (Requires knowledge 15+). The answers are:

1- a stick

2- d

3- what?

4- your mother

5- Tomorrow?

Fine. He will give you the red ball . You'll need this ball to distract the guard in front of the gates of the Roselyn's castle. Give him the ball. If you have strength 20+ you'll throw the ball far enough and the guard will completely disappear.

Once you're inside the castle, you'll find Amber, Roselyn's counselor. She'll demand a "reference" in order to let you in and talk with Roselyn.

In the market, talk with Max (if you didn't talk with him since now, you'll need a couple or more conversations). He'll ask you to babysit his hyperactive puppies. Accept.

After that crazy night, you'll talk again with Max. The job is done and you have your reference. From this point you can visit Roselyn already and you can also talk with Alison, who's in the Spaceship's library.

Focusing on the Roselyn's route, go to the castle, **talk** with her and you'll explain her your mission and your relationship status will become **Acquaintance**.

From this point, you have to talk with Max, he'll go with you to "the Dungeon where nobody dares to go in". To enter in the cave you'll need or **Knowledge 25+** or **Strength 40+**. Once you're in, make the puzzle and you'll obtain Roselyn's bracelet.

Go back to the castle, and **give** Roselyn her bracelet. In order to become **Friends** and date your **charm** must be **20+**

If you become successfully friends, now you can date her. Here starts the "fun" :P

In EVERY date you can obtain a H-scene with her. If you obtain 1+ H-scene on the dating, you'll become **Fuck Buddies**. To obtain the **H-scene** you'll need:

**Forest**: Charm 30+ (Animated h-scene)

**Lake:** Strength 40+ (Static H-scene)

**Snowy Mountain:** Charm 35+ (Static H-scene)

Once you're fuck buddies you can Girlfriend her. That means that after the first date if you fuck with her, you can do directly the final Roselyn's challenge, BUT you'll be missing the other H-scenes (that's your choice!)

You can also date with her on the 3 places (without fucking her) and do then the Roselyn's challenge

The answers for this are:

1-Loryns

2-Manifus

3-Oranges

4-912

5-I went once

6- Any but indifferent (that the worst thing you can say to a girl like Roselyn!!)

Enjoy the animated H-scene!

#### Alison's route

First of all. This route is not finished.

To interact with Alison, you need first to babysit Max's puppies. All that noise will make Alison go out of her room and you'll be able to find her on the library since the day after you babysit. Talk with her, she'll be impressed of all your efforts to make your mission. Your relationship will change to **Acquaintance**.

If you go to **sleep**, you'll have a dream (animated H-scene) where you two are fucking.

Now, you need to date with Roselyn and visit each different place (Forest, Lake and Snowy Mountain) in order to know good places to plant the sprouts. On the date you can make dirty things with Roselyn or not, that's your choice. It won't affect to your relationship with Alison (at least on this version of the game).

Once you've visited the place, talk to Alison again. You two will become Friends, so now you can date with her with the excuse of measuring the ambient of every place. When you go on dates with her, you'll see her with different outfits and how your relationship is quite better than before. On snowy mountains the main character will have some kind of **deja vu**.

After the dates, Alison will want you to take the shovels that are in the Storage room (the one blocked from the beginning of the game).

There, you'll find the shovels on the closet. But there's something more. On the left side near the floor, you'll find a **mysteriosus book**. That's Alison's diary. You can't open it yet, because it has a password. On the cover you can see the word CaNDY CaNe. That's not the password but it's the hint you need to open it. Remember the words with his capital letters and go to the library. There, look at the Periodic Table of the Elements.

**Ca= 20**

**Nd=60**

**Y=39**

**Ca=20**

**Ne=10**

Only a rat library like Alison will make a password with the Table of elements. Anyway, put the password on the book (**2060392010**).

Dramatic music...

To be continued...