

## 1. Game Mechanics

Here are my notes on all the mechanics of the game, sorted by location. If you're like me then you probably had a lot of questions about the game like if the mystery night girl visits have any purpose, if there was anything special or hidden at the marketplace alley besides the one scene, what the drop rates of the stones from the mine were, and so on. Well the answers to those questions and many others are below!

## 2. Day Locations

### Marketplace - Shop

- If you need to go to the shop to buy something then use the shop at night. Going to the shop during the day will cause the game to skip the time to night once you exit the shop. However exiting the shop at night does not cause the game to skip the time to day.
- Once you complete the sidequest *Expanding the shop* you will automatically earn 20-40 coins at the start of they day. It's a good idea to start working on this quest as soon as the game starts so you can start getting free money as soon as possible, meaning you won't have to grind for money.
- Donating 50 coins to the shop has no purpose.

### Marketplace - Elder Council

- Endorsing Katara gives +1 Respect
- Visiting Katara's house for the first time during the day unlocks the option to visit the elder council

### Training

- Training gives +2 Waterbending
- Your waterbending level has no effect on the difficulty of hunting. However your attack damage will slightly increase at each of these events:
  - Complete the quest *Suit up*
  - Waterbending = 21
  - Waterbending = 27
  - Complete the quest *Spirit bomb* -> Training

### Hunting

- Hunting gives +1 Affection. If Katara is angry it will also lower her anger level by 1.
- There is nothing in the game that requires more than 17/30 Affection, so leveling it beyond 17 isn't useful.
- Pressing Tab enables skip mode which is extremely helpful for speeding up hunting.
- You will need 2 potions per hunting trip, but if the RNG gods are very displeased, you might need 3.
- How to hunt 101:
  - If you are under 20% HP -> Healing potion
  - If the mooselion moved its head last turn and didn't attack -> Defend
  - If you don't need to heal or defend -> Attack

### Mountain

- You only need to visit the mountain when the story tells you. It doesn't have any other purpose.

### School

- The school is a place you go for some quests and scenes

### Mine

- You can go to the mine to mine stones for money and do a couple of sidequests.
- If you want to abuse the rollback feature of Ren'Py to change stone rarity, the point where the RNG for stone rarity is activated is after you say 'Yes' to 'Should I mine?'
- On average you get 50 coins per trip to the mine. *Technically 50.45 coins.*
- Here are the drop rates and value for all the stones:
  - Common brown stone - 43% chance - 25 coins
  - Shiny blue stone - 36% chance - 50 coins
  - Rare red stone - 14% chance - 80 coins
  - Super rare white stone - 7% chance - 150 coins

## 3. Night Locations

### Home

- Checking mail will skip to the next day and give you 20-40 coins. There are 11 different letters you can get, but you don't gain anything by having seen them all. After you read the 11th letter you will get the same letter everytime.
- Sleeping will skip to the next day but has no other purpose. You should check your mail instead because that will give you coins.
- Everytime you check your mail or choose sleep, there is a 20% chance of getting the *mystery girl blowjob* scene. After you've seen the scene once, everytime she visits after that you will be asked to either let her keep visiting or have her never visit you again. The mystery girl has no purpose other than being a scene to watch. There is no secret related to her and nothing special happens if you tell her to go away forever or to keep coming back. If you want to keep rewatching the scene at night tell her to keep visiting. If you don't want to keep seeing the scene tell her to leave forever.

## Marketplace - Visit alley

- Visiting the alley gives you a 40% chance of seeing the *lesbians with strap-on* scene. The alley has no other purpose or any secrets.

### 4. Love Route 100% Walkthrough

#### Day 1:

Morning:

- Travel to the Water Tribe by clicking the top left
- \* For you, anything. (+1 Affection)
- Go mining

Night:

- Visit shop, don't buy anything (+3 healing potions, +25 coins)
- Home -> Check mail

#### Day 2:

Morning:

- Go mining

Night:

- Visit shop to sell stone
- Check mail

#### Day 3:

Morning:

- Training (+1 Affection, +2 Waterbending)

Night:

- Check mail

#### Day 4:

Morning:

- Go mining

Night:

- Shop
- Check mail

#### Day 5:

Morning:

- Go mining

Night:

- Shop
- Katara's house

#### Day 6:

Morning:

- Go mining

Night:

- Shop
- Check mail

#### Day 7:

Morning:

- Shop
- \* Yes
- \* Check out wardrobe (+100 coins)
- *Completed quest: Village favor #1*

Night:

- Check mail

#### Day 8:

Morning:

- Go mining

Night:

- Shop
- Check mail

#### Day 9:

Morning:

- Go mining

Night:

- Shop
- Katara's house
- \* Romance her
- \* How much control do we really have? (+1 Affection)

#### Day 10:

Morning:

- Go mining

Night:

- Shop
- Check mail

Stats at end of day 10:

- Affection - 3/30
- Respect - 0/27
- Waterbending - 3/30

### Day 11:

Morning:

- Go mining
- \* Get closer
- \* Keep listening (Find super rare white stone)
- *Completed sidequest: The tale of the sex crazed zombie mooselion*

Night:

- Shop
- Check mail

### Day 12:

Morning:

- Go mining

Night:

- Shop
- Check mail

### Day 13:

Morning:

- Go mining

Night:

- Shop
- Katara's house
- \* Either choice (try the 2nd :P)
- \* Put your hand on her leg (+1 Affection)

### Day 14:

Morning:

- Go mining

Night:

- Shop
- Buy 7 potions (You'll have 10 total)
- Check mail

### Day 15:

(Last day of 'Mine -> Shop' spamming!)

Morning:

- Go mining

Night:

- Shop
- \* Invest 500 coins
- Visit shop again to sell stone
- Check mail

### Day 16:

Morning:

- Hunting (+1 Affection)

Night:

- Check mail

### Day 17:

Morning:

- Katara's house
- Hunting (+1 Affection)

Night:

- Katara's house
- Kiss (0/2) -> (1/2)
- \* Kiss her
- \* No

### Day 18:

Morning:

- Marketplace -> Speak to elder council
- \* Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 19:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 20:**

Morning:

- Hunting (+1 Affection)

Night:

- Shop -> Yes
- *Completed sidequest: Expanding the shop*
- Check mail

Stats at end of day 20:

- Affection - 7/30
- Respect - 2/27
- Waterbending - 3/30

**Day 21:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 22:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 23:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- Kiss (1/2) -> (2/2)
- Handjob (0/3) -> (0.5/3)

**Day 24:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 25:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 26:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- \* No
- Handjob (0.5/3) -> (1/3)

**Day 27:**

Morning:

- Katara's house (+1 Respect)
- School -> Quest: Expanding the schoolhouse (+1 Respect)

Night:

- Shop -> Spend all money on potions
- Check mail

**Day 28:**

Morning:

- Marketplace -> Visit artisans
- Hunting (+1 Affection)

Night:

- Check mail

**Day 29:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- Handjob (1/3) -> (2/3)
- \* Any

**Day 30:**

Morning:

- Hunting (+1 Affection)

Night:

- Check mail

Stats at end of day 30:

Affection - 12/30

Respect - 8/27

Waterbending - 3/30

**Day 31:**

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house
- Masturbate (0/3) -> (0.5/3)

**Day 32:**

Morning:

- School
- Marketplace -> Visit decorators
- Training (+2 Waterbending)

Night:

- Katara's house
- \* Any
- Masturbate (0.5/3) -> (1/3)

**Day 33:**

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house
- \* Sure
- \* Beautiful
- Footjob (0/3) -> (1/3)

**Day 34:**

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house
- Masturbate (1/3) -> (2/3)
- \* Any

**Day 35:**

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house
- Footjob (1/3) -> (2/3)

**Day 36:**

Morning:

- School
- Marketplace -> Visit village elder (+1 Respect)

Night:

- Check mail

**Day 37:**

Morning:

- School (+1 Respect)
- *Completed quest: Expanding the schoolhouse*

Night:

- Shop -> Spend all money on potions
- School -> Knock on door

### Day 38:

Morning:

- Training -> Quest: Suit up (+1 Waterbending)
- Hunting (+1 Affection)

Night:

- Shop -> Agree
- Check mail

### Day 39:

Morning:

- Go mining

Night:

- Shop
- Katara's house
- Blowjob (0/3) -> (0.5/3)

### Day 40:

Morning:

- Endorse Katara (+1 Respect)

Night:

- Shop -> Agree (+1 Waterbending)
- Check mail

Stats at end of day 40:

Affection - 13/30  
 Respect - 11/27  
 Waterbending - 15/30

### Day 41:

Morning:

- Endorse Katara (+1 Respect)

Night:

- Katara's house
- \* Full moon
- \* Better condition
- \* Defense
- Blowjob (0.5/3) -> (1/3)

### Day 42:

Morning:

- Speak to elder council
- \* Maybe this will help Katara (+1 Respect)
- *Completed quest: Village favor #2 - An awkward chat*

Night:

- Check mail

### Day 43:

Morning:

- Hunting (+1 Affection)

Night:

- Check mail

### Day 44:

Morning:

- Training (+2 Waterbending) (+ Attack damage)
- *Completed quest: Suit up*

Night:

- Katara's house
- Handjob (2/3) -> (3/3)

### Day 45:

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

### Day 46:

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house

- Masturbate (2/3) -> (3/3)

**Day 47:**

Morning:

- Training (+2 Waterbending) (+ Attack damage)

Night:

- Check mail

**Day 48:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- Blowjob (1/3) -> (2/3)

**Day 49:**

Morning:

- Training (+2 Waterbending)

Night:

- Katara's house
- Sex (0/4) -> (0/4 Part 1)

**Day 50:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- \* Stay -> Persevere
- Sex (0/4 Part 1) -> (0/4 Part 2)

Stats at end of day 50:

Affection - 16/30

Respect - 14/27

Waterbending - 23/30

**Day 51:**

Morning:

- Hunting (+1 Affection)

Night:

- Katara's house
- Sex (0/4 Part 2) -> (1/4)

**Day 52:**

Morning:

- School

Night:

- Check mail

**Day 53:**

Morning:

- Katara's house

Night:

- Katara's house
- Sex (1/4) -> (2/4)

**Day 54:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Shop -> Buy pink panties
- Check mail

**Day 55:**

Morning:

- Katara's house
- \* Walk around in public wearing...
- (You can have her appearance however you like)
- \* Bottom -> Pink panties
- \* Tears -> No
- \* Start walking

Night:

- Katara's house
- Footjob (2/3) -> (3/3)

**Day 56:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

### Day 57:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Katara's house
- Blowjob (2/3) -> (3/3)

### Day 58:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail

### Day 59:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Katara's house
- Sex (2/4) -> (3/4)

### Day 60:

Morning:

- Training (+2 Waterbending)
- \* Any choices

Stats at end of day 60:

Affection - 17/30 - *Maxed*

Respect - 16/27

Waterbending - 25/30

Times publicly walked - 4/15

### Day 61:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Katara's house
- Anal (0/3) -> (1/3)

### Day 62:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail

### Day 63:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Katara's house
- Anal (1/3) -> (2/3)

### Day 64:

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

### Day 65:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail



**Day 66:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Katara's house
- Sex (3/4) -> (4/4)

**Day 67:**

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail

**Day 68:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Check mail

**Day 69:**

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- (Buy potions if you don't have many)
- Check mail

**Day 70:**

Morning:

- School -> Sure
- *Completed quest: Village favor #3 - Missing kid*
- Training (+2 Waterbending) (+ Attack damage)

Night:

- Katara's house
- Anal (2/3) -> (3/3)

Stats at end of day 70:

Affection - 17/30 - *Maxed*

Respect - 19/27

Waterbending - 27/30

Times publicly walked - 10/15

**Day 71:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Marketplace -> Visit alley

**Day 72:**

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Marketplace -> Visit alley

**Day 73:**

Morning:

- Endorse Katara (+1 Respect)

Night:

- Marketplace -> Visit alley

**Day 74:**

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Marketplace -> Visit alley

**Day 75:**

Morning:

- Katara's house -> Chat until she mentions Sokka's treasure
- Mine -> Yes -> Yes
- Right -> Right -> Left -> Left (Find sticky magazine and super rare white stone)

- Completed sidequest: Sokka's treasure

Night:

- Shop -> Sell stone
- Check mail -> Batgirl

#### Day 76:

Morning:

- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail -> Ariel

#### Day 77:

Morning:

- Training -> Quest: Spirit bomb
- Mountain -> Pick flower -> Lose battle
- The choice doesn't matter but choosing 'Listen' explains more
- Completed quest: Spirit bomb (+1 Affection)

Night:

- Check mail -> Spidergirl

#### Day 78:

Morning:

- Training
- Katara's house
- \* Walk around in public wearing... -> Start walking

Night:

- Check mail

#### Ending:

Well, we're finally at the end of the game. We've done all the quests, sidequests, and scenes for the love route in Book 1; except for the ending. The game only ends when you want it to, so you can keep playing and rewatch scenes or buy different items from the shop to use on walks if you wish. I'll be telling you below how to get both of the Book 1 love endings at the start of day 79.

#### Ending #3:

- Katara's house
- \* Walk around in public wearing... -> Start walking
- Sleep
- Mountain -> Call spirit -> I'm ready.
- Katara's house
- \* "Inside -> Any" or "Outside -> I love you."

#### Ending #4:

- Mountain -> Call spirit -> I'm ready.
- Katara's house -> Any

*Completed Book 1!*

### 5. Quests

#### Village favor #1 - Watch the shop:

Visit the shop 5 times

On your 6th visit the quest will start

Yes -> Check out wardrobe (+100 coins)

*Completed quest: Village favor #1 - Watch the shop*

#### Expanding the schoolhouse:

(All quest locations need to be visited in the daytime)

Respect = 6

Katara's house (+1 Respect)

School -> Quest: Expanding the schoolhouse (+1 Respect)

Marketplace -> Visit artisans

4 days later -> School

Marketplace -> Visit decorators

4 days later -> School

Marketplace -> Visit village elder (+1 Respect)  
School (+1 Respect; if doing the slave route you also receive the sharpie)  
*Completed quest: Expanding the schoolhouse*

### **Suit up:**

Waterbending = 13  
Training -> Quest: Suit up (+1 Waterbending)  
Shop -> Agree (+1 Waterbending)  
2 days later -> Shop -> Agree  
(You must have done at least one village favor to train again)  
Training (+2 Waterbending) (+ Attack damage)  
*Completed quest: Suit up*

### **Village favor #2 - An awkward chat:**

Respect = 12  
Speak to elder council -> Maybe this will help Katara (+1 Respect)  
*Completed quest: Village favor #2 - An awkward chat*

### **Village favor #3 - Missing kid:**

Complete the quest: Expanding the schoolhouse  
Visit the school and have sex with Una  
School -> Sure  
*Completed quest: Village favor #3 - Missing kid*

### **Spirit bomb:**

Waterbending = 27  
Mountain -> Pick flower -> Lose battle  
The choice doesn't matter but choosing 'Listen' explains more  
*Completed quest: Spirit bomb (+1 Affection)*

### **Ending:**

Complete the quest: Spirit bomb  
Complete Anal (1/3)  
Mountain -> Call spirit -> I'm ready.

## **5.1 Sidequests:**

### **The tale of the sex crazed zombie mooselion:**

Go mining 8 times (not consecutively, just 8 total times)  
On your 9th time mining the quest will start  
Get closer -> Keep listening (Find super rare white stone)  
*Completed sidequest: The tale of the sex crazed zombie mooselion*

### **Expanding the shop:**

Spend 500 coins at the shop  
Shop -> Invest 500 coins  
5 days later -> Shop  
*Completed sidequest: Expanding the shop*

### **Sokka's treasure:**

Katara's house (daytime) -> Chat until she mentions Sokka's treasure  
Mine -> Yes  
Right, Right, Left, Left (Find sticky magazine and super rare white stone)  
*Completed sidequest: Sokka's treasure*