

SISSY MAKER

Game Guide

V2.20



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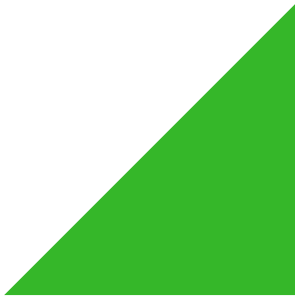
Introduction

Welcome to the ever-growing Sissy Maker game manual. Patrons will receive a guide journal every month to better deliver the full Sissy Maker experience.

Warning: This guide contains spoilers!

Controls

Point and click navigation. It couldn't be simpler than that. In the game, these are the commands you'll see.

- **Talk** - Talk with a character in your current location.
 - **Move** - Opens the main map or valid locations when inside a facility.
 - **Main Map** - Shows the city panoramic. When you open the map, Chris and James stand idle around the city until you chose their destiny. Any movement costs Chris 10 energy points.
 - **Rest** - Recovers HP and Energy spent on daily activities.
 - **Stay** - Makes Chris and James spend some time in the location.
 - **Look around** - Checks the surroundings. If you need explore a location use this command.
 - **Job** - Use this command to assign for work, if one is available.
- 

Questionnaire

The questionnaire helps define what kind of person Chris is, this affects the game and the relationship between her and James.

Of course, you can change everything over the course of the game, but make sure to focus on what you like most.

1 - What's your favorite color?

- a> Light Sky Blue ♂ ↑ ♀ ↓
- b> Deep Pink ♂ ↓ ♀ ↑
- c> Violet

2 - What's your favorite sexual position?

- a> Cow girl **Strength** ↑ **Cup size: A**
- b> Doggy Style **Stamina** ↑ **Body type: pear shape**

3 - If you were stripping for somebody, what part you take off first ?

- a> My top first **Sex appeal** ↑
- b> My bottom first **Dexterity** ↑
- c> I'd get naked as soon as possible **Charisma** ↑

4 - What's the hardest thing to tell to your parents?

- a> I'm not virgin anymore ♂ ↓ ♀ ↑
- b> I'm gay ♂ ↑ ♀ ↓
- c> I'm not going to the college **Intelligence** ↑

5 - An unattractive person of the opposite sex stole you a kiss, your reaction is:

- a> Punch him/her on the face ♂ ↓ ♀ ↑ **Strength** ↑
- b> Say "Are you out of your mind?" and go away **Intelligence** ↓
- c> Say "Alright, you owe me one..." ♂ ↑ ♀ ↓ **Bargain** ↑



6 - Where is the best place to seat in a classroom ?

- a> First row **Intelligence** ↑
- b> Middle row **Bargain** ↑
- c> Last row **Charisma** ↑

7 - Favorite Music Style:

- a> Heavy Metal **Stamina** ↑
- b> Jazz **Charisma** ↓
- c> Dance Music **Dexterity** ↑

8 - The most important in a good relationship is :

- a> Respect **Bargain** ↑
- b> Love ♂ ↓ ♀ ↑
- c> Good Sex **Sex Appeal** ↑

9 - The perfect cock shape is :

- a> long and thin **Cock** ↑
- b> short and thick **Anus: normal**
- c> neither ♂ ↑ ♀ ↓

10 - When you look at the mirror what do you see ?

- a> Someone strange **Sex appeal** ↑
- b> A boy **Sex appeal** ↓
- c> A girl **Charisma** ↑

11 - You're in a club, which restroom you go.

- a> Women's room ♂ ↓ ♀ ↑ **Body type: pear shape** **Intelligence** ↑
- b> Men's room ♂ ↑ ♀ ↓ **Body type: banana shape** **Sex appeal** ↑

Status Screen

Physical:

Strength

Used for strength feats. It also modifies the **Body Figure**. At levels 4 and 5 it starts to make Chris' body lean towards a male prominent figure.

Stamina

Used for resistance feats and modifies Energy level. More stamina means extra energy for Chris' daily tasks.

Dexterity

Used for skill tests.

Social:

Bargain

Used to unlock extra dialog options. (Not yet in the game)

Intelligence

Used to master new skills easier, also decides the success rate of jobs.

Charisma

Delivers affinity bonus points. Helps with dealing with people in general.

Sex Appeal

Used to gauge sexual attraction. Some appearance points will also modify Sex Appeal levels. (Not yet in the game)



Appearance:

Male / Female Balance

Breast Cup Size

A B C D ... so on.

From C cup above it will affect Chris' body figure towards female balance.

Body Figure

Inverted Triangle (When strength is at least 5) ♂ ↑↑

Apple Shape (When strength is at least 4) ♂ ↑

Banana Shape

Pear Shape

Hour Glass

Cock

2 inches, up to 12... starting with 4 inches

Anus

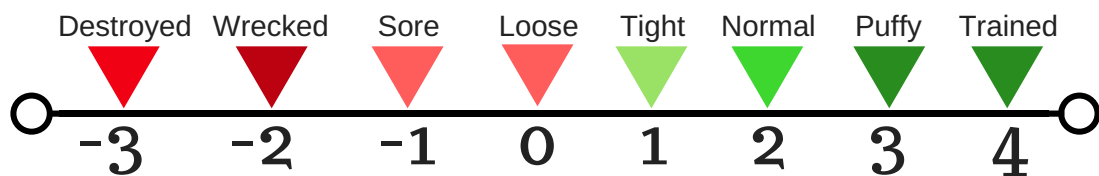
The current condition of the anus, noted as good or bad. Events, items and training, can make bring either of these conditions. Anus can switch from good to bad condition anytime.

Loose: health penalty 10

Sore: health penalty 20

Wrecked: health penalty 30

Destroyed: health penalty 40



Miscellaneous:

Health

Health level (There may be a health penalty depending on **anus** condition.)

Health recovery: **rest, hospital**

There is a chance of getting **sick while traveling with low health.*

Energy

Energy level (There may be a energy bonus depending on **stamina** levels.)

Energy recovery: **rest, hospital**

Energy consumption: **train, study or travel**

There is a chance of getting **sick while traveling with low energy.*

Cash

Money on hand – spend it on stuff or save it.

Debt

The money Chris own James.

Deadline

The time Chris has left to pay James. If this runs out, the game ends.



Major Events

Starting from v1.70, we give hints about events in the game. If you don't feel like finding the events yourself (or you are struggling with it), here're more hints for the major events.

 = THIS IS A SEX EVENT

First Mission
Let's Go ?
Shall We ?

- *Meet all STP employees*
- *Enough training*
- *Visit Penny*

Available: Demo, v1.0

Simone Sapienza
Requires:
First Mission

- *Enough training*
- *Visit Simone in the afternoon or evening*

Available: Demo, v1.0

Ronda Ruthless
Requires:
First Mission

- *Enough training*
- *Visit Ronda in the afternoon or evening*

Available: Demo, v1.0

First Mission Completed
Requires:
Simone Sapienza
Ronda Ruthless

- *Enough babysitting jobs taken*
- *Visit Penny in the afternoon or evening*

Available: Demo, v1.0

Dancer

- *Keep Looking around inside Lotus Dew.*

Available: v1.3

Kane's Candy Cane

- *Enough babysitting jobs taken*
- *Enough energy*
- *Attend for babysitting*

Available: v1.4

Nadidah Teferi
Requires:
Sophia's treatment after the first mission is completed

- **Visit STP during the daytime**

Available: v1.6

Nady at Lotus
Requires:
Nadidah Teferi

- **Be active in the evening inside Lotus Dew**

Available: v1.6

Nady checks the apartment
Requires:
Nady at Lotus

- **Enough Nady's affinity**
- **Return to the apartment**

Available: v1.6

Late night at the apartment
Requires:
Nady checks the apartment

- **Enough Nady's affinity**
- **Be active in the late night inside the apartment**

XXX

Available: v1.6

Nady and James get along
Requires:
Nady checks the apartment

- **Enough Nady's affinity**
- **Be active in the late night inside the apartment**

XXX

Available: v1.6

Penny Hardth vs The Devil
Requires:
Sophia's treatment after the first mission is completed

- **Find Penny after The Devil asks for a proof of income.**

XXX

Available: v1.7

Defaulting The Devil

- **Fail to payoff the loan before the deadline.**

XXX

Available: v1.7

Devil's Hell (Ending)

- **Fail to pay the debt to James before the deadline while having a loan in the bank.**

[!] This triggers a bad ending.

XXX

Available: v1.7

Ronda helps in the woods
Requires:
Penn'y notification for the sissy level 3 test

- **Find Ronda in the woods after talking and accepting the invitation**

Available: v1.9

XXX

Simone helps
Requires:
Penn'y notification for the sissy level 3 test

- **Talk to Simone with enough energy and a good enough anus condition**

Available: v1.9

XXX

Sophia's lube
Requires:
Penn'y notification for the sissy level 3 test

- **After Simone's help, go and try Sophia's new invention with the "Corkscrew Butt Plug" at home until its good enough.**

Available: v2.0

XXX

Super Zore
Requires:
Penn'y notification for the sissy level 3 test

- **After getting wrecked by Kane during a baby sitting job, try Simone's "Super Zore Lotion" for recovery**

Available: v1.9

XXX

The Sissy Level 3 Test
Requires:
8 days after Penn'y notification for the test

- **Finish all the four previous training with "trained" anus and high energy when Penny finds you**

Available: v2.0

XXX

Park Walk (Hold Hands)
Requires:
Try "Corkscrew Butt Plug" at home until its good enough.

- **Talk with Chris at park during daytime and willing to hold Chris' hands when the option appears.**

Available: v2.1

Going Steady (Ending)
Requires:
Over 2/3 of the debt is collected (cash or in the bank)

- **Go to rest during night time.**
- **Relationship between Chris and James is good enough. Includes:**
 - +++ "Park Walk (Hold Hands)"
 - ++ Chris' Affinity
 - + Charisma, cup size and more
 - -- "Dancer"
 - -- "Kane's Candy Cane"
 - -- "Nady and James get along"

[!] This triggers an ending.

Available: v2.1

XXX

Green items increase the chances of success
Red items decrease the chances of success.

James and Nady Pairing (Ending)

Requires:
100% of the debt is collected (cash or in the bank)

XXX

- **Return to apartment during night time.**
 - **Relationship between Nady and James is good enough. Includes:**
 - **+++ Nady' Affinity**
 - **++ "Nady and James get along"**
 - **++ "Meet Nady in the park"**
 - **-- Chris' Affinity**
- [!] This triggers an ending.**

Available: v2.2

Green items increase the chances of success
Red items decrease the chances of success.