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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?

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

```
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.

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

ABCD... 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) of the Apple Shape (When strength is at least 4) of the Banana Shape
Pear Shape
Hour Glass

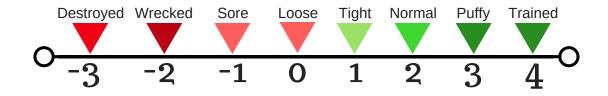
Cock

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.



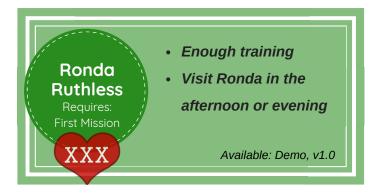
Major Events

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.

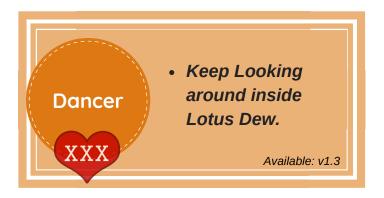






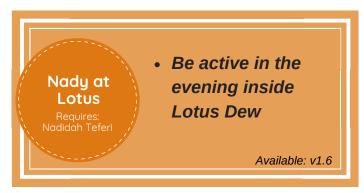












Enough Nady's affinity
 Requires: Nady at Lotus
 Return to the apartment
 Available: v1.6

Late night at the apartment Requires:
Nady checks the apartment

XXXX

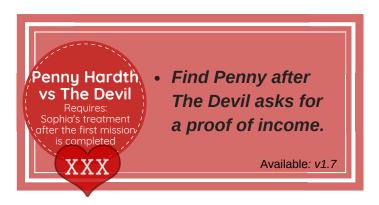
• Enough Nady's affinity
• Be active in the late night inside the apartment

Available: v1.6

Nady and James get along Requires: Nady checks the apartment XXXX

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

Available: v1.6



Defaulting
The Devil

• Fail to payoff the
loan before the
deadline.

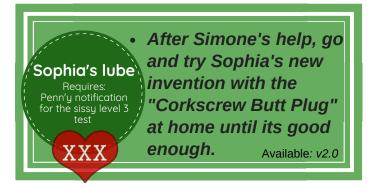
XXX

Available: v1.7

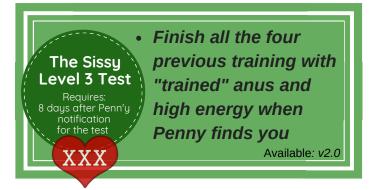














Going Steady
(Ending)
Requires:
Over 2/3 of the
debt is collected
(cash or in the
bank)

XXX

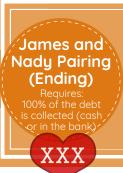
- Go to rest during night time.
- Relationship between Chris and James is good enough. Includes:
 - +++ "Park Walk (Hold Hands)"-- "Dancer"
 - ++ Chris' Affinity

- -- "Kane's Candy Cane"
- + Charisma, cup size and more *
- -- "Nady and James get along"

[!] This triggers an ending.

Available: v2.1

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



- Return to apartment during night time.
- Relationship between Nady and James is good enough. Includes:
 - +++ Nady' Affinity
- -- Chris' Affinity
- ++ "Nady and James get along"
- ++ "Meet Nady in the park"

[!] This triggers an ending.

Available: v2.2

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

Daily Sex

XXX

Morning / Afternoon / Evening / Late Night Sex (LV3)

• Talking to Chris in the Morning / Afternoon / Evening / Late Night with affinity >= 3

Morning / Afternoon / Evening / Late Night Sex (LV4, STP Sissy Level 2)

 Talking to Chris in the Morning / Afternoon / Evening / Late Night with affinity >= 4 and STP Sissy Level >= 2

Morning / Afternoon / Evening / Late Night Sex (LV4, STP Sissy Level 3)

- Talking to Chris in the Morning / Afternoon / Evening / Late Night with affinity >= 4 and STP Sissy Level >= 3
- [!] Some of the events requires enough energy.
- [!] Some of the events requires a good enough anus condition.

Available: *v2.1*, *v2.4*





- One of the dancing skill is good enough.
- Cup size is big enough.

Available: v1.5





After the "Show Girl" job event, if Chris still has energy, there's a chance one of the following events will appear (actual chance based on "sex appeal" levels):

- Kanes at Desire Club (requires: school girl outfit)
- Young man at Desire Club
- Handsome man at Desire Club

[!] There's an affinity penalty on Chris if Chris' sissy level is not high enough*
*In version 2.6, it's not possible to have Chris' sissy level to be high enough to
avoid this penalty. However, there're various ways to recover Chris' affinity.

[!] Some of the events requires a good enough anus condition. Otherwise, there's a penalty on anus condition.

Available: v2.5, v2.6





Outfit System

Starting from v2.30, players can buy various outfits from the shop by matching the correct pieces of the outfit. Requirement: After the "Nady checks the apartment" event, and the player decides to "walk around" in the park during morning or afternoon.

Sport wear

Default outfit

School girl

- Additional CGs in various sex events with Chris in the apartment.
- Additional CGs in the "Kane's Candy Cane" sex event.
- Bonus cash for the "babysitting" job.

Show girl

- Additional CGs for the "show girl" job.
- 2x "sex appeal" statistics.