

# BY YOUR HANDS GUIDE

## Introduction

*By Your Hands* is a game that contains multiple different routes and endings even within its character routes it lays out clearly. What route and ending you get depends entirely on what choices you make. There are also certain sex scenes and other pivotal scenes that can be missed even if you get every ending in the game. In this guide, you should be able to get exactly all the routes, endings, and scenes you want to see so long as you follow closely. This guide won't detail every single alternate piece of dialogue, but you should have a good idea of how to obtain most if not all of them, and more important alternate scenes (typically those with CGs/special illustrations) will be described here.

There are five routes in the game, all tied to a different love interest in the game. Some parts of the game are only in one of those routes while others are in all five routes with certain variations depending on what route you're on. The latter is called the Common Route, and I'll be referring to those sections by that term from here on out, while I'll refer to the route-specific sections by the love interest that route is tied to.

Before getting into the thick of it, you should understand the mechanics that *By Your Hands* uses. First are the stats. The main important ones are the Love and Lust stats that each of the five love interests has (Connor, Kamil, Brendan, Owen, and Vlad). A love interest's (or LI's for short) love stat indicates how much that character likes you. Generally speaking, the higher a LI's love stat is, the more likely it is to have a good ending/route with him. A LI's lust stat, on the other hand, indicates how much a character is turned on by you. These generally don't change what ending/route the player gets (with special exceptions that will be listed later on), but the more lust points mean the more likely you'll have an erotic scene with them. Be wary though, as obtaining lust points might mean sacrificing love points, which could cost you a good ending. There is also the romance stat, which indicates how much a LI is passionate about you. The higher this stat is, the more likely they want to be your boyfriend. However this stat hasn't been implemented into the game yet, so don't worry too much about it right now.

Then we have the LI-specific stats. These are stats that are unique to each LI that decides which branch of their route the player is on. It's harder for a player to obtain them, but they affect a lot more things than other stats do such as what clothes a LI wears, how they behave, what scenes you get with them, what choices you can make, and the ending you get. All routes will split off into at least two separate branches and which branch you're on will be determined by this stat.

The last stat has to do with Wyatt and Liam, but it has nothing to do with affection. Rather this is the hate stat. The higher this stat is, the more they will hate you. This changes a few scenes and dialogue but usually doesn't affect the ending too much. That being said, this does cause

different developments for certain routes which I will mention more in detail later on. Generally speaking, if you want happier outcomes for these characters, have these stats as low as possible. If you want more "unfortunate" outcomes for these characters, get as high of these stats as possible. There are more stats but they are a lot more minor, so I'll only be mentioning them when they come up.

Finally, there are some variables that you get from select choices which will affect things such as dialogue and what choices you'll make. This isn't as important as the stats I just mentioned, but it's still good to keep in mind when reading.

Oh and spoilers will be kept to a minimum, but there will be some things that I will have to spoil, so it's recommended to go through at least one playthrough of any given route. Some more plot-sensitive stuff (typically involving story details that aren't implemented fully yet) is spoiler-tagged ████████. You can reveal the text by highlighting the black boxes or by copying and pasting the text onto another place.

Anyways, let's get to it!

## Act 0 - "Catch a Tiger By Its Head"

This Act covers the prologue (which is the dream sequence that happens when you start a new game), the entirety of Day 1, and the beginning of Day 2 up 'til the title of the Act appears. Since the Prologue's only choice is deciding your name (which doesn't affect anything aside from some easter eggs), I'll be skipping that section for this guide. I will note that if you start a new game while you have a save file that has gone through this part, you will be able to skip the section entirely and go straight to Day 1. Just thought I'd mention it.

### Day 1 - Common Route

This section of the game is where you get to determine which LI's route you'll be on for the rest of the game. Connor's route is always an option to the player no matter what choices you have been making. The other four routes require two love points from the LI in question in order to become available to the player. Note that there are benefits for gaining love points with LI whose route you're not on, which I'll be explaining later on.

1. [And while he talked, I paid close attention.] (Allows the player to answer the next question correctly.)
2. [And while he talked, I looked around the room.]

The first real choice the player has to make no matter what. Picking the first choice adds the choice to the next question which gives you one of the two Brendan's love points that are necessary to unlock his route. This, pick the first option to unlock Brendan's route. Aside from that, this choice changes some dialogue later on in Day 1, the dialogue you get if you decide to

talk to Brendan in his office, and some dialogue within Owen's route, but ultimately this choice has little consequences if you aren't on Brendan's route.

1. [1935?] (Only available if you picked the first option of the previous question.) + 1 Brendan's Love
2. [1953?]
3. [1965?]
4. [1967?]

Pick the first option in order to unlock Brendan's route. This choice doesn't affect anything aside from possibly giving you one Brendan's love point which is necessary in order to unlock his route and possibly be beneficial on Owen's route.

1. [I decided to sit with the orca.] (Unlocks an extra choice) + 1 Owen's Love
2. [I decided to sit by myself.]

Obviously, you would want to pick the first option if you want to unlock Owen's route. You will also get an extra Brendan's Love if you have two Owen's Love points later on in Brendan's route and an optional scene in Day 2 which allows you to see some special scenes in Brendan's route if you make the right choice. Other than that, there are a scant few lines that change depending on what decision you make here.

1. ["So, what happened?"]
2. [I thought it best to change the subject.] + 1 Owen's Love

This is the first instance of an optional choice as you can only get this one by picking the first option in the previous choice. Picking the second option is necessary in order to unlock Owen's route as well as gain a Brendan's love point later on in his route and unlock an optional scene during Day 2. Otherwise, the amount of dialogue it changes is pretty small.

1. [I shook my hesitation and peeked into the room.] (Gives the player an additional choice. Unavailable if SFW Mode is turned on; Contains a unique CG) + 1 Brendan's Lust point
2. [I leaned against the wall and waited for him to finish what he was doing.] (Gives the player two additional choices.)
3. [I decided to come back later — or maybe another day.]

Okay, I'm going to have to explain all of these. The first two options let the MC talk to Brendan within the office which gives more world building if you have answered the question Brendan asked you earlier in the day correctly. The third option skips all that and just cuts to the choice that involves Kamil. Having the conversation in the office affects some things in Owen's route as well, and it will help you get the happiest ending/route. If you want to unlock Brendan's route you cannot choose the third option. As for which of the first two options you should pick, it doesn't matter in the long run. But if you want to be absolutely sure you'll get the best ending, pick the

second one. If you want more NSFW scenes with Brendan, pick the first option. Which option you end up choosing does end up modifying some lines later on in the game by a slight amount.

1. [I couldn't stop myself from thinking about it.] + 1 Brendan's Lust point
2. [I did my best to distract myself from thinking about it.]

This choice only appears if you picked the second option from the previous question. Again this choice doesn't matter too much in the long run, but pick the first one if you want more erotic scenes with Brendan later on and the second one if you want to be sure you'll get a good ending with Brendan.

1. ["Sounds like it could be fun, but..."] +1 Brendan's Love point
2. ["I don't think that'd be... *appropriate*, you know?"]

This choice only appears if you have at least one Brendan's Love point and you have decided to talk to him in his office during Day 1. Pick the first option in order to unlock Brendan's route or to get the happiest route/ending for Owen's route. There's no point in picking the second option if you have managed to get this far aside from seeing a different response from Brendan and *maybe* some alternative dialogue in Owen's route.

1. ["I'll meet you over at the practice field."] + 1 Kamil's Love point
2. ["I'll just wait for you in the courtyard."]

Pick the first option if you want access to Kamil's route or if you want the happiest route/ending for Vlad's route. There's a *slight* variation later on in Day 2 that depends on what line you picked and there's some extra dialogue you get if you don't have two Kamil's Love points near the end of the common route of Day 1, but otherwise it doesn't affect anything.

1. ["Alright, fine. I'm sorry about earlier."] + 1 Kamil's Love point
2. ["Alright, fine. But I'm not gonna like it."]

This choice doesn't affect the hate points of either Wyatt or Liam for those watching out for those. Again, pick the first option if you want to unlock Kamil's route or get the happiest route/ending for Vlad's route. Otherwise there's only a few lines that change if you don't have two Kamil's Love points after this point.

1. [With that in mind, I resolved to keep away from the area at all costs.] + 1 Wyatt's Hate point during Day 2 +1 Liam's Hate point during Day 2
2. [With that in mind, I thought maybe I could start hanging around as well.]

The first option only gives you hate points of both Wyatt and Liam during the beginning of Day 2, so some Day 1 dialogue won't be affected here. If you are going to go either Kamil's or Vlad's route, having fewer hate points for these two characters generally has happier outcomes. As for

how they affect other routes, it depends on whether or not you want these two to like you or not. Avoid hate points if you do, otherwise do whatever you want with them.

1. ["Dunno, sounds kind of fun."] + 1 Vlad's Love + 1 Wyatt's Hate + 1 Liam's Hate (Unlocks an extra choice)
2. [I just stayed quiet.] (Unlocks an extra choice)

Pick the first option if you want Vlad's route unlocked or have the happiest route/ending with Kamil. The second option leads to a scene with Liam while there is an optional scene in Day 2 that will change depending on how many Vlad's Love points you have. Weigh your options.

The next two choices are mutually exclusive, it is impossible to have both of these choices in the same playthrough (Not counting the back button). The first appears if you picked the first option from the previous choice while the second appears if you picked the second option.

1. [I gave him a shrug of my own and took it.] + 1 Vlad's Love point
2. [I held up a hand and shook my head, apologetic.]

Pick the first one if you want Vlad's route unlocked or have the happiest route/ending for Kamil's route. Again, there is an optional scene in Day 2 that changes slightly depending on how much Vlad's Love you have at that point.

1. ["We're friends, like he said this morning."]
2. ["We grew up together."]
3. ["None of your business."] + 1 Liam's Hate point

Just remember what I said about hate points and pick your choice knowing that. Otherwise, these choices don't affect anything.

1. [...meet up with Connor.] Starts Connor's route
2. [...go with Kamil.] Starts Kamil's route (Only available if you have two Kamil's Love points.)
3. [...study with Owen.] Starts Owen's route (Only available if you have two Owen's Love points.)
4. [...accept Mr. Baker's offer.] Starts Brendan's route (Only available if you have two Brendan's Love points.)
5. [...check out Vlad's show.] Starts Vlad's route (Only available if you have two Vlad's Love points.)

And we are finally at the end of the Common Route of Day 1. This is the route selection choice. Pick the option which gives you the route you want.

## Day 1 - Connor's Route

Day 1 of Connor's Route is incredibly easy to describe because the two choices it has doesn't affect any dialogue later on in the game and they don't increase or decrease any stats. Just pick whatever you like more. Yes people, we have reached the first two choices that are just for flavor and don't change anything. After fifteen choices. Don't get used to it.

1. ["Yeah, I think I would."]
  2. ["I don't know..."]
- 
1. [I ducked my head downward to take in his scent.]
  2. [I looked down to watch my hands trace over his body.]

## Day 1 - Kamil's Route

Kamil's route isn't developed enough for me to give proper advice on his route, but I can give some basic advice. Kamil's route is special in that it has both the easiest good ending to get and the hardest best ending to get. I'm not going to explain more than that to avoid spoilers. Day 1 of Kamil's Route has three choices that the player has to make, with an optional fourth choice. You generally want to prioritize love and lust points but you also want more love points than lust points if you want the best route and ending. You shouldn't worry too much about that as Kamil is the hardest character to gain lust points for (Maybe). You also want both the hate points for Wyatt and Liam to be as low as possible as that will allow for more happier outcomes. However the consequences for having a lot of hate points for both of these characters aren't as harsh as having more lust points than love points and you can still have a good ending with Kamil, it's just that certain scenes involving other characters won't be as happy/satisfying if have too many hate points with either or both of those characters. If you really hate these characters, however, feel free to get as many hate points as you want.

1. [I decided to make a joke at Wyatt's expense.] + 1 Wyatt's Hate point
2. [I cleared my throat to draw the tiger's attention away from Wyatt.] - 1 Wyatt's Hate point
3. [I shifted from foot to foot, just staying quiet.]

This is another choice that just affects stats and only affects dialogue by just that. As you can guess, pick the second option if you want the happiest route/ending and the first option if you want as many Wyatt's Hate points. Side note: I checked and it's possible to have -1 Wyatt's Hate points at this point. There is no reward for getting fewer than zero Wyatt's Hate though.

1. ["Eh, don't really see anyone here that's my type."]
2. ["I'm good just hanging out with you, man."] + 1 Kamil's Love point

Pick the second option for the happiest route/ending. Affects some minor dialogue later on in the route as well as change a visual cue during Day 2.

1. ["I'll stand watch, I guess."]
2. ["I gotta go, too."] + 1 Kamil's Lust point (Adds an additional choice)

Pick the second option if you want more erotic scenes with Kamil. Be wary to collect more love points than lust points as it's going to be possible to [REDACTED] and having fewer love points than lust points with Kamil will get you the worst ending of his route. Changes some minor dialogue during the start of Day 2.

1. [I couldn't help myself. I took a peek.] (Contains a unique CG)
2. [I tried to do my business as quick as possible.]

This choice is only available if you picked the second option from the previous choice and you don't have SFW mode turned on. This choice does affect some minor dialogue later on in the route, but nothing too major. Pick whatever choice you want, but the first one does have a unique CG.

## Day 1 - Brendan's Route

Brendan's route is the hardest to obtain a good ending for and the most difficult route to describe as almost all the choices in his route affect his stats in some way and a lot of his route is based on how his lust points compare to his love points. There are two branches to his route, the "Carnal Route" and the "Responsible Route". The Carnal Route has more erotic scenes but the Responsible Route reveals more about Brendan's character and is ultimately the happier of the two routes. To get the Carnal Route, get as many lust points as you can with Brendan, while to get the Responsible Route, you have to get as many love points as possible with Brendan as well as Responsibility points you get from Day 5 onwards.

1. [I couldn't help seeing just how far I could push things.] + 1 Brendan's Lust point
2. [I cleared my throat and thought up something to distract us both.] + 1 Brendan's Love point

Pick the first option for the Carnal Route and the second option for the Responsible Route. One thing to note is that to see a certain scene with a unique CG from the Carnal Route, the player needs to have at least four lust points by the end of Day 2 (technically you just need three but there are a few caveats to that. I'll explain more later.)

1. [I only hesitated for a moment before leaning over and hugging him.] + 1 Brendan's Love point
2. [I hesitated for a moment, then reached over to place my hand on his thigh.] + 1 Brendan's Lust point

Again pick the first option for the Responsible Route and the second option for the Carnal Route. This choice also affects a visual during Day 2.

There's an erotic scene that plays here if you have at least two Brendan's Lust, with the scene being longer if you have three Brendan's Lust.

## Day 1 - Owen's Route

Owen's route is quite possibly the simplest route out of all of them, due to not having a lot of variables involved and mostly just involving getting enough love points for him, with lust points getting more erotic scenes of him. You also might want some Brendan's Love points before reading his route, though that's not necessary.

1. ["I really do think it's cool that you know so much."] + 1 Owen's Love point
2. ["You, uh, really know your stuff, huh?"]

Pick the first one for the happiest route/ending. This choice affects a visual during Day 2 and some dialogue near the beginning of Day 2.

1. [I took my chances and told him what I saw.] + 1 Owen's Lust point (Only appears if you peek into Brendan's office window earlier in the day.)
2. [I took my chances and told him what I heard.] + 1 Owen's Lust point (Only appears if you didn't peek into Brendan's office window earlier in the day.)
3. [I took that as a sign to change the subject.]

The first two choices are mutually exclusive, it is impossible to get them at the same time. Pick either of the first two options if you more erotic scenes with Owen, otherwise pick whatever.

## Day 1 - Vlad's Route

Vlad's route is... interesting. I don't have much to say about it since it's only on Day 1, but his personality is a bit of a pickle to understand. Because of this, his route might be harder than expected due to how tricky it might be to figure out how to behave towards him.

1. [I just stayed still, frozen in place.]
2. [I tried to put my hands on his hips.] (Unlocks an additional choice)
3. [I bucked up against him.] + 1 Vlad's Lust point

If you want more erotic scenes with Vlad or you want the happiest route/ending, pick either of the two latter choices, otherwise pick whatever. This choices affects some minor dialogue.

1. [I could only shrug.]
2. ["I think I really like this place."] + 1 Vlad's Love point



Pick the second one for the happiest route/ending. This choice affects some minor dialogue in Day 2.

1. ["The show was great, but I don't think drag's really for me."]
2. ["Drag actually looks pretty fun, if I'm being honest."]

This choice doesn't increase any love or lust stats but it does have a considerable impact on future scenes. I can't exactly say how without spoiling, but just pick the one that more closely suits your tastes.

1. [I cleared my throat, hesitated, then nodded.] + 1 Vlad's Lust point
2. [I quickly shook my head, holding up my hands.]

This choice only appears if you picked *[I tried to put my hands on his hips.]* from the first choice of Vlad's route. Pick the first option if you want the happiest route/ending.

1. [I couldn't resist giving them a sniff right there and then.] + 1 Vlad's Lust point (Doesn't appear if SFW mode is turned on)
2. [I nodded and tucked it into my pocket.] + 1 Vlad's Love point (if SFW Mode is turned off, otherwise another choice is unlocked.)
3. [I gulped, staring at them.]

This choice only appears if you have one Vlad's Lust point by this point. If you want the happiest route/ending, pick the second option. If you want more erotic scenes, pick the first option.

1. [I just wanted to respect his wishes.] + Vlad's Love point
2. [I had... certain intentions on how to use them.] + Vlad's Lust point

This choice only appears if you have SFW mode turned on and you pick the second option from the last choice. Pick the first option for the happiest route/ending, the second option for more erotic scenes.

## Act 1 - "To A Rogue That Had Bled"

Act 1 continues where Act 0 leaves off on Day 2 and ends on Day 6. It starts off with a short Common Route before going back to the route you picked on Day 1. Day 3 has a short section at the beginning that's common to all routes (which has no choices), while Day 4 is mostly the same across all routes aside from variations with Kamil's and Connor's route and a section that's unique to the route you're on. Days 5 and 6 completely change depending on the route you're on. The routes tend to be not as affected as stats compared to later Acts due to there not being enough time to split the route into a particular branch. You're also expected to maintain relationships with characters who aren't on your route, which might affect a few things later on.

## Day 2 - Common Route

Day 2 is split into 2: the first section is the common route and the second section is route-specific. This section is slightly enigmatic because no matter what route you're on, there will be some choices that are significant while other choices aren't. Of particular note is Connor. Generally speaking, you don't want the amount of love points you have with him to be too low as he's going to take that poorly. On the other hand, it's better to avoid having too many love points as that can make him too intense and have fewer happy scenes in the future. He does start out with some love points, so you are able to screw up a bit and have his love points be above the needed threshold, but still be wary about this. This goes for all routes. Kamil in particular has several choices where options are mutually exclusive between getting closer to Kamil or keeping Connor happy with you. So if you are on Kamil's route, look out for options that gain Connor's Love without sacrificing any beneficial points.

1. ["Not much to say."]
2. ["They came up to me acting like jerks."] + 1 Liam Hate + 1 Wyatt Hate

This choice doesn't affect any later dialogue aside from the stat changes. Pick the first one if you are on Kamil's or Vlad's route or you want them to not be too hostile toward you, otherwise pick whatever you want.

The next few choices are dependent on what route you are on. Only one of them changes any important stats, so pick whatever you want except for that one choice. Some of the options give you the NonSus variable and that removes a piece of dialogue that's consistent across all routes and changes some lines later on in the game, though ultimately it doesn't have any major affect on stats or the plot. Regardless, I'll be making note on which choices give that variable. Here are the choices divided by route:

### Kamil's Route:

1. [They were on the football team together.]
  2. [They were pretty close friends.]
- 
1. ["Well, Tucker was going pretty overboard..."]
  2. ["Can't really think of anything."] Adds NonSus variable

### Connor's Route:

1. ["Until maybe, like, six-thirty or seven?"] - 1 Connor's Love point
2. ["Pretty much the whole evening, I guess?"] Adds NonSus variable

Pick the second option for the happiest route/ending.

## Owen's Route:

1. ["Uh... No, sir..."]
2. ["Yes, sir."] Adds NonSus variable

## Brendan's Route:

1. ["A friend."]
2. ["Mr. Baker, my history professor."]

## Vlad's Route:

1. ["One of the ones downtown — don't remember the name."]
2. ["Freaks', sir."]

And we're back to the common route/happens on all routes for the next few choices.

1. [I went to follow the elk and bunny.] (Unlocks an additional choice.)
2. [I went to talk with Vlad.] + 1 Vlad's Love (Unlocks an additional choice.)

If you are on Vlad's route, pick the second option. Otherwise, pick the first option. Vlad's Love points aren't very important to collect on any route besides his own, so they're not a very high priority. There *are* some benefits to having some Vlad's Love when doing Kamil's route, but even then it's more valuable to go for the other choice.

The next few choices are a bit funny. They are mutually exclusive depending on what route you are on and which choice you made in the previous choice. Every time Vlad is involved, choices always have to make things complicated. Anyways, the next few choices are separated into groups so you'll know what choices you'll get.

## Does the Bunny and Elk Have Answers?

If you picked [I went to follow the elk and bunny].

1. [I called out to him.] + 1 Connor's Love
2. [I snuck up on him.]

Pick the first option for the happiest route/ending. This is a free Connor's Love point with the only opportunity cost being one or two Vlad's Love points. This doesn't alter any dialogue aside from stat changes.

## Drag Makes You Apathetic, Huh?

If you picked [I went to talk with Vlad.] and you're on Vlad's route.

1. ["...I believe you don't know anything about it."] + 1 Vlad's Love point
2. ["...*Do you* know anything about it?"]

Pick the first option for the happiest route/ending. Does not alter any dialogue aside from stat changes.

## I Knew You Were Goth But Yeesh

If you picked [I went to talk with Vlad.] and you're not on Vlad's route.

1. ["How can you say something like that?"]
2. [Stay quiet.]

Pick any option you want as this doesn't affect any dialogue nor increase or decrease any stat.

1. ["Well, I know how much of an asshole he was..."]
2. ["I know he was an asshole, but the point still stands."]

Again, pick any option you want as this doesn't affect any dialogue nor increase or decrease any stat.

And we're back to the common route.

1. [I turned to give him a hug.] + 1 Connor's Love Point (If you're not on Connor's Route)
2. [I stayed still.] - 1 Connor's Love Point (if you're on Connor's Route)

Pick the first option for the happiest route/ending. This doesn't affect any lines later on aside from the stats.

1. ["I know carnivores have to eat meat, but..."] + 1 Connor's Love point
2. ["I know they're sapients, but..."] - 1 Connor's Love point

Pick the first option for the happiest route/ending. This choice affects a bunch of lines later on in the game, specifically [REDACTED]

1. ["That said, if you wanna do stuff together..."] + 1 Connor's Lust point
2. ["What about Kamil?"]

This choice only appears if you aren't on Connor's Route. This choice is weird because the effects it has on the later parts of the game aren't very clear at this point of development and they could range from very insignificant to being able to change what ending you get. As of now, the effects this has on the rest of the game are some lines where [REDACTED]

[REDACTED] Due to the context of this choice, I'd say pick the second option just to be on the safe side.

1. ["Come on, please?"] (Gives an additional scene with Kamil)
2. ["Actually, there's someone else I wanna check on, too."] + 1 Owen's Love (Gives an additional scene with Owen)

This choice only appears if you have at least two Owen's Love points. As you can imagine, which one you'd want to pick depends on which route you're on. If you're on Kamil's or Vlad's route, pick the first option. If you're on Owen's or Brendan's Route, pick the second option. If you're on Connor's Route... It depends? Both scenes have an opportunity to raise Connor's Love stat but Kamil's scene gives you the option of increasing Wyatt's Hate by one. Having more Wyatt's Hate doesn't mean a happier/better route/ending for Connor's Route. You might even want to avoid having too much Wyatt's Hate if you like Wyatt. For Connor's Route only, Kamil's scene gives you more options, but Owen's scene is easier. This choice affects some minor lines later on in the game.

## Kamil's Day 2 Scene

1. [I stayed quiet.]
2. [I spoke up.] + 1 Kamil's Love point - 1 Connor's Love point

Pick the second option if you want the happiest route/ending for Kamil's or Vlad's route. Otherwise pick the first option. Doesn't have any effect on dialogue besides stats.

1. [I snorted and looked away.] + 1 Connor's Love point + 1 Wyatt's Hate point
2. [I stared right back at him.] - 1 Wyatt's Hate point

Pick the first option for the happiest route/ending. The very next choice has an option that decreases Wyatt's Hate, so you don't even have to worry about that. Doesn't have any effect on dialogue besides stats.

1. ["Are there even any leads?"] - 1 Wyatt's Hate point
2. ["Well, good luck with that."]

Pick the first option if you're on Kamil's or Vlad's route and you want the happiest route/ending or you want Wyatt to like you. Otherwise, pick whatever. Doesn't have any effect on dialogue besides stats.

## Owen's Day 2 Scene

1. [I took the seat next to Connor.] + 1 Connor's Love point
2. [I took the seat next to Owen.] - 1 Connor's Love point + 1 Owen's Love point

Pick the second option if you're on Owen's or Brendan's route and you want the happiest route/ending. Doesn't have any effect on dialogue besides stats.

1. ["And how're you holding up?"]
2. ["Getting in the chance to get some studying done?"]

Pick whatever you want. No stat changes and doesn't affect dialogue whatsoever.

## Day 4 - Common Route

So this is a bit awkward. The latter half of Day 2 and most of Day 3 are mostly entirely route specific so that's why they have their own sections. Day 4, however, is mostly the same across all routes aside from two scenes. Because of this, I've decided to skip to Day 4 and just lay out the choices here. This is to organize things better. You can skip ahead to the route you're on and come back to this section when you reach Day 4. Then you can go back to the route you're on when you're finished.

1. [Maybe something close to the truth.]
2. [Maybe I could make something up.]
3. [Maybe I could write about *before...*] (Brings you back to the choice)

Pick whatever you want. If you pick the third choice, you'll be brought back to the menu and forced to pick either one of the first two options. There are *some* lines that are dependent on this choice, but it's ultimately rather minor.

1. ["So, when's your first game, Kamil?"] (Doesn't appear if you're on Kamil's route) - 1 Connor's Love
2. [???] (Only appears on Kamil's route)
3. ["You and your uncle need some help at work, Connor?"] + 1 Connor's Love

The first two choices are mutually exclusive as you can imagine. Since you cannot reach this point if you're on Kamil's route, I will update this choice later on in development when Kamil's route has reached this point. In any case, pick the last (which should look like the second) option for the happiest route/ending. Sorry Kamil, it's time for you to take one for the team. This choice doesn't affect any lines aside from the stat increases/decreases.

Now return to Day 4 of whatever route you're on.

## Act 1 - "Looking Through Gates of Horn and Ivory" (Brendan's Route)

I already explained most of the gist of Brendan's route during his Day 1 section, but essentially there are two branches of the route, the Carnal Route and the Responsible Route. A lot of CGs and scenes change depending on what route you're on. This guide will tell you how to get both branches. Owen also takes part in this route and it's recommended that you have 4 Owen's Love points before starting Brendan's route (Well, 2 points before Day 1 and 4 points before Day 2). There are extra scenes that happen if you get super close to him during Brendan's route. This Act is simple as most choices are split between Responsible or Carnal with a couple of choices that don't follow that formula. The hardest choices would be the ones involving Owen as it's hard to see what kind of role he'll take initially. Later Acts will be more complex as you can imagine. Due to how a lot of the choices are either + 1 Lust or + 1 Love, I won't be providing

commentary unless there's something special about the choice. Just prioritize lust points for the Carnal route and love points for the Responsible route.

## Day 2 - Brendan's Route

One thing to note is that there is a scene that happens here which is dependent on how many Owen's Love points you have. The scene that plays if you have at least two Owen's Love gives you one more Brendan's Love point. This is partially why I recommend you have four Owen's Love points before this point.

1. ["I understand."] + 1 Brendan's Love point
  2. ["But why?"] + 1 Brendan's Lust point
- 
1. ["Well, yes, but that's not the point."] + 1 Brendan's Love point
  2. ["Yeah. Been thinking about it ever since."] + 1 Brendan's Lust point

After the previous choice, there is a scene that is dependent on if you have more love points than lust points or otherwise. Both have their own unique CGs, dialogue, and music. After that scene, you get a choice depending on what branch you're on but only if you have at least four Owen's Love. This is the other reason why I recommend having four Owen's Love.

## Responsible Day 2

1. [However, I kept that thought to myself.]
2. ["Have you ever...?"] + 1 Owen's Lust point

Pick the second option if you want more scenes involving Owen in the route.

## Carnal Day 2

1. [However, I kept that thought to myself.]
2. ["That was pretty hot, huh?"] + 1 Owen's Lust point

Pick the second option if you want more scenes involving Owen in the route.

## Day 3 - Brendan's Route

1. [...gave him a quick kiss on the cheek.] + 1 Brendan's Love point
  2. [...gave him a quick pat on the ass.] + 1 Brendan's Lust point
- 
1. [I decided to be direct.]
  2. [I decided to be gentle.] + 1 Owen's Love point

You only get this choice if you have under two Owen's Love points. Generally speaking, you don't want to have low Owen's Love in Brendan's route even if you aren't interested in the extra

scenes he can get unless you don't care about Owen for some reason. So pick the second option for the happiest route/ending.

For the next pair of choices, they're mutually exclusive. They both require you to have one Owen's Lust. It's dependent on which branch you're on.

### Carnal Day 3

1. ["Yeah."] + 1 Owen's Lust point
2. ["Don't know how good an idea that'd be."]

Pick the first option if you want Owen to be more involved in later scenes.

### Responsible Day 3

1. ["I think he's attractive, yeah."] + 1 Owen's Lust point
2. ["I think he's a really good guy, yeah."]

Pick the first option if you want Owen to be more involved in later scenes.

1. ["That's kinda reassuring."] + 1 Brendan's Love point
2. ["That's kinda hot."] + 1 Brendan's Lust point

## Day 4 - Brendan's Route

1. [I shook that thought away and leaned against the wall.] + 1 Brendan's Love point + 1 Owen's Love point - 1 Brendan's Lust point
2. [I bent over to take a peek through the gap in the blinds.] (Only appears if you got the Carnal scene in Day 2) - 1 Brendan's Love point - 1 Owen's Love (if you have less than two Owen's Lust points); + 1 Brendan's Lust point - 1 Brendan's Love point (if you have two Owen's Lust points)
3. [I leaned over to take a peek into the room.] (Only appears if you got the Responsible scene in Day 2) - 1 Brendan's Love point - 1 Owen's Love (if you have less than two Owen's Lust points); + 1 Brendan's Lust point - 1 Brendan's Love point (if you have two Owen's Lust points)

So that's umm... A lot to take in. As you can tell, the latter two scenes are mutually exclusive. Which one you get depends on which variation of the scene in Day 2 you got, though not necessarily what branch you're currently on. Anyways pick the first option if you're on the Responsible Route or you don't have two Owen's Lust points, otherwise pick the other option you have. Don't worry about having the "perfect" Carnal route, as you can still see all the scenes the Carnal route has to offer even if you picked the first option. This choice has no effect on lines other than stat increases/decreases.

1. [How would those cushy tits of his feel against my cock?] (Contains a unique CG)



2. [Should I have spent my time teasing his nipples?] (Contains a unique CG)
3. [Was it possible for him to lactate?] (Contains a unique CG)
4. [Should I have tried to finger him?] (Contains a unique CG)
5. [Would he have let me eat him out?] (Contains a unique CG)
6. [Would we have gone all the way if we hadn't been interrupted?] (Ends the sequence)

This choice is fun. It only appears if you have SFW mode turned off. Picking any of the first five options gives you a small scene and then jumps straight back to the choice. The first five options are centered around a particular kink. They all have their own CGs so pick them all if you want to complete the CG gallery. Once you've viewed a particular scene, the game will remember that for later and certain scenes relating to those kinks will open up. The sixth option ends the scene, so only pick that once you're done picking all the options you want.

1. [Part of me hoped he would take the hint.]
2. [Part of me wanted to put my eyes back on the prize.]
3. [Part of me thought he wasn't so bad himself.] + 1 Owen's Lust point
4. [Part of me wished he had joined in.] (Only available if you have two Owen's Lust) Starts the [REDACTED].

This choice only appears if you have at least three Owen's Love and you have SFW mode turned off. If you want to start the [REDACTED], pick the fourth option if you have two Owen's Lust points or the third option if you don't. Otherwise, pick whatever you want.

1. [Especially while thinking about Brendan.]
2. [Especially while thinking about Brendan and Owen] (Only appears if you have two Owen's Lust) Starts the [REDACTED].

This choice only appears if you have SFW mode turned on. Pick the second option if you have two Owen's Lust points and you want to start the [REDACTED] otherwise pick the first option.

## Day 5 - Brendan's Route

This day doesn't have any choices for the Carnal branch, so if that's the branch you're on, you're mostly free to do whatever you want. Though keep in mind that if you meet one condition that I'll explain later, you might accidentally slip into the Responsible branch even just for Day 6, so watch out. At the start of this day, the game gives you one Responsibility point, a new stat introduced on this day of Brendan's Route, if you have more Brendan's Love than Brendan's Lust. Not only does this keep you on the Responsible Route unless you take that point away, but it also modifies Brendan's outfit choices by a small amount. Responsibility is the hardest stat to increase in this route, and you'll need a certain amount to reach the happiest Responsible ending, so you don't want to miss them out if you're on the Responsible Route.

1. [The hunters started banding together?] (Only appears if you're on the Responsible Route)
2. [The gatherers started growing their own food?] (Only appears if you're on the Responsible Route)
3. [... can't think of anything, sir.] (Only appears if you're on the Carnal Route)

This choice is dependent on what route you're on. You don't really have a choice on the Carnal Route, so just pick the one option you have. As for the Responsible Route, pick whatever you want. This affects some scenes later in the game where the MC is more interested in the tribes that you talked about, though it doesn't have any major effect on the route/ending.

There's another new stat introduced on this day and it's called "Cameron's Liking". If you have two Cameron's Liking points by the end of Day 5, you'll receive one Brendan's Love. If you have three Cameron's Liking points by the end of Day 5, you'll receive one Brendan's Love and one Responsibility point. As mentioned before, you really want Responsibility points if you want the happiest ending in the Responsible route and they are rare, so get three Cameron's Liking points if you want the happiest route/ending on the Responsible Route. On the other hand, if you're on the Carnal route, avoid getting the three Cameron's Liking points, or else you'll get a Responsibility point and be thrown to the Responsible Route for Day 6, and then you'll have to remove that point if you want to get back to the Carnal Route. Aside from that, the next three choices don't affect any scenes without taking stats into consideration.

1. [Then I gave Cameron a curious look in return.]
2. [Then I pulled my phone out and started playing around with it.]

1. ["It's whatever."]
2. ["It's okay, I'm used to it."]

1. [I cleared my throat and spoke up.]
2. [I didn't say anything about it, though.]

## Day 6 - Brendan's Route

Day 6 is... interesting. After a somewhat simple points-based choice where you can pick multiple choices, the choices after that are more based on the Responsibility points than Love or Lust points. Whatever happens on this route affects some things later on in his route. I'll go more in-depth later. One thing to note is that there are no choices involving Owen on this day, so you don't have to worry about that.

1. [I asked a little more about Cameron.] + 1 Brendan's Love point
2. [I commented on the CD that was playing.] + 1 Brendan's Love point
3. [I took the chance to ogle him a little.] + 1 Brendan's Lust point
4. [I fantasized about being alone with him.] + 1 Brendan's Lust point

5. [I just let my mind wander for a while.] (Ends the choice)

You can make as many options as you'd like with the last one always being option 5. Feel free to pick all of them if you would like if you're already headed to the route that you want. But if you have one stat that's over the other one and you want to weigh your stats in the other direction, avoid picking the options that give you the stats you don't want. Pick the first two options if you're on the Responsible Route and the two options after that if you're on the Carnal Route.

1. [I decided to look around to pass the time.] + 1 Responsibility point (Goes to the Responsible variant scene)
2. [I decided to check on him.] (Goes to the Neutral variant choice)

Pick the first option if you're on the Responsible Route. That said, you can pick the second choice and still achieve the best ending, you'll just get the Neutral Scene instead of the Responsible Scene which changes a couple of things later on and you'll miss out on some potential Brendan's Love points. If you're on the Carnal Route, pick the second option.

### In Front Of The Bathroom Door (Neutral Scene)

1. [...knocking couldn't hurt, could it?] + 1 Responsibility point
2. [...taking a peek couldn't hurt, could it?] (Goes into the Carnal variant Scene; Has CG)

Pick the first choice if you're on the Responsible Route and the second choice if you're on the Carnal Route or you're trying to get as many CGs as possible.

### Looking Around (Responsible Scene)

1. [...the blanket and pillow on the couch.]
2. [...the big poster on the wall.] + 1 Brendan's Love (At a later point)
3. [...the faint dark spot on the carpet.]
4. [...the shelves surrounding the TV.] + 1 Brendan's Love (At a later point)
5. [...the family photos scattered all around.]

For this choice, you have to pick three choices as you'll be thrown back to the menu after you pick two options and see the accompanying scenes. After the third choice you'll continue onto the next scene, so pick wisely. Pick the second and fourth choices as both of these options unlock extra dialogue later on in the day that each gives another Brendan's Love point. For the third choice, pick whatever you want.

### Both Sides Being Follied (Carnal Scene)

1. [...left him to it.]
2. [...stepped into the bathroom.] - 1 Responsibility point (Only available if you have at least 7 Brendan's Lust points and you have SFW mode turned off.; Unlocks more CGs)

Pick the first option if you don't have enough lust points or the second option if you do and you're doing the Carnal route.

Whatever scene(s) you get on this day affects several things later on, which can be evenly split into:

- Responsible scene
- Neutral scene but no Carnal scene
- Carnal scene but no Sex scene
- Sex scene

Take note of this going forward.