

In the walkthrough, I will describe the best path through Vinovella University to get the hottest and lewdest content possible! I will also describe how to avoid fetishes and how to get other miscellaneous content that you might like.

Legend:

- ❖ Anything in **bold** is a choice in the game that you will have to choose to get to the best path.
- ❖ Anything underlined indicates different scenes and paths in the story where the game has, had, or will have different alternative content.
- ❖ Anything in **magenta** are actions that are related to certain fetishes.
- ❖ Anything in **green** are actions that are related to or give points for the "green group".
- ❖ Anything in **red** are actions that are related to or give points for the "red group".
- ❖ Anything in **blue** are actions that are related to or give points for the "blue group".
- ❖ Anything in **orange** are actions that are related to or give points for Josie and Lara.

Chapter 1:

Scene 01:

You hug your mom and dive head first into your first day at Vinovella University. Introduce yourself to Silvia, who will show you around campus.

Scene 02:

Silvia takes you on a tour around campus. You're shown the library, and are introduced to Irene, who helps out around the library, and Diana Mills, the faculty advisor. Then Silvia shows you the cafeteria, where a girl bumps into you guys.

Choice:

- ❖ **Protect Silvia** - You get +1 points with Silvia, but you also get your pants wet.
- ❖ Do nothing - Silvia's sweater gets wet. Tiddy. (๖_๖๗) You get 0 points with Silvia.

The tour ends because one of you needs a wardrobe change.

Scene 03:

You're in your dorm changing clothes when a girl interrupts you. She threatens to start throwing furniture your way if you don't leave. She wasn't warned about a new roommate and is upset someone was rooting around (from her perspective) in her dorm room.

Chapter 2:

No choices in this chapter.

Scene 01:

Montage of your background training in the police academy, as well as your budding romance with the hot instructor.

Scene 02:

The Captain briefs you on a mission to find the missing girls at Vinovella University. Phoebe's announced as your handler, and your undercover mom.

Scene 03:

Back to the present day. It's your first day at the academy, and Phoebe puts your romance on hold for the sake of the case.

Chapter 3:

Scene 01:

You get jumped by Simon, the local himbo, and are introduced to Zemfira and Delphia.

Choice:

- ❖ Aggressive - You get +1 points with Delphia. She likes a little aggression. ;)
- ❖ Diplomatic - You get +1 points with Simon. He appreciates your understanding.
- ❖ Humorously - You get +1 points with Zemfira. She appreciates wit.

Scene 02:

Meet Josie.

Choice:

- ❖ Josephine - Josie was in a car crash and had many corrective surgeries.
- ❖ Joseph - Josie is trans.

She knows your real identity because you were childhood friends and is your lovely roommate.

Scene 03:

Visit Diana Mills to check in. Learn she's your on-campus contact for the investigation, and knows your real identity.

Scene 04:

Talk with Irene. She's a little awkward, but gives you some info on Nia.

Scene 05:

You get back to your dorm and find Lara and Josie bickering. Lara's still not thrilled about a new roommate. You help them reorganize the room so that everyone can be comfortable. Sort of.

Chapter 4:

Scene 01:

You get woken up by Lara and Josie's studying before you contemplate who you should start your investigations with.

- ❖ Pick whoever you want, you will get the option to investigate all three eventually.

Scene 02:

Happens after you finish your first round of investigations. You have a wet dream of Phoebe and wake up to find Josie helping out Lara with her makeup. You clean yourself up and head off to day two of your investigations.

- ❖ Pick whoever you want, you will get the option to investigate all three eventually.

Scene 03:

Happens after you finish your second round of investigations. You wake up to Lara and Josie causing a ruckus and arguing about rock climbing. You learn a little more about the dynamic duo before you head off and start day three of your investigations.

- ❖ Pick whoever you want, you will get the option to investigate all three eventually.

Scene 04:

Happens after you finish your third round of investigations. You come back to your dorm, contemplating what you've learned, before you doze off. You get woken up by a nasty nightmare and find that that Josie seems to be sleepwalking. Worried about her safety, you jog after her to see what she's up to.

Chapter 4 - Nia:

Scene 01:

Get better acquainted with Delphia. She tells you that Nia's in chem class in exchange for getting pig's blood for an upcoming performance she has.

Scene 02:

Chem class with Nia. Learn a bit about her. Meet Eliina. They invite you to a seminar that's happening later.

Scene 03:

Go get pig's blood from the local butcher shop. Meet Greg Daniels, the butcher, and his sister Sally Daniels, who talks of a mysterious cult she used to be a part of.

Optional: If you click on the person that's tailing MC on the way to the butcher's shop, you'll unlock them in the investigation board.

Scene 04:

Go to the seminar and sit with Nia. You guys talk and bond.

Scene 05:

Delphia ropes you into spreading the blood on her body in exchange for more info on Nia. Delphia is quite the bargainer. ;) She tells you that Nia likes to hang out at the art museum, and is likely going there after classes. Delphia also invites you to watch her perform.

Choice:

- ❖ **Sounds interesting** - Go to Delphia's performance. :) You get +1 points with Delphia.
- ❖ No way - Miss Delphia's performance. :(You get 0 points with Delphia.

Scene 06:

See Delphia's performance. Nia joins you, and interprets some of the wild stuff happenin' on stage.

Choice:

- ❖ Respond with humor - You get 0 points with Nia. Nia feels like you're trying to make a joke out of the play.
- ❖ **Respond with curiosity** - You get +1 points with Nia. She feels heard and like you care about the play.

Scene 07:

Art museum with Nia. She talks about Maria a bit, and you learn that Maria was friends with an artist.

Chapter 4 - Silvia:

Scene 01:

You decide to go to the gym to find out more about the volleyball team that Silvia manages. You run into Iona and ask her to show you the way. On the way you see a poster.

Choice:

- ❖ **I like the idea of a party!** - You agree with Iona. This also enables a sex scene with her later. [You get +1 points with Iona.](#)
- ❖ **Isn't it kind of disrespectful?** - [You get 0 points with Iona.](#)

Scene 02:

Sign up for volleyball tryouts with Silvia.

Scene 03:

Physical strength test with Shontae, the coach.

Scene 04:

Go to the showers to wash off after the strength test. If you agreed with Iona in scene 01, flirty Iona finds you and wants to give you a treat for all your hard work. ;)

Choice:

- ❖ **Stop her** - [You get -1 point with Iona.](#) No sexy times. 😞
- ❖ **Let her shower you with love** - [You get +1 points with Iona.](#) Titjob, handjob, cum on her stomach.

Scene 05:

Meet the volleyball team. The real test to make the team begins. You decimate the competition and impress the members. You're on the team!

Optional: If you click on the girl with purple tips in her hair, you unlock her in the investigation board.

Scene 06:

Time to celebrate! You hang out with Silvia and talk over a few drinks while the team celebrates your initiation to the team.

Chapter 4 - Zemfira:

Scene 01:

Meet Zemfira in computer science class. You try to sit next to her but she stops you because that's Leia's seat.

Choice:

- ❖ But Leia isn't here - **You get 0 points with Zemfira.**
- ❖ She doesn't need a seat - **You get -1 point with Zemfira.**
- ❖ **Okay, sorry** - **You get 0 points with Zemfira.**

Then a girl named Fleur waves you over to sit with her. She's a friend of Zemfira and offers some info on her. Like the fact that Zemfira likes going to the shooting range.

Choice:

- ❖ **That sounds great!** - **You get +1 points with Fleur.**
- ❖ Jeez, you sure talk a lot. - **You get 0 points with Fleur.**

Scene 02:

Have lunch with Zemfira and her crowd. A girl comes up to Zemfira and asks her to sign something, then leaves. You decide to follow that girl.

Optional: if you click on the redhead, you unlock her in the investigation board.

Scene 03:

The girl asks you if you want to redeem the favor.

Choice:

- ❖ **Yes** - Get a blowjob from this girl and learn that Zemfira's involved in some weird sexual favor thing. Which means Leia might've been as well. The girl calls herself Nirmala.
- ❖ I'm not sure - No blowjob. The girl gets scared off because of your ignorance. Suspect that Zemfira's involved in some sort of sexual favors thing. Leia might've been as well.

Scene 04:

Visit the gun range in hopes Zemfira will be there. Flashback to Phoebe teaching you to shoot at a gun range.

Scene 05:

Meet Zemfira at the gun range and get some shooting tips from her.

Scene 06:

Hang out with Zemfira after shooting practice and chat. She confirms she's involved with some sort of organization, but doesn't trust you enough to offer more info...yet.

Chapter 5:

Scene 01:

After following the sleepwalking Josie, you end up rescuing her from a potential watery demise. Lara and Josie are both thankful that you were there.

Scene 02:

You meet up with Phoebe and relay all the information you've gathered to her, among other thoughts you've been harboring.

Scene 03:

You visit Greg's Butchery once again to get some more clues on what might be going on with Sally and the mysterious cult—and get some tasty ribs in the process.

Scene 04:

Diana the nosy faculty advisor accosts you to hear more about how your investigation is going, but also gives you some interesting tidbits that might come in handy for your investigation. You then meet Ronja, the University chancellor, before you get shuffled out of the room.

Just as you make to leave, however, you hear the two women discussing some less than professional matters concerning you.

Scene 05:

After your busy day, you head back to your dorm. You find Josie there, with Lara missing due to her classes. You proceed to have an intimate conversation with Josie and get to know her a little better. Josie then asks you if you'd like to go bouldering with her and Lara sometime.

Choice:

- ❖ **Sure, I'd love to!** - You reply in the positive and make Josie happy.
- ❖ **No thanks** - You reply in the negative and break Josie's heart. How fuckin' dare you >:(

Scene 06:

Next day, you're rudely awoken by Phoebe on the phone. You two have a nice walk in the park, and she gives you some clues about potential crime leads you can investigate.

Scene 07:

As you muse ways to kill time before you meet with Sally again, you quite literally run into Ronja in the hallway. She then drags you off to her class to talk about your "advanced studies" but gets interrupted in the process.

Chapter 6:

Chapter 6 - The Crime Group

Scene 01:

You find Fleur and take her up on her offer to study together. She takes you to her charming dorm and you two have a productive study session rife with flirting before she has to quickly shuffle off for "reasons."

Scene 02:

While idly musing and waiting for Fleur's return, you find yourself face to face with a distinctly less appealing person. Xasan is aggressive and pushes your buttons to see how you react.

Choice:

- ❖ **Respond boldly** - Xasan likes 'em bold. **You get +1 points with Xasan.**
- ❖ **Respond carefully** - Xasan doesn't care for your words. **You get 0 points with Xasan.**

Thankfully, Fleur comes back and defuses the situation before sending Xasan away. Fleur then decides that she's too hungry to study, so you choose to accompany her to lunch.

Scene 03:

You proceed to get lunch with Fleur and learn a bit more about her, but in due time, her real reason for inviting you along becomes apparent as her hand wanders up your thigh.

Choice:

- ❖ **Let Fleur continue** - You let Fleur continue feeling up your thigh. She will eventually progress to giving you a handjob. **You get +1 points with Fleur.**
- ❖ **Stop Fleur** - You stop Fleur from feeling up your thigh. **You get 0 points with Fleur.**

Soon enough, Fleur's friend Asami comes along and introduces herself. You don't get to pay her much attention with Fleur on your side, but she certainly catches you off guard when she mentions seeing you and Phoebe kiss in the park.

Choice:

- ❖ Respond with a deflection - You turn the question around on Asami. Fleur thinks you're acting weird. **You get -1 point with Fleur.**
- ❖ **Respond "truthfully"** - You tell them that it was your mother. Asami likes that you answered truthfully. **You get +1 points with Asami.**
- ❖ **Respond humorously** - You tell the truth but then deflect with a joke. Fleur likes it. **You get +1 points with Fleur.**

Scene 04:

You decide that it's time to get back to class and see if you can find some more info on Zemfira. You find her and strike up a conversation with her before a fiery, muscle-bound woman comes up to her making demands.

Choice:

- ❖ **Respond Aggressively** - Zemfira appreciates you taking action. **You get +1 points with Zemfira.**
- ❖ **Respond humorously** - Zemfira thinks you're mocking the situation, and handles Morgan herself. **You get 0 points with Zemfira.** But Morgan thinks you're funny. **You get +1 points with Morgan.**
- ❖ Respond diplomatically - Zemfira isn't mad, but feels you could've been a bit more aggressive about defending her in that kind of situation. **You get 0 points with Zemfira.**

Scene 05:

After Zemfira decides to leave, you tail her to see where she's headed to potentially get more info on her elusive "game." You manage to lose Zemfira within what looks to be a bar, but instead find a drunk Nirmala playing a game of pool by her lonesome. If you chose to redeem Nirmala's favor in Chapter 4, you get to play pool with a flirty Nirmala and potentially get her as a friend in the future.

Choice:

- ❖ **Let her win** - She's super happy she won and gets to gloat. She'll be more open to you in the future because of this.
- ❖ Win the game yourself - She's a sore loser. She will most likely hold a petty grudge against you for this.

Scene 06:

As the wobbly Nirmala leaves, and you're forbidden from entering wherever she went, you decide to take a seat at the bar and order a drink as you think about your next move. But then,

out of nowhere, you're choked from behind by strong hands. Thankfully, it's just Morgan, and she's just playing around. After a surprisingly enlightening conversation with Morgan, you have to choose who you spend your limited time on investigating.

Choice:

- ❖ Investigate Morgan - You will focus on investigating Morgan's connection to all this.
- ❖ Investigate Corinne - You will focus on investigating Corinne's connection to all this.

After Morgan leaves, you're surprised to run into Fleur. After a flirty conversation where you fluster Fleur, she invites you over to her dorm for some alone time, just the two of you.

Choice:

- ❖ **Go with her** - You go back to Fleur's dorm for some fun. **You get +1 points with Fleur.**
- ❖ Go home - You decide to leave poor Fleur hanging and go home. **You get 0 points with Fleur.**

Scene 07:

If you chose to go with Fleur, you two go back to her dorm and have a wonderful time together. And in the end, you meet Fleur's roommate, Eliina, who's happy that Fleur's finally getting some.

Chapter 6 - The Self-Help Group

Scene 01:

You remember that Nia said that there'd be a meeting in the library today, so you decide to go, hoping to mostly find Nia and learn more about her. In the end, you learn and see a bit more than you bargained for, but leave with a clearer impression of what this group entails.

Scene 02:

Delphia then takes both you and Nia to her room to impart her wisdom on you and teach you the ways to progress in your spiritual journey. You decide that Delphia might hold more information about the investigation, so you choose to tag along with her to her pottery class.

Scene 03:

You both go to pottery class and have a fun time there as you learn more about how Delphia works. Just before you leave, Delphia asks for your help with something.

Scene 04:

You meet up with Delphia, and she tells you some more info about what exactly she needs help with. It's a heist, and you're gonna be a part of it. You reluctantly agree and move into position to keep Greg distracted.

Choice:

- ❖ **Ask how old Sally is** - Correct question.
- ❖ Ask about the cult - Incorrect question.
- ❖ Ask about his family - Incorrect question.

You continue to keep him occupied.

Choice:

- ❖ Ask if Sally is married - Incorrect question.
- ❖ **Ask about his business** - Correct question.
- ❖ Ask the airspeed velocity of an unladen swallow - Incorrect question.

You continue to keep him occupied.

Choice:

- ❖ Ask if he likes sports - Incorrect question.
- ❖ Ask if he has heard anything interesting recently - Incorrect question.
- ❖ **Ask about the missing girls** - Correct question.

Delphia finally comes back and you get to leave. If you answer at least **two** questions correct you will get **sex scene** with Delphia and **+ 1 point with her**.

Scene 05:

If you managed to pull off the heist without alerting Greg to Delphia, she gets all hot and bothered about the perfect heist and pulls you into an alley to show some appreciation.

Choice:

- ❖ Stop her - Delphia stops and you both go back to campus.
- ❖ **Let her continue** - Delphia gives you a handjob.

Ever the bratty trickster, Delphia decides to leave you high and dry, unless?

Choice:

- ❖ **Order her to continue** - She finishes you off with a blowjob. **You get +1 points with Delphia.**
- ❖ Let her go - You both go back to campus. **You get 0 points with Delphia.**

Scene 06:

Leaving Delphia to her rituals, you decide to visit the library once again for today's seminar. You learn a surprising amount about both the group and Nia.

Choice:

- ❖ Respond supportively - You try to comfort Nia with a few words. You get 0 points with Nia.
- ❖ **Hug Nia** - You physically comfort Nia with a hug. You get +1 points with Nia.

Scene 07:

At the end of the day, you decide to visit Sally to see if she has anything new information she can give you. But she soon makes it clear that she's interested in a lot more than just talking.

Choice:

- ❖ Stay with Sally - You will focus on investigating Sally's connection to all this.
- ❖ Investigate the Artist's direct connection to Maria - You will focus on investigating The Artist's connection to all this.

If you choose to stay with Sally, you get a night you're sure to remember for a while.

Choice:

- ❖ **Worship her** - You worship Sally's body like the goddess she is. You get +1 point with Sally.
- ❖ Fuck her brains out - You get rough with Sally. She likes it, but not as much as being worshiped. You get 0 points with Sally.

Chapter 6 - The Winner's Club

Scene 01:

Whilst you're pretend-studying to keep up appearances, Iona decides to drop by unannounced. She pokes and prods around the dorm to Lara's annoyance before telling you of the practice meeting held later on.

Scene 02:

You continue doing your university student duties when you run into Silvia as you head out. She, too, is heading out to the mansion and invites you to walk with her.

Scene 03:

The moment you get to the court, Brigitta assaults you with her charming personality. You try to defuse the situation and make peace, but fail. Shontae then gives you and the others some info on where the teaming is going and what to practice before blowing the whistle and sending you all off into practice matches.

Scene 04:

Silvia congratulates you on your thrilling match and invites you into the mansion. But Brigitta and some of the others stand in your way and prevent you from getting in. Silvia unfairly bashes herself for not predicting the outcome.

Choice:

- ❖ Advocate for Silvia - Silvia doesn't like you badmouthing the team. [You get 0 points for Silvia.](#)
- ❖ Crack a joke - You crack a joke, but it doesn't make Silvia feel better. [You get 0 points for Silvia.](#)
- ❖ **Be authentic with Silvia** - Silvia appreciates your honesty and vulnerability. [You get +1 points for Silvia.](#)

You then meet an interesting person called Sam that might be half-feral. But she clearly knows some stuff that might be of use to the investigation, so you decide to entertain her for now.

Scene 05:

Sam takes you to her dorm, and you learn a lot more about what makes her tick. You also realize that Sam could be potentially very useful.

Choice:

- ❖ Keep Sam close. She could be useful in sniffing out secrets of the club - You will focus on investigating Sam's connection to all this.
- ❖ Investigate Isa instead. Sam's too shifty - You will focus on investigating Isa's connection to all this.

Scene 06:

You go back to the mansion come dusk to help out Silvia with her photoshoot. For not being a photographer, you do a pretty good job of it and spend some quality time with Silvia.

Scene 07:

As you go back to the bar to grab some things, you run into Iona. She says she noticed the uncomfortable pant adjustments you did while you were taking photos of Silvia and offers to help you out behind the bar.

Choice:

- ❖ Go with her - You will go with Iona and have sex with her behind the tiki bar.
- ❖ Go back to your dorm - You tease Iona and go back to your dorm to get some shut-eye.

If you decide to take up Iona on her offer, you get the choice on how to deal with the sexy minx.

Choice 1:

- ❖ Fuck her mouth - You fuck Iona's mouth. [You get +1 points with Iona.](#)
- ❖ Let her continue at her pace - Iona just keeps sucking you off. [You get 0 points with Iona.](#)

Choice 2:

- ❖ Pull her hair - You pull back Iona's hair. [You get +1 points with Iona.](#)
- ❖ Don't - You don't pull back Iona's hair. [You get 0 points with Iona.](#)

Choice 3:

- ❖ Yes, I want to taste you - [You eat your cum and her fluids off of her fingers.](#)
- ❖ No thanks - You politely decline.

Other

Scene 01:

After another long series of investigations, you come back to your dorm to find a sullen looking Lara. She tells you that Ronja dropped by earlier and left a number for you to call as soon as possible.

Choice:

- ❖ **Call Ronja** - You decide to call Ronja and go see what's so important. She puts on a captivating class on reproductive studies.
- ❖ Don't call Ronja - You choose to ignore the potential headache and get some shut-eye instead.

Chapter 7:

Chapter 7 - The Crime Group

Scene 01:

You spend your time after classes just chit-chatting and getting close with Zemfira, Morgan, and Fleur.

Scene 02:

If you decided to investigate Corinne, you finally get around to hitting up the local prison to investigate Corinne.

Scene 03:

If you decided to investigate Morgan, you go with Morgan and spend time with her at her hideout.

Scene 04:

You go out to the gun range with Zemfira again for another lesson in rootin' 'n shootin' before getting to know each other better.

Choice:

- ❖ **Crack a joke** - You get +1 points with Zemfira. She likes your humor.
- ❖ **Comfort her** - You get 0 points with Zemfira. She doesn't like feeling pitied, even if that wasn't your intention.

Scene 05:

After finishing up with Zemfira, you run into Nirmala and her baddie friends Q and Sabrina at the gun range bar.

Choice:

- ❖ **Match their energy** - You match Sabrina and Q's energy.
- ❖ **This is kinda awkward** - You think it's kinda awkward how Sabrina and Q act.

Scene 06:

You pay a visit to Rory's place to fulfill your end of the bargain you made with Corinne or Morgan. After you do, however, you run into a certain annoying cunt and have to dole out some justice.

Choice:

- ❖ **Kick Cade** - You opt to kick the shit out of Cade.
- ❖ **Punch Cade** - You'd prefer to punch the shit out of Cade.

Scene 07:

You then join up with Fleur to enjoy the evening's activities at Guns 'n Rosette. You prove yourself at the door and head on in to spectate Morgan's brutal fight.

Choice:

- ❖ **It was great!** - You're very enthusiastic about the live event.
- ❖ **That was...a lot** - You're a bit taken aback by the live event.

Scene 08:

While you settle into the electric atmosphere and snoop around, she comes up to you and offers you a good time—if you didn't redeem Nirmala's favor in Chapter 04. Otherwise, she doesn't give you a choice.

Choice:

- ❖ **I want you** - You go with Nirmala and have a fun time together ;)
- ❖ Sorry sweetheart, I'm busy - You decline Nirmala.

Scene 09:

You then mingle with Asami and Lilith while waiting for Fleur before getting back into the second match of the night.

Scene 10:

If you decided to investigate Morgan, you decide to go check up on her after the rough fight.

Choice:

- ❖ You're only doing what you have to - You comfort Morgan.
- ❖ We're all monsters - You encourage Morgan.

Scene 11:

While going home, you come upon a violent scene with Q, Sabrina, and Cade.

Scene 12:

You decide to hit up Corinne again to give her the good news. Though now she wants something else from you...

Choice:

- ❖ **I'm willing if you are** - You have prison sex with Corinne.
- ❖ You're bluffing - You skip a sex scene with Corinne.

Scene 13:

You finally go back to your dorm and think about all the things you've figured out.

Chapter 7 - The Self-Help Group

Scene 01:

You visit the library with Nia and Delphia to hear Andre's announcement.

Choice:

- ❖ What the hell is she talking about? - **You get -1 points with Nia.** She doesn't like your aggressive attitude. **You get +1 points with Delphia.** She thinks your aggression is charming.
- ❖ I'm already lost - **You get +1 points with Nia.** She likes that you're taking an interest and actively learning.

You then get a choice on how you want to introduce yourself to Ivy.

Choice:

- ❖ **Kiss her hand** - **You get +1 points with Ivy.** She's impressed with your boldness.
- ❖ **Shake hands** - **You get 0 points with Ivy.**

Scene 02:

If you decided to investigate Sally, you then visit her again, hoping for more info about the group. After she's done, she asks for your help with something else...

Choice:

- ❖ **Stop her** - You leave without fucking Sally.
- ❖ **Reward her** - You reward Sally by fucking her.

Scene 03:

If you decided to investigate Artist, you visit her place to ask her some questions about Maria.

Scene 04:

You then meet up with Delphia and Nia to practice being vulnerable with each other.

Choice:

- ❖ **I see fire and determination** - Nia is flustered by your words. She feels truly seen and understood. **You get +1 points with Nia.**
- ❖ **I see a beautiful young woman** - Nia thinks you're joking and tries to refocus you on the topic at hand. **You get 0 points with Nia.**
- ❖ **I see a strong, creative, resilient soul** - Nia feels a little embarrassed because she doesn't view herself this way at all. **You get 0 points with Nia.**

Scene 05:

Delphia then takes you and Nia up to the rooftop greenhouse to mingle, meet, and be vulnerable with more of the self-help group.

Choice:

- ❖ **Join the group hug** - You join the group hug.
- ❖ **This is too much** - You don't join the group hug. It's too much for you.

Scene 06:

Delphia then keeps you around for some personal fun.

Choice:

- ❖ I'm busy, Del - You skip the sex scene with Delphia.
- ❖ **I'll help however I can** - You get a sex scene with Delphia.

Scene 07:

After you finish everything up with the self-help group and go back to the university, Nia catches you and asks you out for lunch. You two then go to the pier and have a deep conversation.

Choice:

- ❖ **There's nothing to be ashamed of** - You get +1 points with Nia. You see her for her.
- ❖ You are so beautiful - You get 0 points with Nia. It's a nice compliment, but anyone could say it.

Scene 08:

You then go to the library to try and investigate some more, but there you run into Lumi ruminating about her worries.

Choice:

- **You're not overthinking it** - You get +1 points with Lumi. She appreciates your encouragement.
- Dive head first - You get 0 points with Lumi. She's still uncertain.

Scene 09:

As you continue to investigate the library after dark to find any secrets that it may hold, you all of a sudden you run into Irene.

Choice:

- ❖ Come up with an excuse - You come up with an excuse to tell Irene.
- ❖ Flatter and seduce - You seduce Irene.

Irene shows you the secret you were looking for, and if you choose to make up an excuse, gives you a choice on whether you want to uncover her little secret as well.

Choice:

- ❖ **Go all the way** - You get a sex scene with Irene.
- ❖ Prioritize the investigation - You don't fuck Irene.

Scene 10:

If you decided to investigate Ezra, you give her another visit to see if she has any more information for you. You certainly get more info than you bargained for...

Choice:

- ❖ Cum down her throat - Cum in Ezra's mouth.
- ❖ Paint her pretty face - Cum on Ezra's face.

Scene 11:

You finally go back to your dorm and think about all the things you've figured out.

Chapter 7 - The Winner's Club

Scene 01:

You get dragged by Iona into the gym to finally get your uniform from Silvia. Iona easily forgets why you're all there as her flirting gets more brazen.

Choice:

- ❖ Flirt with Iona brazenly - You try to flirt with Iona brazenly. Silvia feels uncomfortable with the energy, but Iona is all for it. [You get +1 points with Iona.](#)
- ❖ Keep it classy - You try to keep it classy. Silvia is charmed by it, but Iona is bored. [You get +1 points with Silvia.](#)
- ❖ Try to balance them both - You try to balance your affections between both, but neither are impressed. [You get 0 points with Silvia and Iona.](#)

Scene 02:

If you decided to investigate Sam, you suddenly get ambushed by her as you're answering nature's call. She goes on about how good you're doing and muses about rewarding you.

Choice:

- ❖ **Reply suggestively** - Sam likes you entertaining her. [You get +1 points with Sam.](#)
- ❖ Reply humorously - Sam gets grossed out by your joke. [You get -1 points with Sam.](#)
- ❖ Reply seriously - Sam thinks you're a buzzkill. [You get 0 points with Sam.](#)

Scene 03:

If you decided to investigate Isa, you decide to go introduce yourself to Isa properly and offer your help, but you notice some weirdos outside the mansion.

Choice:

- ❖ **Ask Isa about the suspicious people** - Isa thinks it's cute that you care so much about the Winner's. [You get +1 points with Isa.](#)
- ❖ Ignore them and focus on Isa - You brush it off. [You get 0 points with Isa.](#)

Scene 04:

You then go meet up with the team and give them a piece of your mind.

Scene 05:

Come night, you go to Isa's fancy pool party. Eventually, as you always do, you run into Iona being a menace.

Choice:

- ❖ **Stop Iona from serving** - Iona thinks it's cute that you tried to stop her. [You get +1 points with Iona.](#)
- ❖ Don't - Iona continues to serve. [You get 0 points with Iona.](#)

If you've previously played around with Iona, she invites you to have some fun while she serves drinks.

Choice:

- ❖ **Put a finger in her ass** - 🍑👉
- ❖ Don't - ❌👉🍑

Iona then inevitably invites you over to her dorm for even more fun.

Choice:

- ❖ **Go with Iona** - You go with Iona and have a fun time with her before coming back to the party.
- ❖ Don't - You stay at the party.

You then get a choice on whether you want to use Iona's toys on her or not.

Choice:

- **Use the vibrator on Iona** - Iona is *very* receptive to you using her toys on her.
- Don't - You just have sex with Iona.

Scene 06:

Afterwards, you decide to check up on Monika, Simon, and Silvia playing darts.

Choice:

- ❖ **Try to hit near Monika's dart to make her feel better** - Monika appreciates you not embarrassing her. [You get +1 points with Monika.](#)

- ❖ Aim for the bullseye to impress everyone - Monika thinks you're a show-off. [You get 0 points with Monika.](#)

After darts, you settle down for a chat with Silvia.

Choice:

- ❖ **We'll make it work** - Silvia appreciates you reassuring her. [You get +1 points with Silvia.](#)
- ❖ I bet you could even become our team's coach someday - Silvia doesn't really care to be a coach. [You get 0 points with Silvia.](#)

Scene 07:

You then sneakily eavesdrop on an argument between Isa and Sam.

Scene 08:

If you decided to investigate Isa, you hang out with her alone and talk about what happened before one of your more stubborn body parts decides to make itself known.

Choice:

- ❖ What if I am? - You cheekily flirty with Isa.
- ❖ I think you've had too much to drink - You get called out by Isa.

Scene 09:

If you decided to investigate Sam, you go up to her room before instantly getting ambushed by her.

Choice:

- ❖ **Kiss her back** - You kiss her back and she gives you an awkward blowjob.
- ❖ Try to get her to calm down - You calm her down.

Scene 10:

You finally go back to your dorm and think about all the things you've figured out.

Other

Scene 01:

Bad dreams wake you before you find yourself alone with Lara. She opens up to you for the first time and allows you to see a different side of her before asking a question.

Choice:

- ❖ **I'd love to go bouldering!** - It's not even a choice really. You get onto Josie and Lara's path.
- ❖ I'm sorry, I can't - *Heretic*. You get kicked off of Josie and Lara's path.

Scene 02:

If you choose NOT to go to Ronja in chapter-06, you come back to your dorm after another round of investigations and find that Josie and Lara are gone. In no time whatsoever, however, you find yourself in the company of Diana instead.

Choice:

- ❖ **I don't believe you, Diana** - You tell Diana exactly how you feel. She finds it amusing.
- ❖ Don't say anything - You keep your thoughts to yourself.

Diana proposes a late-night outing.

Choice:

- ❖ **Go with Diana** - You go with Diana and have a decidedly unprofessional night ;)
- ❖ Rebuff Diana - You rebuff Diana.

Scene 03:

If you choose to go bouldering with Josie and Lara, they finally drag you over to their bouldering club and make you put those muscles to use.

Scene 04:

If you choose to go to Ronja in chapter-06, right as you make your way to the dorm after another hard day of investigating, you get called by Ronja and Diana to help them settle a debate.