

Big Brother another Story

Rebuild

Walkthrough Mod



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CONFIGUR2

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Some Points about the mod

Hi

First, we think it is necessary to say a few things about this mod:

- If you are one of those people who enjoy solving puzzles, please forget about this mod and use the notebook in the game.

-This mod is made and released based on the game versions. Before installing the mod on your game, please make sure that the mod version is compatible with your game version.

-If necessary, this document will have changes in its different versions, so try to always check it.

-In this mod, the method of following the game and the steps will be slightly different from what is designed in the game, so the content of this mod is not in accordance with the steps designed in the game, anyway the result of both will be the same.

-This mod will not interfere with the game, game codes, save files and etc. This means the ability to changing of any game data will not be provided in this mod and it will be the only a guide to play the game without any cheating. So please do not ask to add such features to this mod.

-Preparing the mod for games like this game is time consuming. Also, the mod making process will start when the game is officially released. As a result, the mod will be ready for release after some time after the release of the game. Please do not expect this mod to be available in a very short period of time.

-Please let us know if you find any bugs in the mod

In the end, we hope you enjoy the game and this mod.

Installing the mod

On PC

Download the PC version compressed file of the mod and copy its contents to the main folder of the game.

If the game is open, you will need to close and open it again.

On Android

Run the game for once (that will create data folders).

Using a File Manager navigate and to go to "Android > data > bb.another.story.rebuild > files".

Once you enter the files folder, you can paste the folder "Game" from the Mod archive.

Make sure the <folders "scripts" and "gui" of MOD> are in "game" folder.

The walkthrough mode has been translated into some of the languages in the game and can be accessed in different languages.

To access these languages, you only need to change the game language to the desired language and the mod language will change in sync with it.



After that, if the translation of the mod be available in the language you desired. The mod will be displayed in full in the language chosen by you. Otherwise, it will be displayed in English along with keywords in that language.

The mod may not be released with your desired language in the initial release of each version. And the patch of that language be published after some time. In this case, you can access that language for the mod by downloading the patch compatible with the mod version of your desired language and placing it in the “scripts” folder of the mod installed on the game.

Currently, the mod is available in the following languages:

- ✓ English
- ✓ German
- ✓ French

\BB_ASr-0.01.00-pc\game
Name

- cache
- gui
- saves
- scripts ←
- font.rpa
- images.rpa
- presplash_background.png
- presplash_foreground.png
- script_version.txt
- scripts.rpa
- video.rpa

Mod sections



Main panel



1 - Places section :

In this section, all the locations in the game will be categorized and by selecting each of them, there will be access to the characters that most belong to that location.

2 - The current day in the game:

It will indicate the day in the game for when it needs to be known.

3 - Mode side button:

This button changes the location of the mode on the screen (left / right).

4 -Mod close button :

By using this button, the mode is closed or minimized.

(You can use the "ESC" key on the keyboard in Instead)

5 - OnlyFunz Avatar / Support webpage

6 - .Black Panther. Avatar / This file.

Tip: Mod will be automatically minimized after a while

Characters panel

1- Characters section:

In this section, by selecting any of the characters in the game, can access the walkthrough steps of that character.

Recurring events during the game can be seen under the title "Daily duties" as a character or task in this section.

2 - Quick Tips :

In this section, tips that are in the game and do not belong to a specific part of the game are presented.

3 - Mode side button:

This button changes the location of the mode on the screen (left / right).

4 - Home button:

By using this button mod will return to the main panel. (You can use the "ESC" key on the keyboard in Instead)



Character section



1 - Back button :

Back to the characters panel

2 - Character:

The character whose walkthrough is being displayed

3 - Status:

Summary of the status of the character being displayed

4 - Steps:

The walkthrough steps number of the character that being displayed

5 - Step conditions:

The time, place and day that this step should be performed according to it.

Many steps can be completed at different times, places or days, but the best conditions for doing it are the mentioned conditions.

6 - The step task:

Explanations of action that should be done during the step

7 - Side tasks:

Have any:

Repetition to complete the action

Deadline for action

Forgotten deeds

Warning

Action reminder

And...

It will be placed in this section

8 - Warning signs:

Warning signs about something being forgotten that can have a negative effect on gameplay.

Daily Duties

In this section of the Mod, all the tasks that can be done and are not included in the character steps and are generally recurring events during the week are displayed hour by hour.

1 -Time set button:

The mod is designed in such a way that the time of this part of the mod is synchronized with the game time. If, under any circumstances and for any reason, the time of this part of the mod is not in sync with the game time, by clicking on this button, the sync will be done.

2 - Current day

3 - Time frames:

In this section, the time period that is being displayed.

If the displayed time period matches the game time period, this time period will be displayed in white. If it does not match, its color will be red or yellow. The red color is for the past time frame and the yellow color is for the future time frame.

To scroll through these time frames and see their contents the two navigation buttons on both sides of the time frame can be Use.

4 - Tasks section:

In this section, all the events related to this period are categorized and displayed. One or more of these tasks can be selected and implemented

The presence of tasks in this section does not mean that all of them are definitely accessible, it means that there is a high possibility for it.

5 - Tips buttons:

By clicking on each of these buttons, tips related to the events will be displayed



Optimal use of the mod

Mod has two categories of tasks:

1. Tasks that are placed for each character step by step (Characters walkthrough)
2. Tasks during the days. (Daily Duties)



The tasks of the first category are the tasks that the game progresses according to them and need to be followed. By acting each step of these tasks, the next step will be displayed in detail.

The tasks of the second category are not directly involved in the progress of the game, but based on them, the conditions for acting the steps of the first category are provided.

So the tasks of the first category take precedence over the tasks of the second category. But the tasks of the second category should not be ignored.

To use the mode optimally:

By starting to play, choose the Location that desired by you in the main panel and first read and keep in your mind all the tips in the "Quick Tips" section to get to know new things.

The mod is designed based on hourly events.

In each hour of the game, **first** check the walkthrough for each character (first category tasks), if there is a step for each character at the current hour, complete the action of that step.

Then, if there are minutes of that hour left in the game or if there is no step for the characters, refer to the daily duties section (second category tasks) and choose one or more task from the tasks in this section and act on it.

And continue this process hour by hour

Some tasks and steps of the characters have a shorter time frame to be done, so do these steps first by managing the steps and tasks.

Also, there may be two steps of two different characters walkthrough in a certain hour of the game. In this case, some tasks need less minutes to complete. So do these tasks first and do the next task in the remaining minutes of the hour.

During conversations and game options, the correct options will be shown with a different color (Green, Pink or Blue).



If no option was highlighted among the options, it means that the choice of each option will not have a special role in the game process, or the overall result of choosing each of the options will be the same.

The blue options are more related to the correct options in recurring events, and the green and pink options are related to the mod steps.

Green and pink options are preferred over blue options in a single conversation.

In a single conversation, green options are mostly options that improve relationships and events in the game, and pink options are sometimes probably cause to more content, but with the acceptance of a negative effect on relationships and other things.

At the end:

In the whole mod

Texts in red will be warning texts.

Texts with purple color will be the tips.

And texts in blue color will indicate additional information, the result or the consequences of the action.