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<u>Chasing Sunsets</u>
By Stone Fox Studios
https://www.patreon.com/stonefoxstudios

This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlights elements, not influence your decision. There isn't a right or wrong way through the game, only <u>you</u> should decide.

Only decisions that have an impact on the story or your character are shown.

There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.

Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name: Bubu or Bubu

More complex values will be written as text instead:

girls kissed +20

Reference to these values will reuse the same icon or text:

Bubu is at least 5 girls kissed is at least 25

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

Granny igrandmas kissed +20;

Icons

: +1 Love point : -1 Love point : +1 Trust point : -1 Trust point

Flow Symbols



Skip until the next section

Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this decide something $^{\#123}$

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this did not decide something $^{\#123}$

References to this label will also include the same number so it is easy to track it down to where it happened (could be multiple places). decided something $^{\#123}$

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:

O ⇒ white belt **78, 1 ⇒ yellow belt **78, 2 ⇒ orange belt **78

If in the code the condition checks that the value must be at least 1 (karate_belt >= 1)

It will be listed like this: karate belt: [yellow, orange] **78

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

¿agree ¿#55

Reversed decisions that do not impact the story (yet) will be displayed like this:

¿did not agree; #55

Check the last page of the walkthrough to learn how you can use the developer console to $\frac{1}{2}$ alter their value for your benefit: Cheat without a MOD ($\frac{1}{2}$).

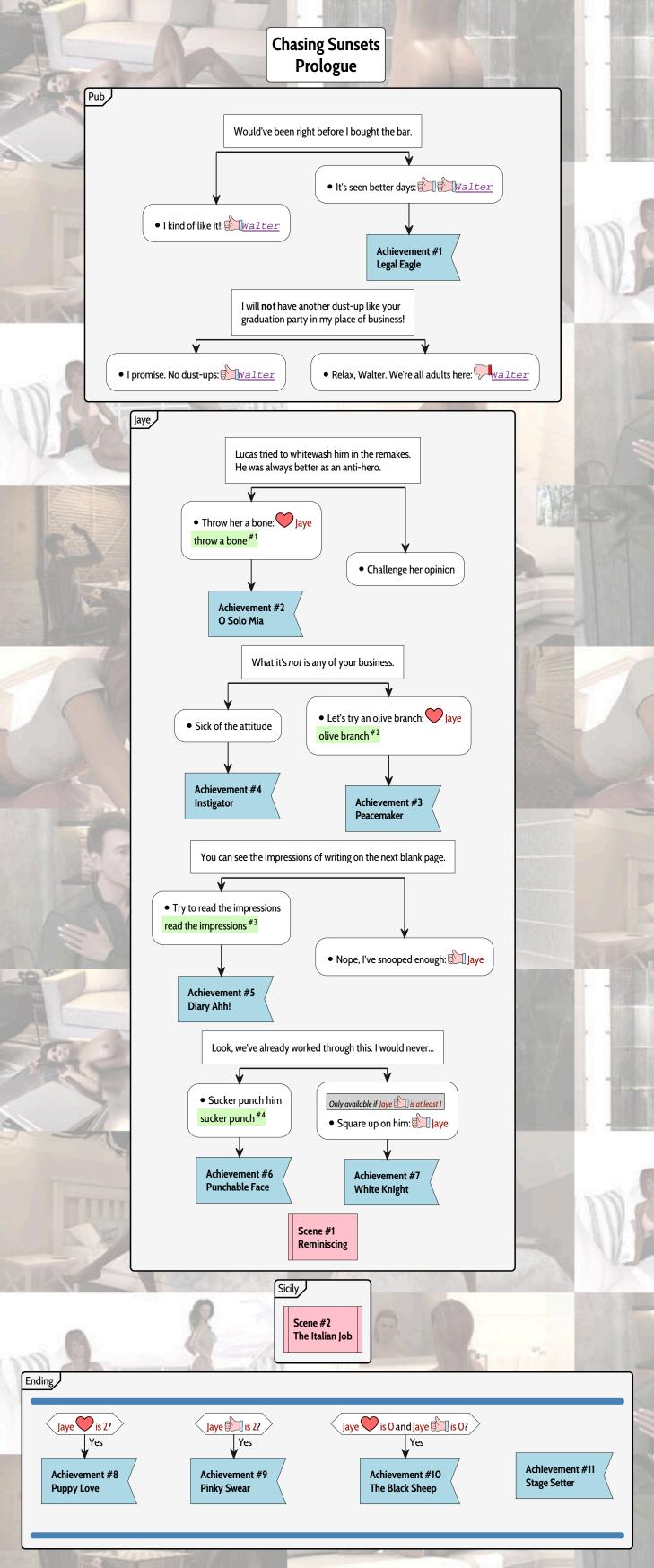
Enjoy the game!

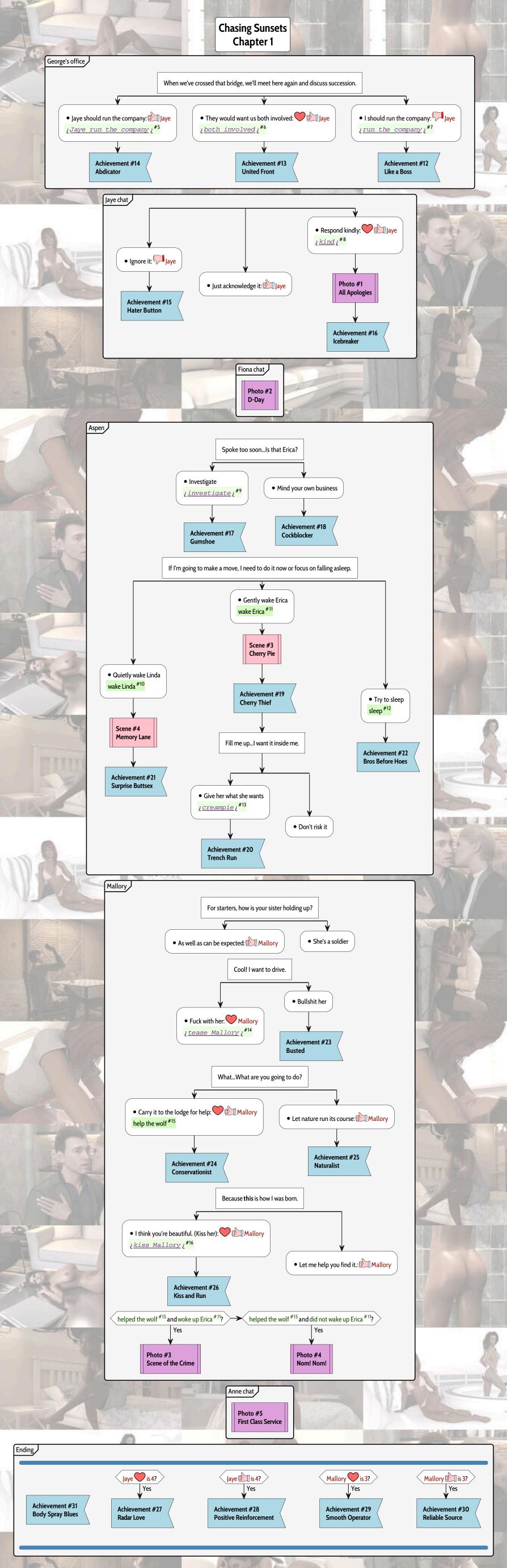
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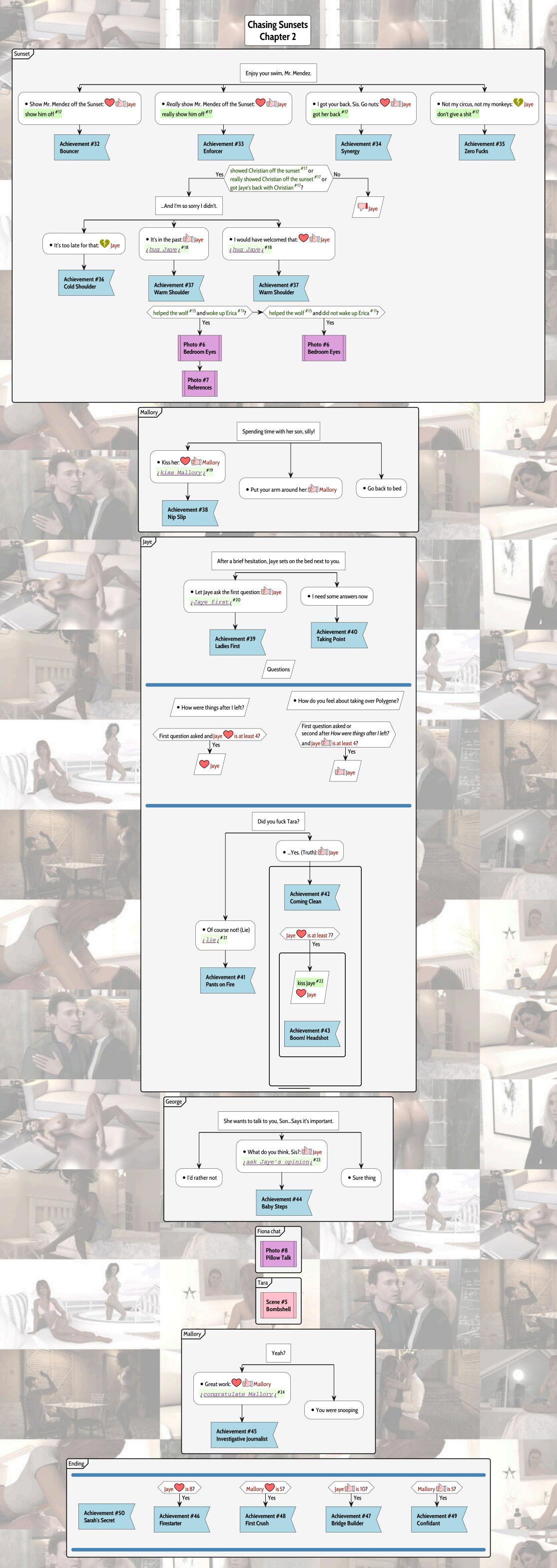
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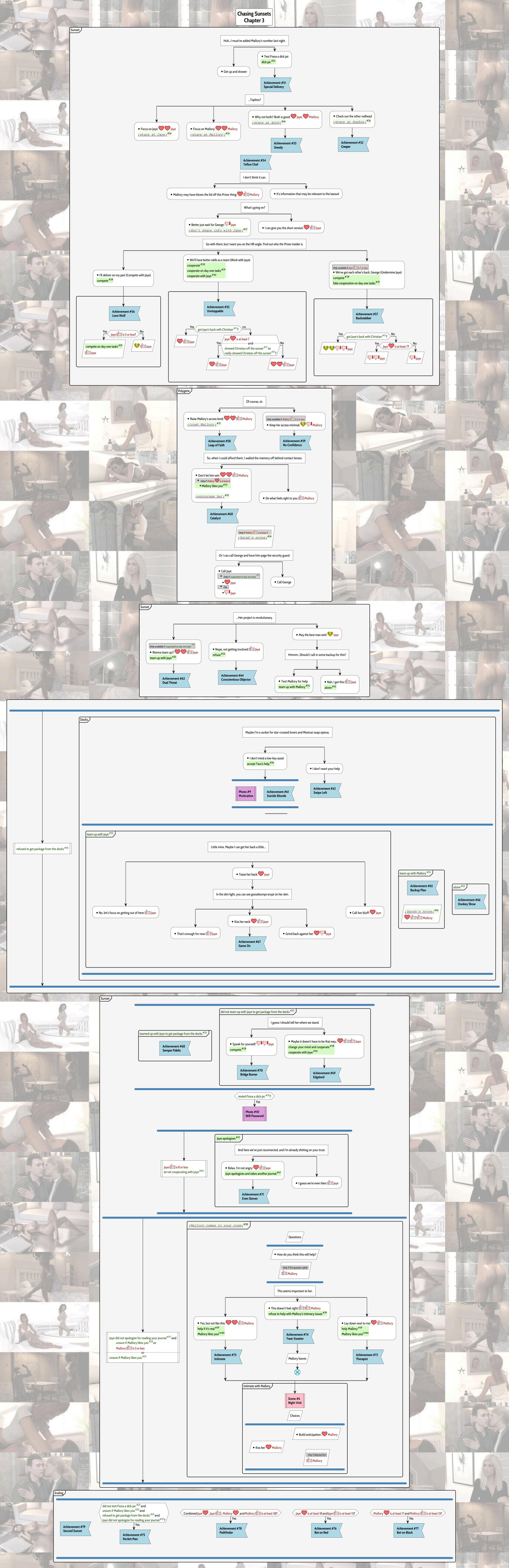


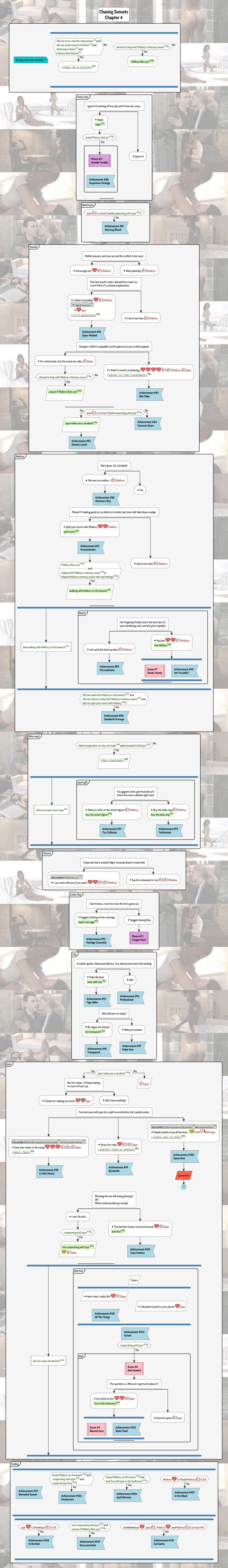


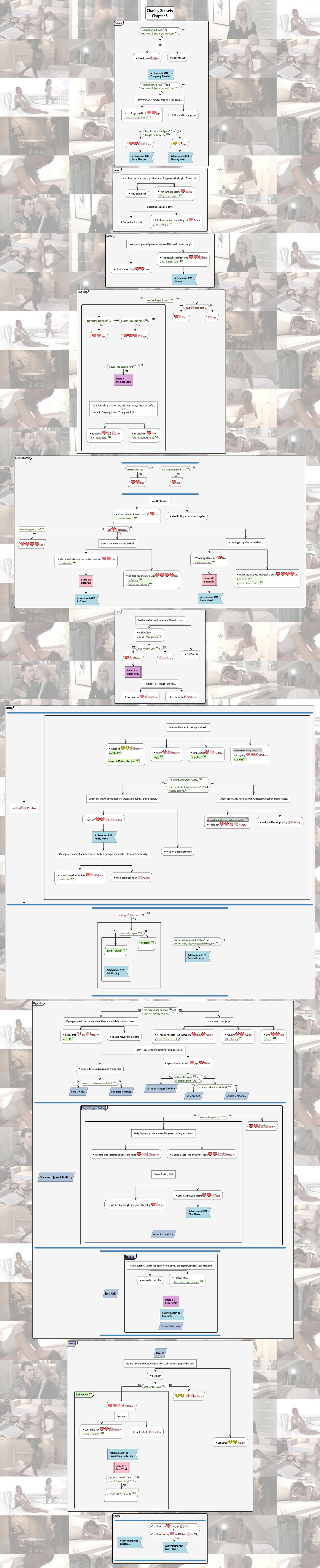


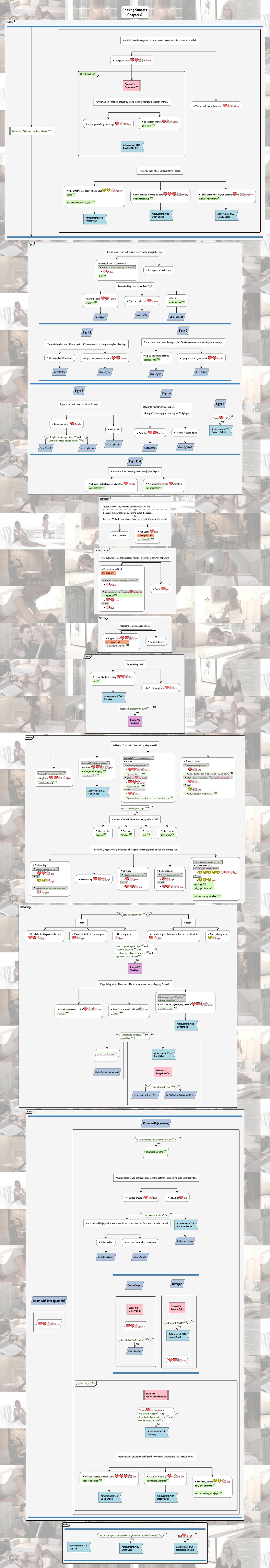


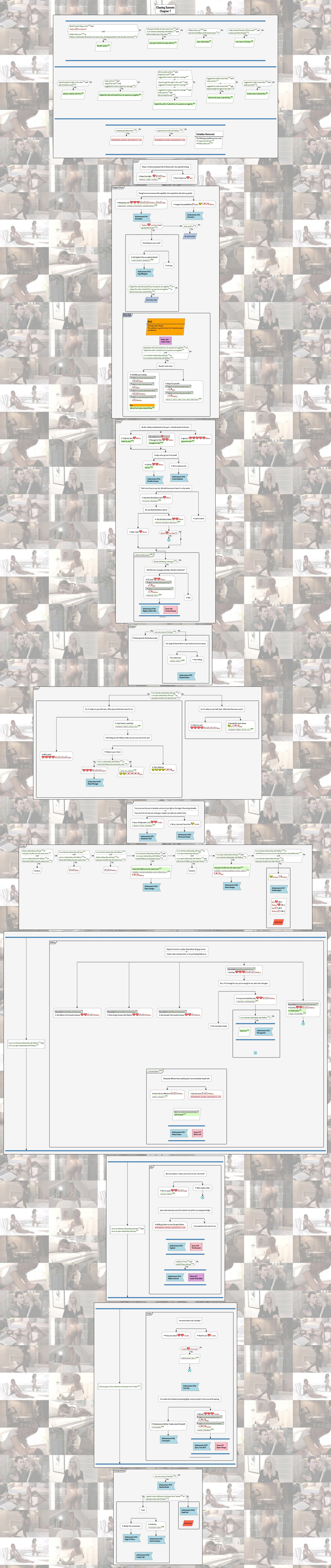














Cheat without a MOD

So you want to try out a new branch but do not feel like completely starting over a new game?

Don't worry, with the developer console you can easily modify in-game variables.

The easiest way to enable it is to use the Universal Ren'Py Mod from 0x52.

You only need some basic understanding of scripting.

variable: The variable

definition: what it represents

(Re)Start the game and load a savegame, type ALT+O (Hold the ALT key and type the letter O) to open the console and use the ESC key to exit

Character variables

Download it from the webpage: https://0x52.dev/mods/Universal-Ren-Py-Mod-1000, then unzip it and drop the rpa file in the game folder.

check current value: what to type in the developer console to check the current value variable definition set variable / new value unset variable num000 num000 = valuenum000

Jaye love points num002 Jaye trust points num002 = valuenum002 num001 Mallory love points num001 = valuenum001

set variable / new value: what to type in the developer console to turn the variable on or set a new value unset variable: what to type in the developer console to turn the variable off

check current value

num003 Mallory trust points num003 = valuenum003 num004 Walter trust points num004 = valuenum004

num018 Bianca love points num018 = valuenum018 num019 Lisa love points num019 = valuenum019 num026 Tanaka love points num026 = valuenum026 num027 Jaye support num027 = valuenum027 num038 Pleasure giver points??? num038 = valuenum038 Game Decisions Variables

label: The label as found in the walkthrough set variable: what to type in the developer console to turn the variable on unset variable: what to type in the developer console to turn the variable off **check current value**: what to type in the developer console to check the current value label set variable

throw a bone #1 bool036 = True olive branch #2 read the impressions #3 bool003 = True bool004 = True

check current value

bool036

bool003

bool004

bool013

bool014

bool015

boo1005

bool016

bool006

bool007

bool008

bool009

bool017

bool011

bool012

num007

bool030

bool028

bool 029

bool031

bool019

bool032

bool033

bool039

num011_1

bool085

num013

num008

bool046

bool038

bool086

bool040

bool049

num009

bool055

num014

bool053

num015

bool047

bool058

boo1075

boo1070

boo1057

bool078

bool056

bool065

bool066

bool067

bool061

bool062

boo1076

bool063

bool064

num016_1

bool071

bool072

bool092

bool088

bool081

bool089

boo1090

bool091

bool083

num030

bool093

bool079

num020

bool097

num100

bool094

num021

bool084

bool095

bool096

boo1087

bool100

bool101

num025

bool108

bool102

bool103

bool104

bool110

bool109

bool111

bool105

num029

bool099

num028

num024

bool106

num023

bool113

bool107

bool132

bool131

bool118

bool119

bool130

num039

bool141

bool114

bool115

bool137

bool120

bool121

bool124

bool123

bool112

bool135

bool136

bool129

bool127

bool142

bool140

bool134

num037

bool125

unset variable

bool036 = False

bool037 = False

bool003 = False

bool004 = False

bool013 = False

bool014 = False

bool015 = False

bool005 = False

bool016 = False

bool006 = False

bool007 = False

bool008 = False

bool009 = False

bool017 = False

bool011 = False

bool012 = False

bool030 = False

bool028 = False

bool029 = False

bool031 = False

bool019 = False

bool032 = False

bool033 = False

bool039 = False

 $num011_1 = False$

bool085 = False

num013 = 0

num008 = 0

bool046 = False

bool038 = False

bool086 = False

bool040 = False

bool049 = False

bool055 = False

bool053 = False

bool047 = False

bool058 = False

bool075 = False

bool070 = False

bool057 = False

bool078 = False

bool056 = False

bool065 = False

bool066 = False

bool067 = False

bool061 = False

bool062 = False

bool076 = False

bool063 = False

bool064 = False

 $num016_1 = False$

bool071 = False

bool072 = False

bool092 = False

bool088 = False

bool081 = False

bool089 = False

bool090 = False

bool091 = False

bool083 = False

bool093 = False

bool079 = False

bool097 = False

bool094 = False

bool084 = False

bool095 = False

bool096 = False

bool087 = False

bool100 = False

bool101 = False

bool108 = False

bool102 = False

bool103 = False

bool104 = False

bool110 = False

bool109 = False

bool111 = False

bool105 = False

bool099 = False

num028 = 0

num024 = 0

bool106 = False

bool113 = False

bool107 = False

bool132 = False

bool131 = False

bool118 = False

bool119 = False

bool130 = False

bool141 = False

bool114 = False

bool115 = False

bool137 = False

bool120 = False

bool121 = False

bool124 = False

bool123 = False

bool112 = False

bool135 = False

bool136 = False

bool129 = False

bool127 = False

bool142 = False

bool140 = False

bool134 = False

bool125 = False

num037 = 0

check current value

persistent.scene_list[0].is_locked

persistent scene list[1] is locked

persistent.scene_list[2].is_locked

persistent.scene_list[3].is_locked

persistent.scene_list[4].is_locked

persistent.scene_list[5].is_locked

persistent.scene_list[6].is_locked

persistent.scene_list[7].is_locked

persistent.scene_list[8].is_locked

persistent.scene_list[9].is_locked

persistent.scene_list[10].is_locked

persistent.scene_list[11].is_locked

persistent.scene_list[12].is_locked

persistent.scene_list[13].is_locked

persistent.scene_list[14].is_locked

persistent.scene_list[15].is_locked

persistent.scene_list[16].is_locked

persistent.scene_list[17].is_locked

persistent.scene_list[18].is_locked

persistent.scene_list[19].is_locked

persistent.scene_list[20].is_locked

check current value

persistent.image_list[0].is_locked

persistent.image_list[1].is_locked

persistent.image_list[2].is_locked

persistent.image_list[3].is_locked

persistent.image_list[4].is_locked

persistent.image_list[5].is_locked

persistent.image_list[6].is_locked

persistent.image_list[7].is_locked

persistent.image_list[8].is_locked

persistent.image_list[9].is_locked

persistent.image_list[10].is_locked

persistent.image_list[11].is_locked

persistent.image_list[12].is_locked

persistent.image_list[13].is_locked

persistent.image_list[14].is_locked

persistent.image_list[15].is_locked

persistent.image_list[16].is_locked

persistent.image_list[17].is_locked

persistent.image_list[18].is_locked

check current value

persistent.achievements[0].is_locked

persistent.achievements[1].is_locked

persistent.achievements[2].is_locked

persistent.achievements[3].is_locked

persistent.achievements[4].is_locked

persistent.achievements[5].is_locked

persistent.achievements[6].is_locked

persistent.achievements[7].is_locked

persistent.achievements[8].is_locked

persistent.achievements[9].is_locked

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persistent.achievements[26].is_locked

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persistent.achievements[47].is_locked

persistent.achievements[48].is locked

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persistent.achievements[115].is_locked

persistent.achievements[116].is locked

persistent.achievements[117].is_locked

persistent.achievements[118].is_locked

persistent.achievements[119].is_locked

persistent.achievements[120].is locked

persistent.achievements[121].is_locked

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persistent.achievements[134].is_locked

persistent.achievements[135].is_locked

persistent.achievements[136].is_locked

persistent.achievements[137].is locked

persistent.achievements[138].is_locked

persistent.achievements[139].is_locked

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persistent.achievements[142].is_locked

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persistent.achievements[151].is_locked

persistent.achievements[152].is locked

persistent.achievements[153].is_locked

persistent.achievements[154].is_locked

persistent.achievements[155].is locked

persistent.achievements[156].is_locked

persistent.achievements[157].is_locked

persistent.achievements[158].is_locked

persistent.achievements[159].is_locked

persistent.achievements[160].is_locked

persistent.achievements[161].is_locked

persistent.achievements[162].is_locked

num039 = 0

num023 = 0

num029 = 0

num025 = 0

num100 = 0

num021 = 0

num020 = 0

num030 = 0

num009 = 0

num014 = 0

num015 = 0

num007 = 0

sucker punch #4 ¿Jaye run the company; #5 bool013 = True ¿both involved; #6 bool014 = True inun the company;#7 bool015 = True <u>¿kind</u>;#8 bool005 = True ¿investigate;#9 bool016 = True

wake Linda #10 bool006 = True

wake Erica #11 bool007 = True

sleep #12 bool008 = True

¿creampie;#13 bool009 = True ¿tease Mallory; #14 bool017 = True

help the wolf #15 bool011 = True

¿kiss Mallory; #16 bool012 = True how Christian get off the sunset #17 show him off: num007 = 1really show him off: num007 = 2

don't give a shit: num007 = 3 got her back: num007 = 4 ¿hug Jaye;#18 bool030 = True

bool028 = True

bool029 = True bool031 = True

kiss Jaye #22 bool019 = True ¿ask Jaye's opinion;#23 bool032 = True bool033 = True

¿kiss Mallory; #19 ¿Jaye first; #20 ¿<u>lie</u>;#21

¿congratulate Mallory; #24 dick pic #25 bool039 = True ¿stare at Jaye; #26 $num011_1 = True$

bool085 = True

cooperate: num013 = 1

compete: num013 = 3

compete: num008 = 1

bool046 = True

bool038 = True

bool086 = True

bool040 = True

bool049 = True

refuse: num009 = 2

alone: num009 = 4

bool055 = True

cooperate: num008 = 2

fake cooperation: num008 = 3

team up with Jaye: num009 = 1

Jaye apologizes: num014 = 1

help if it's real: num015 = 1

help Mallory: num015 = 2 refuse to help: num015 = 3

bool047 = True

bool058 = True

bool075 = True

bool070 = True

bool057 = True

bool078 = True

bool056 = True

bool065 = True

bool066 = True

bool067 = True

bool061 = True

bool062 = True

bool076 = True

bool063 = True

bool064 = True

 $num016_1 = True$

bool071 = True

bool072 = True

bool092 = True

bool088 = True

bool081 = True

bool089 = True

bool090 = True

bool091 = True

bool083 = True

bool093 = True

bool079 = True

appalled:num020 = 1

angry: num020 = 2empathetic: num020 = 3 accepting: num020 = 4

bool097 = True

locket:num100 = 1

bool094 = True

both: num021 = 1

bool084 = True

bool095 = True

bool096 = True

bool087 = True

bool100 = True

bool101 = True

bool108 = True

bool102 = True

bool103 = True

bool104 = True

bool110 = True

bool109 = True

bool111 = True

bool105 = True

bool099 = True

Tanaka: num028 = 1

Amanda: num028 = 2Lisa: num028 = 3don't know: num028 = 4

family: num024 = 0

bool106 = True

sake: num023 = 1

beer: num023 = 2cocktails: num023 = 3

bool113 = True

bool107 = True

bool132 = True

bool131 = True

bool118 = True

bool119 = True

bool130 = True

tickle: num039 = 1

bool141 = True

bool114 = True

bool115 = True

bool137 = True

bool120 = True

bool121 = True

bool124 = True

bool123 = True

bool112 = True

bool135 = True

bool136 = True

bool129 = True

bool127 = True

bool142 = True

bool140 = True

bool134 = True

friends: num037 = 2had sex: num037 = 3

bool125 = True

unlock_scene_item(2) debug_lock_scene_item(2)

defeated her: num037 = 1

debug_lock_scene_item(1)

debug_lock_scene_item(3)

debug_lock_scene_item(4)

debug_lock_scene_item(5)

debug_lock_scene_item(6)

debug_lock_scene_item(7)

debug_lock_scene_item(8)

debug_lock_scene_item(9)

debug_lock_scene_item(10)

debug_lock_scene_item(11)

debug_lock_scene_item(12)

debug_lock_scene_item(13)

debug_lock_scene_item(14)

debug_lock_scene_item(15)

debug_lock_scene_item(16)

debug_lock_scene_item(17)

debug_lock_scene_item(18)

debug_lock_scene_item(19)

debug_lock_scene_item(20)

debug_lock_scene_item(21)

massage: num039 = 2ignore: num039 = 3

platonic: num031 = 0

intimate relationship: num024 = 1open relationship: num024 = 2

brother but she wants more: num024 = 3 brother but slept with her: num024 = 4

helped the wolf and fucked, parents together: num031 = 1 helped the wolf or fucked, parents together: num031 = 2 did not fuck Linda, parents not together: num031 = 3 fucked Linda, parents not together: num031 = 4

boyfriend: num029 = 1

brother¹: num029 = 2brother²: num029 = 3brother³: num029 = 4

brother or business partner: num029 = 5

business partner: num029 = 6

intimate relationship: num025 = 1

friend but she wants more: num025 = 3cheating boyfriend: num025 = 4 with Amanda: num025 = 5 hard love: num025 = 6

open relationship: num025 = 2

Mallory: num021 = 2Jaye:num021 = 3

no locket: num100 = 2

dominant: num030 = 1

submissive: num030 = 2 refuse: num030 = 3

Jaye apologizes and takes another journal: num014 = 2

team up with Mallory: num009 = 3

change your mind and cooperate: num013 = 2

¿don't share info with Jaye;#¹⁷

working with Jaye #28

day one tasks #29

cooperate with Jaye #30

¿trust Mallory; #31

¿encourage her; #32

¿Sarah's notes; #34

recover Polygene property from the docks #35

¿Mallory comes to your room; #38

Mallory likes you #33

accept Tara's help #36

Mallory's intimacy issues #39

¿Jaye is a virgin; #41

<u>jagree to the treatment</u>;#44

walking with Mallory on the beanch #47

¿it's possible; #43

Jaye makes you a sandwich #45

¿buy LiquiLax; #49

buy the action figure #50

buy the belly ring #51

repair marriage #52

mess with Lisa #53

be transparent #54

bed fort #56

¿<u>save Jaye</u>;#55

fun in the bathroom #57

¿you enjoy her; #58

¿I'm your man; #59

¿no time yet; #61

¿be patient; #62

¿looks nice;#64

¿be persistent; #63

¿sex with Lisa;#65

¿turn her down; #66

¿text Mallory; #67

¿make up; #69

Bandit's locket #70

fuck Mallory #74

¿cum inside; #75

69 with Mallory #77

Mallory's relationship #79

butt stuff #78

flirt #80

agressive #81

not interested #82

learn defense #83

¿onboard;#84

¿support Jaye;#86

brother/sister roleplay #89

unknown caller guess #90

Jaye's relationship #91

¿drink order; #93

¿first kiss; #94

¿<u>fuck Jaye</u>;#95

Erica's relationship #97

Bianca's feet #102

tell her #103

very mean to Christian #96

¿about last night; #98

<u>¿replicate Bandit</u>; #100

¿<u>flirty Bianca</u>;#104

¿masturbating;#106

¿remind her; #107

¿what now? ¿#108

¿<u>lie to Jaye</u>;#110

¿movie Bianca better;#105

¿cannot deal with it; #109

¿learn from Tanaka; #111

<u>įrefuse threesome</u>; #114

¿threesome;#115

¿butt stuff; #117

¿fuck Jaye; #118

¿finish him; #120

Unlock scenes

title: The scene title

number

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14

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16

17

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19

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21

Unlock photos

title: The photo title

number

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11

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13

14

15

18

19

number: The photo number

title

D-Day

All Apologies

Nom! Nom!

Scene of the Crime

First Class Service

Bedroom Eyes

References

Pillow Talk

Motivation

Wifi Password

Double Trouble

Cougar Hunt

Beach Body

Local Flavor

Tan Lines

Spa Day

Unlock achievements

title: The achievement title

title

Legal Eagle

O Solo Mia

Peacemaker

Instigator

Diary Ahh!

Punchable Face

White Knight

Puppy Love

Pinky Swear

Stage Setter

Like a Boss

United Front

Hater Button

Icebreaker

Gumshoe

Cockblocker

Cherry Thief

Trench Run

Busted

Naturalist

Kiss and Run

Radar Love

Positive Reinforcement

Smooth Operator

Reliable Source

Bouncer

Enforcer

Synergy

Nip Slip

Ladies First

Taking Point

Pants on Fire

Coming Clean

Baby Steps

Firestarter

First Crush

Confidant

Creeper

Greedy

Teflon Chef

Unstoppable

Lone Wolf

Backstabber

Leap of Faith

No Confidence

Suicide Blonde

Catalyst

Swipe Left

Dual Threat

Backup Plan

Donkey Show

Semper Fidelis

Bridge Burner

Even Steven

Therapist

Intimate

Twat-Swatter

Rocket Man

Bet on Red

Bet on Black

Pathfinder

Second Sunset

Morning Wood

Open Minded

Gourmet Snacc

Sisterly Lunch

Momma's Boy

Humanitarian

Procrastinator

Are You Jelly?

Toy Collector

Marriage Counselor

Fashionista

Professional

Tiger Rider

Transparent

Poker Face

Bystander

Game Over

All The Things

Team Fortress

Shots Fired

Handyman

April Showers

In the Black

In the Red

Got Game

Noncommittal

Shrouded Sunset

Memory Hole

Secret Shopper

Unwound

In Charge

Incentivized

Family Waiver

Safe Keeping

Shot Master

Raincheck

Laser Focus

Full House

Breakfast In Bed

Steady Eddie

Open-Ended

Race Ace

Double Stuff

Bottoms Up

Storyteller

Horndog

Heartbreaker

Cheat Code

Family Ties

Day Off

Dystopian

Humanist

Dog Whisperer

Brutally Honest

Crotch Watcher

Double Agent

Game Changer

Mixed Messager

Microwave Jockey

Aluminum Chef

Peanut Sauce

Monogamist

Millions Served

Spicy Tuna Roll

Hatchet Burier

Hand of Justice

Angel of Mercy

Curtain Call

Tomodachi

Dead End

162

163

Explorer

Coin Star

Slippery When Wet

Marathon Runner

Hopeless Romantic

Flawless Defeat

Buyer's Remorse

Peanutbooter Jelly Time

Conspiracy Theorist

Outed

A Little Heroic

Sandwich Scrooge

Risk Taker

Suspicious Package

Game On

Edgelord

Conscientious Objector

Sarah's Secret

Special Delivery

Bridge Builder

Boom! Headshot

Investigative Journalist

Zero Fucks

Cold Shoulder

Warm Shoulder

Body Spray Blues

Surprise Buttsex

Bros Before Hoes

Conservationist

Abdicator

The Black Sheep

number

10

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number: The achievement number

unlock: what to type in the developer console to unlock it **lock**: what to type in the developer console to lock

Triple Threat

Grand Theft Dildo

Promised Land

number: The scene number

title

Reminiscing

Cherry Pie

Bombshell

Night Visit

Sandy Handy

Red Handed

Blurred Lines

Boss Lady

Boss Man

Two O'Cock

Summer of 69

Fringe Benefits

Lickety Split

Banana Split

Tactical Retreat

Blind Luck

The Rematch

Spare Change

Red Head Redemption

unlock: what to type in the developer console to unlock it

check current value: what to type in the developer console to check the current value

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check current value: what to type in the developer console to check the current value

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unlock

lock: what to type in the developer console to lock

The Italian Job

Memory Lane

unlock: what to type in the developer console to unlock it **lock**: what to type in the developer console to lock

check current value: what to type in the developer console to check the current value

unlock

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¿just friends;#116

¿Tanaka's status;#119

¿shaky relationship with Mallory; #112

¿shaky relationship with Jaye; #113

¿against using Crucible technology;#99

¿don't tell her you are dating; #101

reject her #92

¿hotel introduction; #88

roleplay #85

race #87

accept #71

feelings towards Mallory's discovery #68

¿which one you like; #70

¿let her continue; #73

¿your dick dildo¿#76

¿pool boy;#60

Mallory likes you^{2 #40}

reply #42

split lunch #46

kiss Mallory #48

Jaye apologizes #37

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