



TRADITIONAL JOBS

Retail Sales Associate — Kool's

*Stock shelves, deal with irate customers, run around to wherever you're told you're needed...
Lose your mind being a cashier during busy hours after failing to hide and pretend to be busy
with stock! Doesn't that sound good for your character development?!*

Unlock Conditions: Resume fully updated, ID acquired, found job by browsing online or wandering around

Remote: No

Higher stress gain, higher energy loss.

Wage: \$14/hr — 30hrs per week — \$404.25 weekly

Benefits: Stability, 10% employee discount that compounds with sales, stress loss when able to work stock

Reputation: Average enough job. NPCs may jokingly ask for discounts. Some NPCs may run into Kairo here.

Perks: Meeting trans friends, meeting people with unique connections to turn into freelance clients, utilizing employee discount to get luxury things and future needs Kairo might otherwise need to grind longer to obtain

Downsides: Builds up Kairo's resentment towards others, chances of a mental health crisis increase with each negative event, unstable hours keep Kairo from medical benefits, queerphobic environment gives higher likelihood for a crisis

Schedule

Sunday: OFF

Monday: 12 PM - 6 PM

Tuesday: OFF

Wednesday: 4 PM - 9 PM

Thursday: 8 AM - 1 PM

Friday: 3 PM - 9 PM
Saturday: 10 AM - 2 PM

Fast Food Crew Member — BurgerBasket 🍔

Run yourself ragged dealing with unruly, entitled customers who think you're paid enough to make big corpo decisions! You're a little too heat-sensitive to work the kitchen, so you're unfortunate enough to deal with customers directly! Run the cash register and drive thru, get the orders together, make sure everything is properly stocked... And extra tasks if you're on breakfast or dinner shift!

Unlock Conditions: Resume fully updated, ID acquired, found job by browsing online or wandering around

Remote: No

Higher stress gain, higher energy loss.

Wage: \$15/hr — 34hrs per week — \$490.87 weekly

Benefits: Stability, 50% off on meals under \$30 every day, free drinks and milkshakes while on the clock and right after shift

Reputation: Normal, but embarrassing job to have as an adult. Most NPCs won't treat Kairo any differently for this job, but more privileged or cruel NPCs may utilize it for mockery, increasing the likelihood of a job-related mental health crisis.

Perks: At least one cheaper meal every day, stress loss when consuming milkshakes, taught important life skills from other crew members, unlockable love interest

Downsides: Builds up Kairo's resentment towards others rather fast, chances of a mental health crisis increase with every negative event, unstable work hours keep Kairo from medical benefits, bullying in the workplace

Schedule

Sunday: OFF

Monday: 11 AM - 7 PM

Tuesday: 2 PM - 10 PM

Wednesday: OFF

Thursday: 6 AM - 2 PM

Friday: 2 PM - 6 PM

Saturday: 11 AM - 7 PM

Server — Honeyvee's 🍷

Dress up in a cute bee-themed outfit and wait on tables! You'll be severely underpaid and have to rely on tips... but you're cute, and if you act tolerant enough, you'll make good money on those tips!

Unlock Conditions: Resume fully updated, ID acquired, found job by browsing online and wandering around

Remote: No

Higher stress gain, higher energy loss.

Wage: \$2.83/hr — 40hrs per week — \$108.95 weekly, plus untaxed tips

Benefits: Stability, one free meal every day you work, cheap insurance after 3 months of working

Reputation: Average enough job. Some NPCs may run into Kairo here.

Perks: At least one free meal every day, will be able to seek medical and psychiatric help after 3 month period, unlockable love interest

Downsides: Builds up Kairo's resentment towards others, many stress-inducing events lead high levels of crisis management required, dysphoria-inducing events, sexual harassment

Schedule

Sunday: 4 PM - 10 PM

Monday: OFF

Tuesday: OFF

Wednesday: 11 AM - 5 PM

Thursday: 4 PM - 10 PM

Friday: 11 AM - 3 AM

Saturday: 11 AM - 5 PM

Warehouse Replenishment Team — FetchMart

Relatively high pay, nice medical care, and reasonable discounts! All in return for your long-term physical health, any semblance of a normal sleep schedule, and sacrificing your social life!

Unlock Conditions: Resume fully updated, ID acquired, recommended job by love interest who happens to work there

Remote: No

Average stress gain, depleted energy after every shift.

Wage: \$21.44/hr – 40hrs per week – \$825.44 weekly

Benefits: Stability, 20% employee discount on all purchases, somewhat good insurance after 3 months of working, employee counseling

Reputation: Average enough job. Some NPCs may question Kairo's attempt to have a job at a warehouse when he's so small and weak. Love interests and friends with animals may jokingly (or seriously) ask him to use his discount for them.

Perks: Makes it easier to afford care for cats, makes it easier to buy gifts for certain friends and love interests, high pay causes a larger stress loss when receiving paycheck, more time with specific love interest, properly consistent work schedule

Downsides: Absolutely no energy to do anything immediately after work, work environment encourages hallucinations, more time with specific love interest, work schedule makes it more difficult to find time to do anything Kairo enjoys or for him to spend time with others

Schedule

Sunday: 8 PM – 6 AM

Monday: 8 PM – 6 AM

Tuesday: OFF

Wednesday: OFF

Thursday: OFF

Friday: 8 PM – 6 AM

Saturday: 8 PM – 6 AM



Flexible Jobs

Web Dev – Freelance



Make websites for people! Not your most favorite thing to do, but this job is less straining on your psyche than some others.

Unlock Conditions: Complete remote programming bootcamp to acquire certificate (*crafting portfolio and resume will be part of the course; bootcamp lasts 5 months*)

Remote: Yes

Lower stress gain, lower energy loss.

Pay Per Project: \$300 - \$1,200

Benefits: Make your own hours, can take mental health breaks without risk of being fired, high pay

Reputation: Pretty impressive job. Makes NPCs more interested in Kairo. More likely to receive compliments from NPCs.

Perks: Better for mental health, much more freedom to spend time with NPCs, much more time for hobbies, can travel and work at the same time

Downsides: Fluctuating income, no health insurance, dealing with clients, imposter syndrome may cause high stress gains

Completion Time

Basic Site: 11-15 hrs

Portfolio: 17-21 hrs

Blog Setup: 13-16 hrs

Content Creator — MewTube 📺

Make videos to earn passive income! May take a while for you to be verified and gain traction, but keep at it!

Unlock Conditions: Must buy laptop, must buy webcam, must buy microphone, invest in VTuber equipment

Remote: Yes

Average stress gain when editing, low energy loss.

Pay Per Day: *Varies quite a bit depending on view count of each video calculated at the start of every day after the channel becomes monetized.*

Benefits: Make your own hours, can take mental health breaks without risk of being fired, build up popularity that funnels into end game career

Reputation: Depends on each specific NPC. Some may think it's a cool job, but others may look down on it as a mere childish hobby.

Perks: Sponsorship chances increase as subscriber count does, passive income gain, ability to meet more NPCs online, ability to build a community, ability to funnel subscribers into writing career

Downsides: Inability to draw means Kairo may need to commission artists for thumbnails and video art before the video can actually be finished, generated income without sponsorships very low, takes a bit for the channel to become monetized, videos may become demonetized, editing is stressful, checking comments may make it so that being online is too stressful for a while

Completion Time

Storytime Videos: 10-15 hrs, 10 days for art to be completed

Writing Vlogs/Write With Me: 4-7 hrs, 1 day for art to be completed

Writing Advice/Book Reviews/Commentary: 6-10 hrs, 3 days for art to be completed

Dramatic Readings: 6–9 hrs, 4 days for art to be completed
Devlogs/Game Trailers: 6–10 hrs, 5 days for art and music to be completed
Playthroughs: 3–6 hrs, 1 day for art to be completed
Milestone Q&As: 4–6 hrs, 1 day for art to be completed
Animated Shorts: 15–20 hrs, 3 weeks for art to be completed

✨ e n d g a m e j o b ✍️

Full-Time Writer & Game Dev 🖋️

Kairo's dream job! A good chunk of his money goes back into investing in this.. And one day, he'll be able to make this career stable enough that he can move out on his own...!

Unlock Conditions: Buy a laptop

Remote: Yes

Very low stress gain, very low energy loss, helps stabilize mental health.

Pay: *Varies quite a bit. Will depend on project and popularity. May be able to make more money via PayMePls. Can increase commission rates when popularity and skill increases.*

Benefits: Make your own hours, can take mental health breaks without being fired, opportunity to create passive income through different projects

Reputation: Mostly positive, but varies based on NPCs. Some may ask how you manage to make enough to live or what your day job is, others may just think it's really cool. Age of NPC factors into this.

Perks: Working towards dream job stabilizes mental health, ability to network and make friends, ability to build a community, creative outlet helps with stress and mental health

Downsides: Productivity depends on mental health, may experience a creative block, some clients may trigger stress gains during interactions, fluctuating income, relatively low pay when unpopular/unskilled

Completion Time

Short Story Commission: 8 hrs

Character Creation Commission: 6 hrs

Short eBook: 15 hrs, 3 day wait for cover art

Novel: 110 hrs, 7 day wait for cover art

Ghostwriting Novel: 70 hrs

Video Game: 90 hrs, art asset wait time varies

Gamewriting: 25 hrs