

Evebloom event guide (Marsh and Rachel routes implemented.)

Week 1

Ms. Marsh

Option 1 gives Mary a point

Option 2 gives Ann a point.

Rachel

Option 1 gives Mary a point and different Rachel events than option 2 later.

Option 2 gives Ann a point and is one part of unlocking certain Carol events.

Event cycle

Who you choose decides what events you see. Dividing your focus leads to some deviations and maybe harem routes.

Ms. Marsh

On the first visit (Common):

Option 1 gives Mary a point.

Option 2 gives Ann a point.

On the first visit (Secret):

To get, choose the following choices starting from week 1.

(Rachel week 1) Option 2 > Rachel > Option 1 > Marsh. Neither Carol or Marsh must be visited before this order or it won't work.

Option 1 gives Ann a point and Marsh is no longer available to be visited.

Option 2 gives Mary a point and Marsh can be visited after visiting Carol once.

On the second visit (Common):

If Mary has more points than Ann, Mary will refuse to take advantage of Marsh.

If Ann has equal to or more points than Mary, Marsh will be taken advantage of and a new set of events will be unlocked for her starting on the 3rd visit.

On the third visit (Marsh wasn't taken advantage of):

Option 1 gives Mary a point.

Option 2 gives Ann a point.

On the third visit (Marsh was taken advantage of):

Option 1 gives Mary a point and makes a certain harem route open. (Unimplemented)

Option 2 gives Ann a point.

On the fourth visit (Character routes):

You see one of two character routes based on who has more points between Ann and Mary.

Rachel

On the first visit (Friendly):

(Rachel week 1) Option 1 leads to this event.

Option 1 gives Ann a point.

Option 2 gives Mary a point.

On the first visit (Aroused):

(Rachel week 1) Option 2 leads to this event.

Option 1 gives Mary a point and unlocks Marsh's secret event if she or Carol haven't been visited.

Option 2 gives Ann a point.

On the second visit (Friendly):

After **the first visit (Friendly)**, you get this one no matter what if you visit Rachel again.

If Mary has more points than Ann, she keeps control. If Ann has equal to or more, then Ann takes over and Mary rests. This changes things for future Rachel events.

On the second visit (Suspended):

If you choose option 1 during **the first visit (aroused)**, you will get this scene.

There are no variants of this scene but it changes some parts of the day 14 event.

On the second visit (Puppy):

After **the first visit (Aroused)**, you get this event if you choose the 2nd option.

If Mary has more points than Ann, you get an early ending.

If Ann has equal or more points than Mary, you will continue. Ann gets another point.

Day 14:

You get this event no matter what on Day 14, but how it plays out changes depending on what state Rachel is in.

You get different variations if:

1. You saw **the second visit (Puppy)** last.
2. You saw **the second visit (Suspended)** last.
3. You saw **the second visit (Friendly)** last and Mary kept control.
4. You saw **the second visit (Friendly)** last and Ann gained control.
5. You saw **the first visit (Aroused)** last and chose option 2.
6. None of the above.

There isn't a scene that plays out if Rachel is just in an aroused state, because I forgot (lol)

On the third visit (Rachel is a puppy):

Option 1 gives Ann a point.

Option 2 gives Mary a point.

On the third visit (Rachel is suspended and day 14 happened after):

A scene plays out. Visiting Rachel a 4th time after this locks you onto a route separate from the other 4th visit routes. (incomplete).

On the third visit (Rachel is friendly and agreed to be hypnotized on day 14):

A scene plays out in the drama club. No choice.

On the fourth visit (Character routes):

You see one of two character routes based on who has more points between Ann and Mary. Alternatively, if Rachel is suspended, a different route will play out (incomplete).

Carol

On the first visit (Dating):

Option 1 gives Ann a point.

Option 2 gives Mary a point.

On the first visit (Aware):

To get Variation 1, choose the following choices starting from week 1.

(Rachel week 1) Option 2 > Rachel > Carol.

Variation 1:

Option 1 gives Mary a point and another choice.

Option 2 gives Ann a point.

(If Option 1 was chosen)

Option 1 gives Mary a point

Option 2 leads to an early ending after the next 2 Carol visits.

To get Variation 2, choose the following choices starting from week 1.

(Rachel week 1) Option 2 > Rachel > Option 1 > Marsh > (Options covered below) > Carol.

Variation 2:

To get the same result as Option 2 in variation 1, choose option 1 in Marsh's secret event before this. Ann +1

To get a different result, choose option 2 in Marsh's secret event. Mary +1

On the second visit (Dating):

You get this event after seeing the first dating event no matter what.

If Mary has more points than Ann, you do nothing to Carol. If Ann has equal to or more points than Mary, Carol and you have a makeout session.

On the second visit (Eager Doll):

After **the first visit (Aware)**, you get this event if you did the doll brainwashing, but it does not trigger if you choose option 2 in variation 2.

Carol cannot be visited for a while.

On the second visit (Ann's lover):

If you choose the 1st option of the second choice during variation 1, you will be locked into an ending (not yet implemented).

These are all the events currently in the game. If there is an issue with this guide, be sure to ping me on my discord channel or through my subscribestar.