Hello everybody! Welcome to the Patreon May 2025 Q&A. And this is actually the third-year anniversary of when I started doing these monthly Q&As on Patreon. I can't believe it's been that long already. There's quite a list of questions to go over this time. If you're wondering, it's about 5000 words of the question text all put together in one document. So, I'm going to get right into answering things.

Hiya! I hope you're doing well. I have a few odd questions, if that's all right. 1. if MC is trans, will they be able to ask Yusuf what it was like to transition? I know you said he is intersex and assigned female at birth, but later transitioned. Or if something like that hasn't been decided yet.
You will be able to talk to Yusuf, but probably not in Step Two. That would likely be a Step Three kind of thing, since he more gradually becomes a part of your life. And in Step Two, it's still not as close as it can be later on.

2. Are there going to be more Halloween variety in the customization screen?
No, because the other characters don't have their Halloween costumes show on the icon, and it just wouldn't make sense if it did for the MC. And we can't commit to updating the icon for every character in every Step for all the costumes that they wear. And then it would also just be hard to have a ton of costume options to visibly show up for the MC too. So, things like that, they just don't appear on the icon. The icon only shows a character's default clothing.

3. What was the mailbox incident, or is it left up to the player?
That is left up to the player. It'll never officially be stated in the game what happened. You'll just have to decide for yourself!

4. Is the high school in *Beginnings & Always* a big or small high school?
I'd say it's pretty average. Not especially huge, but definitely not small.

Hello to you and the team! I'm going to shake it up a bit. I'd like to ask a few questions to you, of course. And David, if that's all right. In the transcript notes if he's comfortable doing so.
Well, David, that's up to you. If you want to add in notes to answer these questions.

Here are my questions all about *Our Life 1*: 1. Favorite love interest?

Cove! I'm pretty good at making my favorites the characters who get the most screen time, and that I like writing the most. And Cove is my favorite love interest in the game. That's why he's the main guy.

2. Favorite parent?
I really like all of them, but it is probably Cliff. I think he's very funny and he does get the most time to explore his story and backstory, and he is more of a part of the story and he adds conflict and stuff. And that's something I wanted to do intentionally. It was harder for me to commit to do a lot of stuff with the MC's moms because the MC so customizable, and I was already kind of overwhelmed. So, I mostly just kept them even more side characters. But since Cliff wasn't really your parent and you couldn't have that custom of a dynamic with him, I got to do a lot more with him. And so, I really like Cliff.

3. Favorite secondary characters?
Well, obviously I really like Shiloh and Jeremy. They were main characters in another game of mine, so I'm attached to those guys. I also really love Liz, and I love the whole Suarez family. Xavier is also really cool though. And of course, your friends Terry and Miranda. I don't know, I can't- it's hard for me to pick favorite side characters. You know, I do like a lot of the side characters almost equally. You know, they're not as much as the main characters, but for side characters, there's no side character that I'm like, "Oh, you know, they're uninteresting" or "I don't need them around". So, you can probably imagine that any character that's in the game - and a very large plane went by, so I stopped there - but yeah, that's basically it.

Thank you so much for these monthly Q&As. Stay safe and stay hydrated. *Thank you.* **And David, I'd love to ask you more questions in future Q&As if you're willing. And thank you once again for your hard work.**

Hello GB Patch! I hope you have had an amazing month! If any of these questions I ask count as a spoiler, then feel free to skip them.
So, the first two questions are about Step One and Two Qiu, and how they feel about certain MCs. And I don't think I could give a very good or specific answer. I can't come up with specific scenes for Q&As, and it also depends a lot on your specific dynamic with them. So, I don't think I can give a very good answer for the first couple questions. They're about how Step One and two Qiu feels about a self-reliant or dependent MC.

And in general, it would depend if they're friends or if they're crushing, if Qiu is jealous or not. And overall, the way they feel is just, you know– and like a teasing Qiu might find a dependent MC a bit more silly. Or if they're doting, they might find it a bit more serious. So, I unfortunately can't really give any kind of unique or specific details because it would depend.

3. How much do Qiu and Tamarack dislike each other in Step Two? Is it just a general distaste for the other, or do they hate each other?
So, they don't outright hate each other, but it's not the same as just the general distaste. You know, it's pretty complicated, and it can be even worse if they're jealous over the MC. Then they can have an even more negative dynamic. But they used to consider each other friends, and so it feels more painful than if they had just been strangers and didn't get along. So, there are a lot of mixed and complicated feelings there, because they kind of want to be able to get along again. But then also part of them is like totally sick of them and just wants to be away from them and so on.

4. I completely understand if you aren't able to answer this question yet, but I was wondering when we will receive a confirmed release date for Our Life Now & Forever? Again, I understand if you cannot answer this yet; we are only halfway through this year, but I am just so excited for the game. Thank you so much for doing these Q&As. I love them a lot and do something I look forward to every month. I also want to thank David for doing the text transcripts as well. It makes looking after these past Q&As a lot easier.
Well, thank you very much. I'm glad you enjoy it. Unfortunately, we won't be able to announce a specific release date until next year. For a lot of bigger companies and bigger games, what happens is that they plan how long they think the game is going to take, and then they set the release dates months after the game has been finished and reached gold status, where it's, you know, done essentially. And then they use that time to promote it, build hype, send it out to reviewers. But with our games, the release date is just like literally as soon as it's done. Like, when we think it's ready and there's no more errors and like all the assets are done and whatever, we're releasing it. But that means we won't know what that release date is going to be until much closer to when it's going to happen. You know, I can make vague, general, broad kind of assumptions, but I can't give any kind of specific release date far in advance because of how quickly we release it after it gets done.

1. Were the OL2 two leads born in the year 2000? I understand that this isn't answerable yet since they don't have set birthdays. Also, have you at any point considered Qiu and Tamra having the same birthday?
The two of them were born in the 2000s. I'm going to choose birthdays that make sense for that, but they're not going to have the same birthday. That's a cute idea, but I don't think I'd actually give them the same birthday. They'll have their own birthdays, and you know, they deserve to have a day where we can potentially celebrate them separately, since they are often treated as a pair.

2. Was Step Three Baxter into things like clubbing or house parties? He mentions in Step Three that he goes to parties if he's invited, but was he ever immersed in the college partying "wake up in a stranger's bathtub" life, or was he more of a vague social butterfly who stayed on the sidelines for anything too crazy and kept his rebellion to drinking wine at 19 and illegally renting an SUV?
Well, he's kind of a partier, you know? There were definitely times when he would drink harder, and make out with strangers at parties, or go to concerts and get really wild there. I don't know if it's as extreme as you're imagining, but he definitely would get into the party spirit if he went to a college party.

3. What is Tamarack's favorite color in Step Two?
Probably purple.

4. Now that the Step One Moments are all finished, do you have a favorite?
No. I am actually really impressed and surprised that I really liked the whole set. Usually, I'll have at least one Moment that I'm not really sure about, or that I think is kind of the weak link, but not bad enough to completely replace. But I think the Step One Moments are all good, so I wouldn't be able to choose just one favorite.

Hello. I hope that you guys have been doing okay lately and that everything is running smoothly. *Thank you.* **I'm so sorry if my question has already been asked, but do you think that NF is going to have more angst? Considering that everyone is going through things in their personal life, do you think that tensions in this game will be running high? Especially in Step Two?**

I don't know. I don't think it's clear cut enough that I can say for sure that it's angstier. Step One Cove, he was pretty sad, and he would end up getting upset, at least for a little while, I think in almost every part of Step One. And then Step Two has some pretty serious scenes, and Cove would get upset about stuff again. Step One of *Our Life 2* might feel less angsty depending on how you view it. If. Sort of like a constant sadness from Cove feels more angsty than sort of the big dramatic Moments in Step One of *Our Life 2*. But then the fun Moments are all just totally fun. Step Two of *Our Life 2* is angstier than Step One is. And I'd say it probably is angstier than Step Two of *Our Life 1*, but I really can't say for certain which game people are overall gonna say is angstier. Maybe *Our Life 2* because Cove being sad as a kid won't compare as much to like, all the struggles of being a teenager that come up in Step Two of *Our Life 2*. So, I guess that will be my answer, but I wouldn't be surprised if when both games are out, there are people who disagree on which one is has more drama and sadness and angst.

Hello! I hope you are doing good! I was interested to know if there was a future option to have your MC pursue an instrument similar to joining ballet with Qiu in Step One! Will that be in the game?
Yes, in Step Two you can choose to be learning an instrument as an extracurricular in school and be part of band, or just as a hobby. But if you're not actually in the band with Tamarack, then there won't be any scenes of you going to your own music lessons. Unfortunately, most of the hobbies won't have entirely separate scenes based on them, and it'll mostly just be flavor text stuff.

Hi! I hope that you and your team have been well. I'm curious what the adults think about Step Two Qiu's personality shift? Do Opal and the Baumann's view them as a potential negative influence to the MC and Tamarack?
No. None of the adults view Qiu as a potential bad influence. All of the adults you meet besides Opal have known Qiu since they were born, basically – or literally! – so they're not going to see them going through this difficult time and be like, "Oh, that's a bad teenager" or something. Mr. and Mrs. Baumann mostly think it's a real shame to see them so unhappy and fighting with their parents. And they don't want that at all. And they don't like that Tamarack and Qiu aren't really friends anymore. They wish they would get along again and be able to be happy. They don't know exactly how to achieve that, but they wish that was the case. And then Opal, she's not as surprised. She feels like it's not unreasonable or that unexpected that they would be struggling with many

things and therefore not be in the best mood or have the best attitude. But she does hope that Qiu will eventually be able to get to a better point, and also again be happier than they are now.

Hi, thank you for creating this amazing game/project, haha. *Thank you.* **This is my first time asking a question! In Step One of N&F, it kind of seemed like Qiu had an artistic side to them, but at least in my playthroughs of the beta, it was never really directly addressed/confirmed whether they are "an artist" or not (whether it's a dedicated hobby or just an occasional thing). I'm an artist myself, so my interest was piqued haha. And if they did have an artistic streak/interest in Step One, does that continue into Step Two and beyond? P.S. Thank you to David for the transcripts! I rely on them very much.**
So, Qiu is definitely a doodler and likes to make cute little drawings on their notes, but they would never sit down and just try to do like an art piece. They wouldn't draw anything from real life. They wouldn't try to draw something they just imagined. It's definitely something they do to not be sitting still– they'll doodle something, or if they feel like something looks too empty, they'll doodle something to put it in there. If you're talking about how at one point in the beta, they get art supplies, they're mostly just bragging about having something that's good quality and kind of more special than might be expected for their age. And it's not specifically because it is art supplies.

I was curious if during Step Two, if someone was bullying you or threatening to fight you in some way, how would Qiu react if they were there? Would they take you away, yell at the person, raise a fist, etc.? And then to add on to that question, if Qiu was involved in an altercation, would they be capable of beating up or even just punching another person who was their age? Or would they be the type to run away? I guess I'm trying to figure out Qiu's capability for violence in Step Two lol. Also, keep up the great work, GB!
Thank you. Step two Qiu is really not prone to physical violence or even really yelling. They don't raise their voice very much at all, even if they're angry. They're definitely more prone to cold cutting remarks and leaving, turning their back on someone or a situation rather than continuing a fight. So, if the MC was involved, they would try to get them out of that situation and probably say something mean, but wouldn't really kick up this massive commotion over it. If they were involved in a physical fight against their will, Qiu is definitely more the type to push or kick or even slap, rather than be like throwing

punches. They don't know how to throw a punch. If it was a real fight, I feel like they'd at most be able to hold their own. And maybe if the person wasn't that serious about it, they'd back off first or it would end in a draw. It's very unlikely that Qiu would unequivocally win a physical fight and actually have beaten someone up.

Hi! I've been playing a lot of role-playing games recently, so here's my question for the month: How would Baxter feel if he was put into the role of a classical "Chosen One"? Somebody in charge of saving the world. In OLBA, he favors supporting others over taking center stage, from what I can tell, so I'm really interested in what would happen if he was given this immense responsibility he didn't ask for and can't run from. Thank you.

Well, he definitely be the typical "reluctant hero" who tries to resist the call to action and ends up going along with it because he has no choice. And he'd probably go on a journey of self-discovery and eventually, with the support of whoever else was with him on this journey, he would hopefully save the day in the world, and be a little bit more confident in his own worth as a person.

Hello! I apologize if you've answered this before, but I was wondering if the non-romanceable characters in both *Our Life* games have canon sexualities? I'm specifically curious about Liz, but thinking of this question made me wonder about the others. I hope you have a great day.

Thank you. That is kind of a lot of characters, so I won't be able to list all of them. I can say that Liz is straight, but she's someone who very is strongly against the concept that romantic relationships supersede all other relationships, and that if you are a woman, you need to pursue a man or you don't have value or you failed. So, she definitely prioritizes family and friendships over finding a romantic partner. But if she was to date someone, it would be a guy. And then Mom is a lesbian and Ma is bisexual. Lee is also bisexual. Cliff is gray-romantic and gray-sexual, where he doesn't really need to pursue that kind of relationship and likely won't do it again after his divorce, but he wasn't completely against it with Kyra. And Kyra is another straight lady. Terry is straight; Miranda is asexual; Jeremy and Shiloh are straight; Jude and Scott are both gay; Gregorio and Irene are straight; Nico is also straight; And Jorge is bisexual; And Xavier would probably identify as pansexual. And I think that's everyone for *Our Life 1*. And I'm not gonna go into *Our Life 2*, especially because there are a lot of characters who don't have canon sexualities decided yet, since I'm still working on a lot of the Step Two

content, and I didn't come up with it during Step One when they were just little kids. So, I'll just leave it with all of that.

Hi. I hope you and the team had a great month and thanks for the hard work. *Thank you.* **I never ask questions, but I had a few stuck in my head for months about *Our Life 2*. Sorry if the questions aren't well formulated. English is not my first language 1. So, this might be silly, but which characters would the Step One OL2 leads choose while playing *Mario Kart*? I remember getting my DS in 2010, and that reminds me a lot about them. I imagine my MCs having a DS and letting Qiu and Tamarack borrow it or play it together by turns.**
So out of the options available in *Mario Kart DS*, Tamarack would like Peach, Daisy, Yoshi, Toad, and Bowser. And Qiu would like Mario, Dry Bones, and Shy Guy.

2. This might be a spoiler; if it is, feel free to skip this question. I realized that if the MC considers in Step One, any of the OL2 two leads to be the prettiest person they've ever seen, they can still think that in Step Two. But if the MC goes from crushes to neighbors or friends to neighbors at the beginning of Step Two, they will not consider any of them the prettiest anymore. So, could this change in the next Steps? Could they consider them the prettiest again at some point?
Yes. If you go back to having a positive relationship with them, you can say that they're the prettiest people again.

3. How would Qiu react to MC calling them by their name in another language as a nickname? For example, most of my MCs called Qiu at the beginning of Step Two "Otoño" or "Otoñito" (that's just "Autumn" and "little Autumn" in Spanish). Would they think that's nice? Or kind of weird? Or they wouldn't think too much about it?
They would think it was nice and cute if you were friends or crushing. They would think it was kind of weird if you were just neighbors and didn't have a very good relationship. They'd be like, "Why? Why are you giving me nicknames? We're not friends".

4. Is there any possibility for the OL2 MC doll to include facial hair customization in later Steps? I wouldn't say like a full beard, but like a moustache or something simple.
I can't guarantee it, but I would say it's probably likely.

5. Now here is a question for Baxter. In other Q&As, you let us know that Baxter will be the MC and Tamarack/Qiu's wedding planner. It isn't funny for Baxter that he keeps planning their past love interests' weddings? Because my main MC in OL1 dates Baxter in Step two and marries Cove in Step four. And my main MC in OL2 is going to marry Qiu in Step Four. He probably doesn't care, but isn't it funny that it happened twice? Idk, if it happened to me, it would be a funny anecdote.

So, Baxter does use the fact that he is a wedding planner to help plan the wedding, but he's not officially their wedding planner or the only person who is involved, and they're not paying him or anything. He's just doing them a friendly favor and offering them advice and helping them understand the type of things they'd need to consider. But generally, yeah, he is there and he is involved. And he does think it is pretty funny in kind of a sad way. He tries not to let it get him down too much because, you know, part of him thinks it makes sense that this would happen. But it is a little sad, but it also is a little funny.

6. I think you explained this in another Q&A. Correct me if I'm wrong. Is the game able to acknowledge if the MC is treating one of the OL2 leads differently? For example, if the MC is rude to everyone but only nice with Tamarack, or if the MC is polite to everyone but is only rude to Qiu, could the game realize this?

Not really. There's a lot of ways that you can act, and it would be very difficult for the game to track and acknowledge if it's different for all the other characters and only applies to one specific character. It would also be hard to officially decide that you're only ever rude to this one character because there is an overall trait to be rude, but then there are also one-off choices where you could have been rude. So, I don't know if we can confidently say that, "yeah, you're never nice to anyone other than this one person", or "you're nice to everyone but this one person". It would just be too difficult. It's really only characters can acknowledge broadly if you're only friends with one character, and you don't consider anyone else a friend, or you're friends with everybody, but you're not friends with this character. So, it can only apply to your official relationship standing, rather than any kind of treatment.

7. This is probably me because I didn't understand, but in *Our Life 2* Step One prologue, when Renee is getting Baxter and the MC stays with Qiu and Tamarack

in the classroom, we can choose to ask Qiu what they had written in the note we picked earlier that they lost. They explain that it's for their mom and that they're trying to help her with things around the house, but she doesn't need any help because she remembers what she has to do. And then Tamarack says, “Oh, she's a good mom!”, and they, like, get embarrassed and apologize for being dumb. I didn't understand that interaction. Why are they apologizing? Why do you think they are dumb because of that? I get that Step One Qiu is self-conscious and more sensitive than they let other people see, but I still don't get it.
It's because Qiu is bragging about how great their mom is in front of Tamarack, whose mom is nowhere to be found. She is not with Tamarack, and Tamarack had to go move in with her grandparents. And that just happened. And so, Qiu feels like it's pretty bad timing and pretty rude to be bragging about their mom after just meeting this girl who is having this unusual situation in her own family.

Hi, thank you guys for hosting these Q&A sessions and thank you, David, for the transcriptions. As a deaf fan, it makes it a lot easier for me to follow along, especially when I don't have my aid on. This is my first time joining one of the Q&A's, so I'm super excited. But feel free to ignore any questions that have already been asked and any you don't want to answer. No pressure to answer any of these at all. It means a lot just to read the other questions asked. *Well, thank you very much. I'm glad you enjoy the Q&As.* **First off, I was wondering how some of the *Our Life* casts would be with a user (presumably MC) that was hard of hearing or deaf in some form? Is there a possibility any of them would know/learn sign language (perhaps even with the MC, if MC is someone who doesn't know it already)? Or just interact with in general, really; like if they were suddenly unable to ‘hear’ in a publicly crowded area or something? I'm mostly curious about the love interests from both games, but anything works!**
So, none of the leads would be fluent in sign language if it wasn't for the MC, and they didn't know the MC for years, and learn it in order to communicate with them. Maybe Derek or Baxter might know a few basic signs, but they’d definitely have to know someone in their life, like the MC, in order to really learn how to fully communicate through sign language alone. But they would be willing to learn and talk to the MC in the way that's best for them, if they had an MC in their life who was deaf or hard of hearing. For the most part, I don't think they would be different with that MC than they would with any other. They would accommodate them and support them as they need to and as

best they could. But that's the same as what they would do for any other MC. So, it would be the same kind of relationship, but with just some different specifics in how they are able to help and interact with the MC.

Also, I was wondering if there is anything more about Kyra's life back in Nevada, or at least when Cove's not around. I admit I quite adore Kyra, despite her not being a love interest. She's someone that's close to my heart and I love how she's written and portrayed. Or possibly even more about her, possibly from before Cove was born, if you have any idea! Also, I've been wondering, would she perhaps have ever experimented with her orientation in the past, or has she always been a bona fide ally? I'm curious about her in general, sorry!
You don't need to apologize! Kyra has always just been an ally. She's only ever been interested in men, and growing up, she probably had phases in her life where she was very male attention-focused. And then she probably had periods of her life where she wanted to swear off all men in romance. And as she's gotten older, she's reached a better middle ground. And I feel like growing up and then like before the game starts and then after the game has started, she went through periods where she was probably more academically motivated. But then as a later teen and young adult, I feel like she probably doubted her own intelligence and ability to do anything. And then it took until she was older and a mother that she started to believe in herself again and pursue her own interests and education more. And then she did end up getting a degree and being able to work as a journalist. And her life in Nevada involves a lot of traveling around to different locations in that state and also nearby states, and writing up about the places. And she's able to spend time with her own family and make new friends. And so, she's living a good, well-rounded life out there. But she does wish she could have Cove around more.

A self-indulgent, obligatory birthday question since it's coming up for me (for me to ask, but like before, you don't have to answer this): How would the *Our Life* love interest from both games, if possible, celebrate MC's birthday? Generally, is there anything special planned at all, if that makes sense? Sorry, for some reason, I couldn't quite figure out how to word this in the end. I hope you're having a great day, and thank you for taking the time to read this. I hope the month treated all of you guys well!

Thank you, and happy belated birthday! Or maybe it's still an early birthday. But unfortunately, there isn't really anything specific that all the leads would do for every MC and every Step. It would depend on their age and the relationship they have with that specific MC, and the type of things that MC liked. You know, Baxter would plan this big fancy party for the MC if it was an MC who liked to keep things really low key and preferred to spend their birthday just having dinner at home or something. So unfortunately, I can't really give a very specific answer, but they would certainly try to do something nice and something suited to who the MC is as a person and suited to whatever capabilities they have at that time in their life.

If JB is from Oregon, is she also from Golden Grove, and if so, was she there around the same time Pran was?
JB did not ever live in Golden Grove. She lived in a different part of Oregon, but she was living in Oregon until she moved to California to go to Saint Sara Belle in her second year of high school. So, from birth until then she was in Oregon. So, she wasn't Oregon during the time when a lot of the *Our Life 2* stuff was happening and when Pran was there.

Hi GB! I saw some super cute fanart of Cove's first kiss, and it got me thinking. Have you thought about or made any plans for your first kiss? I'm not asking when it will happen, or for specific ideas (not that I don't want to know; I'm sure you'd want it to be a surprise). I'm just curious if you have any ideas in mind. Also, will we have any more cutscenes in Step One, like in "Wheels" or "Walks"?
So, I'm assuming you mean your first kiss in *Our Life 2*. And yes, I have already written some scenes about that, and I guess part of it depends on if you mean first kiss, like anywhere on the face or specifically on the lips, but there are different options. As for the cut in images, there are other CGs in the DLC Moments, and then there's a CG at the end of Step One, and then Step Two will have CGs in the opening. Step One, a CG for each of them in a base game Moment, a CG for each of them in a DLC Moment, and then a CG at the end of Step Two. So that's basically how it's going to work for all the Steps.

I love this game! Can't wait for it to be fully released (I can't even wait till the next beta update, and I know it's going to be good). I have a question though. Are you planning to add a more mature look to the character creator for later Steps? The

one we got is super detailed and amazing, but something about the look makes it hard to picture the character as a 18/22-year-old. If not, that's completely okay. I get it's just to get more creativity with your character and has some points in dialogue, I was just wondering! Thank you so much for reading this! Super ooper excited for this entire game and everything!

Thank you very much. So, your character icon will never look that old. Like, you could look to Mrs. and Mr. Lin's icons and maybe later on they'll be like faces and eye shapes that are more like theirs, rather than being a bit bigger and softer like the current childhood options. But even their icons are still very cutesy. I doubt we'll add in options that make the icon look like Mr. and Mrs. Baumann, because they're grandparents and that might be going a bit too far into looking old. So, it'll always just be pretty cutesy, but we might have options that are at least more equivalent to people like Mrs. Murray or Opal's icon.

This game has made such wonderful progress this year. It's awesome to see. Now on to my questions. 1. It might be too early to answer this, but do you think Baxter would be the wedding planner for the Our Life 2 wedding DLC like in *Our Life 1*?

Well, I did already talk about that in an earlier answer. He is there and helping, but he's not the exclusive wedding planner like in *Our Life 1*. You won't be going to his office and talking only with him about this, but he will be there and he will offer his expertise on the matter.

2. And I don't know if you've answered this already, but does the OL2 cast have a dream job in Step One and Two? And if so, did they stay the same job or different jobs?

So, I did answer this about the kid characters in Step One. Tamarack wants to be Santa Claus; Ren figures she'll probably just be a teacher; Qiu wants to be like a CEO or a pro mountain biker; and Baxter, he wants to invest and have a diverse portfolio of assets. And most of those change in Step Two. Well, probably all of them change in Step Two, but I haven't 100% decided what they'd all want to be when they grow up. I'm still working on Step Two.

3. What are the OL2 two main characters sexualities?

I mentioned that in another ask, and I can't really answer that right now, unfortunately.

4. Is there a specific item that reminds Qiu and Tamarack of the MC, or an item that they associate with the MC?
Well, I guess technically the icon you choose to be your sticker is something that the game associates with your MC, and therefore it could be something that the leads associate with the MC. The game just assumes if that's your sticker, then it's something you like. So, if you have a bug sticker, then the characters might associate you with liking bugs, even though it doesn't really come up in the game. You know, that's something that you can use in your own fanfictions if you want to.

I'm loving the game so far and can't wait for more updates to come. My question is just out of curiosity and sorry if you answered it already, but how much angst are we talking and how much jealousy will Qiu and Tamarack become? Like they argue all the time or they become almost possessive? It's okay if you can't answer fully.
They don't argue all the time and they're not that possessive. They will not be happy if you're spending more time with someone other than them, and they might make a displeased comment about it, but they're not going to somehow stop you from doing that. They'll just be pouting on the sidelines. And I'd say jealousy is a pretty regular alteration. You know, it's not all the time, it doesn't 100% change every encounter that happens, but there's definitely regular line tweaks or even full sections that are different if they're jealous.

I know the game is not fully done yet, but are you tossing around the idea of having DLC romance options in the new game as well, like maybe Ren or Guy?
I'm afraid not. There will not be any romance DLCs. I had originally been hoping to give Ren a DLC, but the game's just going to be too long and I'm just going to have to stop working on it when I finally finish all the Tamarack and Qiu content.

Also, will Baxter maybe return at some point? We know from the first game he fell out and still seemed to be out of contact with his friend group and still around his mid-20s. (Totally not having dreams of Baxter randomly showing up with majority of my MCs like "yeah, I'm in love and she/he/they convinced me to come back and catch up". I can't help it. Baxter is my favorite.)

So, Baxter will be in the adult section of the game. That's a spoiler outside of the Patreon, but it is something that's discussed here on the Patreon. But your MC isn't going to be able to show up, unfortunately. He can reference that he's made new friends, or even that he has a partner in California, but your MC can't appear in *Our Life 2*, unfortunately.

And then I'm sure this has been asked before, but since I'm newish here, are you planning to maybe give us a Baxter or Derek wedding as well? Thank you for making these games. Seriously, they're just amazing!
Thank you very much. But unfortunately, that's also a no. *Our life 1* has six DLCs and two bonus, uh, Moments here on Patreon, and I'm afraid we can't make any more. That's already a lot. And we spent many years working on that game and have fully moved on to *Our Life 2* at this point, so there won't be any new scenes or DLCs for *Our Life 1*.

Hope everyone is doing okay. Not sure if this has been answered or not before, but is there any specific reason why Derek was chosen to have a crush on the MC by default? I love that little detail and it makes the world feel so alive. I was wondering what the thought process behind it was.
Well, I'm glad you liked that. After deciding that Cove's story was going to involve Cliff paying the MC $20 to be Cove's friend, I wanted there to be some kind of angle and core concept for the side DLC stories as well. And the one I came up with for Derek was the ten-year Plan, since his DLC was going to take place in Step Two and Step Four. And I'd seen other things with this concept, "If we're not married by X age, we'll marry each other". And I thought that'd be a really fun, cute concept to have in a game story. And this was sort of an opportunity to do that because that time would actually pass. And so, I wanted that for Derek from the beginning. And so, it just made sense for him to always have a crush so that the deal can happen, even if you weren't crushing on him then, but were crushing on him in the future, so you wouldn't miss out on the deal if you started as friends.

Happy May, GB! I hope you're doing well and enjoyed your trip in April. I have some Baxter questions since it's his birthday month, if that's okay. *Well, thank you for the well wishes. It was a nice trip.* **1. How bad was Baxter in his rebellious bad**

boy phase? Like, was he the constantly partying, drinking, hooking up, sneaking out kind of bad? I've always been curious about just how wild he actually was.
So, he was not very wild when he was still living in Golden Grove. Once he was away from all of that and studying in Virginia for college, then he did get a lot wilder. I mentioned it a bit in an earlier ask where he did do some hard drinking and he would hook up with people and have one-night stands. I imagine he wasn't like the hardest partier of them all, but he definitely wasn't just sitting at home by himself every weekend.

2. Considering his route can get blocked if you say he's your first love, would Baxter be similarly taken aback by him being the MC's other firsts? First kiss, first boyfriend, first physically intimate partner, etc.? And would this change depending on the Step?
So, in Step One, he won't ask to date the MC if you say he's the first person you've ever had a crush on because he feels like you're just going to be disappointed if he pursues a summer fling with you. But you can still romance him later. It won't completely lock you out of his route. You just can't be going on dates in Step Three. In Step Three, Baxter also does not consider himself your official boyfriend, and he wouldn't sleep with the MC in Step Three either. He definitely keeps it as a fun and wholesome summer fling, where he is intentionally not as wild as he is during college parties. He definitely wants to leave a good impression in this small summer town that he's visiting. He doesn't mind being the MC's first kiss, but if the MC did start saying "he's my official boyfriend", he would decide to back out sooner than he does, which normally he waits until the end of summer to end things off. But he is just someone who is taking the MC out on dates for fun while he's there for the summer. But all of that changes in Step Four. He can become your real, proper boyfriend, and he is willing to do first experiences with MC, because he's committed and willing for this to be an actual relationship and a long term thing. It's not, again, he's not just being a suitor for a season, as he says.

3. Does the birthday boy celebrate his own birthday? It looked like he liked to plan parties, but not be the center of them. So, I was just wondering if he does anything for his own birthday!
It depends on his age. During his childhood years, he loved to have big parties for his birthday, and he loved to show off how he would get a bunch of expensive gifts and have the party set at his big, cool house, so he could show that off too. As a teenager,

he did still like to do some things for his birthday, but it's more just like a gathering rather than like a proper event with decorations and stuff. As a young adult, you know, 18, 19, early 20s, he does very little for his own birthday. He probably celebrates it only with himself and doesn't really share that with other people. He probably doesn't even tell most people when his birthday is. And it does take until his mid to late 20s to begin celebrating that with friends again. It takes a while for him to get comfortable with the idea of a whole day, and a whole celebration being about him again.

Thank you so much to you (and David!) for these Q&As! They've been the highlight of my months since I've joined, so thank you for the hard work you put in.
Well, thank you again. I'm glad you liked them.

Hello. Thank you for answering and feel free to ignore any if you don't want to answer. 1. I was wondering if there will be an option to turn off the actual voices of the characters when the game is fully done and their voice acted. Totally okay if not.
Yes, there will be separate volume sliders for the voice acting, and if you want to just set it to zero, you'll be able to do that.

2. This might sound weird, but if Opal was to date someone, what kind of person would she date?
She'd want to date somebody who's mature and very patient and understanding. Someone who she can talk to and have serious discussions with without it becoming mean or petty, or turning into yelling and shouting. And she'd have to be with someone who isn't trying to get officially married and mix finances and move into the house. She'd want to keep her own independence and them having their independence. And of course, the MC would have to accept them as well.

3. Step one Qiu seems very forgiving and nice. What would it take for him to dislike and not talk to someone? That's all. Thank you.
Well, they'd have to be and outright bully trying to make other people's experiences at school or playing around town bad for their own enjoyment, or to make themselves feel bigger. Anyone who is sometimes mean or might have a not very nice sense of humor, Qiu will still try to just get them to stop doing the bad things that they don't like, and

focus on doing the parts of them that are nicer and more fun. They definitely have to just be always wanting to fight, or wanting to pick on someone for Qiu to not talk to them and not want anything to do with them, and just consider them a not nice person all around.

Hi sorry I forgot to ask this, I'm sorry. But in Step Two, if you choose to be unaware of a crush on Qiu or Tam, are they unaware too?
No, they don't change their sort of situation with their own feelings based on what you choose. It's just a choice that's there so the game doesn't automatically treat the MC's feelings as very confident, and MC being certain. It just allows you to be more nervous, or to not want to admit to yourself that you like someone. But it's all internal, and it doesn't have anything to do with Tamarack or Qiu.

Hello GB Patch Lady! Thank you for opening the Q&A floor. I have been a Patreon for a while, but I've always been too shy to ask questions. So here we go. 1. You mentioned before that when picking to be best friends with Qiu in Step One, he won't exactly find it mutual because he's closer with Renee/Baxter at that point. What extent is the difference of the closeness/mutual feelings exhibited between being BFFs with Qiu versus just being friends with Qiu in Step One? What are Qiu's thoughts on us at that point?
So, in Step One, Qiu wants to be liked and wants to be helpful, and doesn't want a newcomer to be alone and ostracized and not knowing what to do. And that's why Qiu wants to be friends. It really has nothing to do with the MC's personality or interest. They want to be your friend no matter who you are, for their own reasons. But being a best friend does mean it is more of a stronger bond, and it's less about Qiu wanting to get to know you and look out for you, and more being confident in this friendship and that it has actually arrived at a point where it does really mean something. And it does matter specifically that it is the MC, and it's not like you could have been anybody and they'd still be doing this with you.

2. You don't have to answer if it's a spoiler, but in Step Two, we are given the option to join Qiu with ballet and Tamarack with band. Will there be options aside from this? Not expecting like a fully developed other club we can join, but like small flavor texts or even during the "Homecoming" Moment, could we possibly be a football player or cheerleader? Again, no need to answer this if it's spoiler-y.

I can't say that yes, you will be allowed to join different extracurriculars, including being on the football team or being a cheerleader, and there are alterations for that, if you do the “Homecoming” Moment, whether you're involved with that or just a student who can go to the game and watch, rather than being a part of it.

3. Is Tamarack's mom also German/German American? If so, can she and Tamarack's dad speak fluent German?
Nicole does have some German heritage, but not even 50%. She's mostly Greek. But Tamarack does generally consider herself German because her dad is fully German and her mom does have at least some German. So that's sort of the main aspect that she has in her genes. But Nicole can't speak any German, and Fred's German is very weak at this point. He pretty much stopped speaking German entirely as a child, and has never really pursued relearning it.

That's all, thank you for humoring me! Best of luck to your games.
Thank you very much.

Hi, you've probably gotten this question before, but I keep forgetting how to say Qiu's name. Is there a way you could help me remember, like how people have a way of helping them remember how to spell words? I just feel so bad whenever I play because I end up forgetting if I'm saying the name right or not.
Well, you could try to remember that though it's spelled with a Q, the sound is closer to a C-H. And sometimes it probably doesn't sound the clearest when I'm just saying it like part of a long sentence in these Q&As, but you can always look up a pronunciation guide on YouTube, and there'll be people saying it out very clearly and slowly. So that's another option that you can use.

Whoop! I've been waiting excitedly to join my first Q&A. I have a few more theoretical questions. It's obviously fine if you don't know yet, do what you want. For my character focused question: 1. You talked about how Qiu's parents might feel towards a rebellious/rude MC pursuing Qiu. How would Tamarack's Omi, Opa, and her parents feel about a rude/disrespectful MC?
Omi and Opa would think, “Oh, it's such a shame that this young child we met years ago now has such a bad attitude. They should learn to be more respectful and nicer”. But again, as I mentioned before, they wouldn't think that the MC is going to be a bad

influence on Tamarack or anything. They would just be shaking their head, and Omi might scold you about things if you try to take an attitude with her. Nicole and Frederick would not be impressed, and would hope that Tamarack had other friends that weren't so rude and disrespectful, but they'd mostly just stay out of it. They wouldn't try to talk to you very much or try to let you pick a fight. They would mainly keep their distance.

For the more theoretical/gameplay-y questions: 1. We only had two linked Moments in Step One. You mentioned in the game that there will be more in future Steps. Do you have any idea how many might show up in Step Two?
There's only two again. Each Step just has one pair of linked Moments.

2. I played through OL:B&A and thought the route where you both began dating and proposed to Cove at the end of Step Four was very cute. I was wondering if you're planning to have something similar for Qiu and Tamarack, or if you're planning to stop the player from proposing at a certain point, or you just haven't decided yet?
I'm not sure. I haven't decided yet. I don't usually like to take away things that were in *Our Life 1*, but that kind of silly progression does feel very cove specific, because he was someone who struggled to get to that point for a long time. So, I'm not sure if it would make as much sense to have a long time of no progression at all, or very hesitant progression, and then, once they finally broke past that point, they're able to immediately pursue dating and then marriage. So, I can't say for certain if I'll just include it because it's something people might be expecting, or if I'll leave it out because it is more unique to Cove.

2. If we have an MC who transitions before moving to Golden Grove, but does not come out to Qiu and Tamarack during childhood, will we be given a chance to come up later (EX: with Qiu when discussing their identity before starting to date one of the LIs, etc.) or is it assumed that we came out to them off screen between Steps One and Two?
The end of Step One does give you one more chance to come out about that on screen, but to keep it simple, it will just be assumed after that that they do know, because it would be a lot to have to consider for every Step going forward whether or not they know that. So, they will just know that before the start of Step Two, either because you

do it as soon as you meet them, or at the end of Step One, or because it happens in the in between section

4. Do you plan on writing more non-male LIs like an OL:N&F, or are you focusing on more male LIs for future projects? Thank you so much. I really appreciate you (and David!) putting together these monthly Q&As for us.
Thank you very much. My next big visual novel endeavor will be Project W. There's a little bit of info about it here on the Patreon, and that game has three love interests and one of them is male. The other two are not.

Hope you, David, and the rest of the team are doing lovely this month! Skip whatever is always: 1. When conceptualizing and designing the characters, how did y'all go about deciding what type of style/aesthetic to assign each? And may I just say that I especially like Tamarack, Qiu, serenity, and Vianca's designs. The dichotomy between Qiu and Tamarack's styles go without saying, but I also want to give you flowers for the contrast between Tamarack and Serenity's style. Though both are quite romantic and sort of vintage, Tamarack seemingly has this cottagecore/coquette/soft aesthetic going, whereas Serenity adopts a more gothic/macabre/somber aesthetic. I also like the contrast between Qiu and Vianca's style, which I'd assume corresponds to how their personalities contrast with each other's as well, with Vianca having a more formal academic style, and Qiu adopting a more so casual/lax style.
Well I'm really glad that you liked the designs. In *Our Life 1*, I mainly chose designs based on being fun summer clothes, and I was more concerned with making sure that the character outfits weren't too similar to other characters, because summer clothes can be a little bit same-y since it's hot weather and you don't have like a bunch of layers and accessories to distinguish things. But for *Our Life 2*, my goal was to try and make the clothing more of an extension of personality and their current values and priorities. And I wanted that to be distinct and unique for each character. And their personalities were partially designed by the type of design I wanted to have for them. Like, Vianca's personality was partially decided by wanting to have a character who is more uptight and academic during Step Two, and someone who is not very feminine in how she dresses, in contrast to someone like Tamarack, who goes for very girly options. So, the side characters were definitely designed to be complementary to the leads, and the two

leads were designed to be different, yet complementary to each other. And that's sort of how the different designs kind of came together, level by level.

Hello there. Have lurked around for a while now, but finally decided to pop up. Hope you are doing well. *Thank you.* **1. Would either of the OL2 leads (so Qiu and Tamarack) be considered a sweet tooth at Step One? If so, would that change over the course of the Steps Two/Three/Four as they age?**
Both of them definitely like candy and desserts and sweet drinks. Tamarack is more of a sweet tooth than Qiu, but that's not saying much because they definitely are at that age. Qiu basically swears off all sugar during Step Two, and Tamarack is still someone who really likes sugar, but is trying to limit it more and not be as sugary as she was as a child. Goals are more to be healthier, and secretly like she would like to lose weight because she does feel bad about her size at that age, while Qiu doesn't really factor in the taste, and more has a hatred towards the concept of sugar and something that seems childish and unnecessary and bad for you. And so, they don't care whether they might actually like it if they tried it, they just hate it on principle and really won't have it. But both of them do gradually have a better relationship with sweets once they're older, and do just let themselves enjoy it. Qiu is still more into sweet and bitter, or sweet and sour, rather than pure sweet, and Tamarack is more of like a true sweet tooth

2. What would Qiu and Tamarack's favorite (and least favorite) type of candy be? I vaguely remember Tamarack giving me a lollipop in one of the scenes, but I'm not sure if either of them have ever stated their preference regarding candies.
Tamarack likes fruity and gummy and chewy candies, most while Qiu likes chocolate and things with chocolate like chocolate and peanut butter.

Hiya, GB. First off, want to say: thank you for what you do, especially in such scary times. These two little goobers have invaded my life and refused to leave, lol. *Well, I'm glad they bring you some happiness.* **On to the question: I've been wondering since I first played the game which way MC enters the forest in the prologue. The dialogue suggests that Tamarack throws the plane from the right side of the road, so I assume if MC is walking away from the fence of their home, they'd get to the fork in the road from the left side of the neighborhood CG (the side the Lin home is on), which is on the MC's right. Am I right in assuming this,**

or have I just not read the dialogue correctly? If I've got it wrong, would you be able to shed light on which way MC heads to get to the fork in the road?
So, this is a little confusing because you, as the player, are looking down into the neighborhood at the houses, but in this scene the MC is facing the other way and looking towards the road leading out of the neighborhood. And so, when Tamarack throws the plane, it is from the right, but it's coming from the Lin's side of the street. But if you're looking at the houses straight on, then Tamarack's house is on the right, but because the MC is turned the other way, Tamarack throws it from the right, which leads the MC towards walking to the edge of the forest along the Lin's house. And then they go down and they leave the neighborhood and end up finding a path. And so now they've left the neighborhood, and if they go down the right path, it leads back to the neighborhood and loops around to go into the Lin backyard. And then if you go left, it takes you deeper into the forest and further away from the neighborhood. And that's because in the forest, the MC is essentially to the side of the neighborhood street. Rather than facing back or forward, they're facing towards the west, I guess

Hi, GB! I have an oddly specific question that you may not even be able to answer, and if not, that's okay. I listened to "Forest", and I couldn't help but notice that around the 31 second mark, there's a small section of the piece that sounds very similar to a section from the song "To Zanarkand" from *Final Fantasy X*. Again, I'm not sure if you can even answer this, since I know that you did not compose the music yourself, but I just had to ask if this was a total coincidence or an intentional homage (which would be really cool, if true!).
I'm afraid I don't know. If the composer did add that in as a reference, it would have been 100% his choice. I've never played *Final Fantasy X* and I've never heard that song, unfortunately, so I would have no clue even if it was; even if it was exactly the same, I wouldn't have figured that one out.

If you can't answer this question, I would like to instead ask another what would be the OL1 and OL2 leads' favorite films or genres (and the jerks and JB too, if possible). Again, thank you for your time, even if you can't answer one or both of these questions. And thank you for your hard work and dedication. Also, I am a big reader, so thank you to David for the transcripts.
Thank you too. So, the favorite movie genres for *Our Life* characters depends a lot on their age. Obviously as little kids, they're not going to be watching the same stuff they

watch as adults. But assuming we're talking about their young adult, early adult ages, Cove isn't that much of a movie guy. He'll watch kind of any genre, but he doesn't have particular genres that he would want to see. Derek, he likes comedy and action stuff. Baxter is into more like drama and thriller and mysteries. Tamarack and Qiu, I can only really answer for when they're kids, and both of them mainly like exciting, fun adventure movies, usually animated ones. And I also remember that Pran will only watch animated movies at all ages. He refuses to look at real human actors because he hates people. And I also know that Nate really likes kung fu and martial arts movies. And I don't exactly remember what all the other jerks really liked to watch. Shiloh probably liked the superhero movie craze that was happening a couple years ago at this point, but was very popular back in the day.

I've been following the development for a bit now, and I can say that you are doing a fantastic job on the story, characters, artwork, music, pretty much everything about it. *Well, thank you very much. I do the writing, but I don't do artwork or music. There's other people on the team besides me.* **So, here is my question, although I'm not sure if it has been asked yet. Will disabilities be added to the game that you can have the protag have, or at least some disabilities? Like for example if they use a wheelchair, or are deaf and require hearing aids, or need a cane to walk, or be partially/fully blind, that kind of thing.**
Unfortunately not. Because the game is so large and takes place over so many years, it would be very difficult to add even one disability and have it authentically represented. And then it would just be really unfair if there was one single disability that was actually featured in the game, like using a wheelchair, and then nothing else was even minorly mentioned. But because we can't commit to doing multiple disabilities and having them be fully fleshed out, and having all the alterations to every scene throughout the whole game, we just are not able to add that as a feature. Because I'd rather not have a feature, as opposed to including a feature, but doing it in a way that's going to disappoint most people and make them wonder why it wasn't better, or why they were left out when other people weren't. But when I say we just aren't able to add that kind of feature, it makes it clear and more understandable.

One other question I do have. Will there be an option to have the protag be mute? I think it would be pretty interesting and also diversify the experience players will have while playing the game. I think pretty much every decision you can have the

protag not say anything, but the protag still talks outside of those decisions. I think it will be interesting if there was an option where you can have the protag be mute and have the protag not say any word entirely.
Unfortunately, for the same reasons above, the game will never officially diagnose the MC as being mute. None of the characters will call the MC mute, but you can just make the choices to not say anything. And I think there's only maybe a couple instances in the Prologue where the MC speaks automatically. Otherwise, if you never have your MC speak, the game just adjusts to remove automatic phrases that the MC would otherwise say.

Only joined the fandom recently, but I have to say I am completely invested! Only real question is when do you think *Our Life: Now & Forever* will complete production (excluding DLCs)?
Thank you. It's nice to know you're invested. We won't be able to release the base game until next year, but it should be within the first half of the year. I can't give a specific release date yet, but we'll see once Step Two is fully complete, and then be able to be in a better position to make an estimate on when the full game will come out.

Ooh, and this one's just out of curiosity, but would you all ever consider revisiting OLBA? I know the last major update was in 2023, but I'm just curious. That's all, and good luck on the production!
We may go back in and fix some more small things, maybe do some extra little quality of life updates for *Our Life BA*, but I'm afraid we won't ever make more DLCs or expand the base game even more with more content. For all intents and purposes, OLBA is considered a complete story and experience.

Hello, I hope you are doing well. *Thank you.* **I wanted to ask what Baxter's opinion on orchestral concerts were during the different Steps. Since he does ballroom dancing (to what I assume is classical music), would he find concerts enjoyable or would he find them boring? I could imagine him finding it uninteresting during Step One and maybe find it quaint in Step Two. Would he enjoy more in Step Three/Four, since he would get to dress in a fancy suit for a fancy concert hall?**
He would enjoy concerts less when he was younger. He does like classical music. He does do the waltz to it, but having to just sit and listen would be pretty boring for him. He'd probably be tapping his foot and sighing, feeling impatient and uncomfortable to

just be listening and doing nothing. But as he gets older, he would appreciate the experience of going to the theater and listening to a concert for its own sake rather than having to be dancing and showing off to it.

Hi, GB! I hope you and the team are well. Thank you for such wonderful games and all your hard work throughout the years to make such lovely games. *Thank you very much.* **I wanted to ask, do you get writer's block, and if so, how do you overcome that?**

I do experience writer's block where I can't work on the thing I had wanted to write on and intended to and scheduled to work on, or I feel like what I'm doing isn't good, even though I am doing something. I've never experienced writer's block where I couldn't do anything at all. So, usually if I just don't have any ideas for a Moment or a specific scene, or I think there's some kind of problem or I feel like it's repetitive or redundant, or just otherwise not good enough, and I can't come up with a way to fix it, I usually just try to come up with something else to work on. Or I sit there and I essentially brainstorm, where I think about what I want this to be, and what I think the problems are, what I think it does have, what I think it's missing. And then I'll go through this big notes document I have of just random miscellaneous stuff that I would like to have in each Step, and I'll go through it and see if maybe something in there is kind of a missing piece that I could put into this to have it be better. And I just write down all the stuff I'm thinking about. It's obviously stuff that will be deleted later because it'll just be bullet point lists, but I do still count that as drafting and brainstorming progress. But if I'm really unable to work on something, I will try to come up with a different thing to work on. I'll either skip that scene and go to the next scene, or I'll do drafting instead of script writing, or I'll do script writing instead of drafting new scenes. Or I'll work on an entirely different Moment that I wasn't supposed to be working on at all. But I think it's better to make some kind of progress than no progress at all, or to feel bad that I'm not able to do what I thought I was going to be able to do, and instead feel good that I got something done instead. And so far, even the worst difficulties, where I feel like I have no ideas and I have no idea how I'm going to continue on or what the next Moment is going to be, sooner or later I have always come up with an idea; I've seen the light at the end of the tunnel, and have been able to continue. And that actually just happened very recently, where I was having a lot of issues with the two linked Moments for Step Two, where I knew generally what they were supposed to be, but I kept having issues with it. And I felt like I'm never going to be at a point where I can actually work on these and make

them a real draft and then a real script. But I did finally get past that, and I'm able to work on the drafts now. And that was the longest I had ever been stalled on something, where I had thought of the initial concepts for the linked Moments many months ago, and just kept having to do other Moments instead. So, it's actually been a big relief this month to have gotten to a point where I feel more confident about those two Moments.

Also, what gives you inspiration for the plots of your games? I've recently been inspired to try my hand at writing a visual novel of my own, but I'm a little lost on where to start, haha. Thank you again for all the joy you and your team always bring!

I definitely like to make the kind of games that I would like to play, or that I would like to see. And I like to make games that I feel are kind of a challenge for me, or that are not a challenge, and are 100% suited to my own strengths, depending on sort of the point in time in my life that it is. The earlier in my career I was, the more I leaned into my strengths in order to finish something, rather than really getting out of my comfort zone, when making games was already getting out of my comfort zone. But the longer I've been in it, the more sort of ambitious I've been, and the more things I try to aim and strive for that I haven't done before. And for my games, I usually come up with a genre and a feeling and a specific setting or season that I want to portray. And then sort of like plot and characters come after that. The *Our Life* game was wanting to do a story about growing from childhood to adulthood, and specifically, I wanted it to be during summer and in California because I grew up in California. And so, I designed the characters and the story around those other things. And personally, I like to think that the concept of having a vision of what you want is a skill itself. Having hard skills that allow you to create something are obviously skills, but I think learning how to have a vision and being able to get more and more specific with the visions you have, it is a skill and it is something you can get better at. And at first, you just have to maybe start with a vaguer idea. And maybe in the end, the first story you come up with is very similar to other things you've seen before, and you've taken a lot of inspiration from another game, and your main vision is “I want my game to be like that game or like that movie”. And that's not a terrible thing. But the more you make stuff, the more your own vision and intention can become sharper, and you can get to a point where you're like, “I know, like basically what every single dialogue line is meant to be doing in the story and how I want it to be impacting the player”, and all sorts of things. But you shouldn't aspire to be doing like that level of granule intention setting from the start, but it is something you can get

better at. For now, I would just suggest taking inspiration wherever you can get it, and not feeling bad if you feel like it's not original, or you don't have a strong theme or symbolism or something, and just do what you feel like you want to do and keep pursuing what it is that you want to do. And then, check in if you feel like you are achieving what it is that you wanted to do, or if maybe you've lost the plot along the way.

Hello! I was just wondering what type of gift would Qiu and Tamarack make/get for MC in Step One? Either from his birthday or another holiday for example. I have a feeling that both Qiu and Tamarack would make something for MC, but I'm not entirely sure and wanted to hear your thoughts.
Tamarack would be more prone to making something or trying to find something in nature that would make for a cool gift. For a birthday or holiday, Qiu would probably want to buy the MC something, and what they would get would depend on what the MC likes. If they ever mentioned that they wanted a specific toy or game, Qiu would have remembered that – or really, they would have written it down and then looked for that note to remember what it was – and then ask their parents to buy it for the MC.

Another question I have is what is Tamarack and Qiu's favorite flowers, if they have any? Also, I hope you're doing well and thank you for all your hard work!
Thank you. Right now, I haven't decided a favorite flower for either of them. Having a favorite flower, and that being a meaningful thing, was very central to Cove, and so I'm not really repeating that with Tamarack and Qiu. They probably do have a favorite flower, but because it's not central to their story, I haven't sat down and officially decided what it would be yet.

Hello! Thank you for your continual hard work. Please stay well. I was just curious about a couple little things: In OL1, a lot of the characters end up bowling, especially in Baxter's route. But our sweet Cove is never around for these events. So, I was just wondering, how would he fare at bowling?
Cove is pretty good. He's not an expert, but he gets strikes at least a couple times a game, and he does think bowling is pretty fun.

On a similar note, Tamarack was dropping cashews for the boys club to catch, but if she were catching, how would she fare against the others?

She'd do pretty well against Ren and Qiu because she would use her hands. She'd probably think it was silly that they're trying to catch them in their mouth. She'd be like, “No, no, you can catch them more easily with your hands and then you'll get a lot!”. But Baxter would probably do better because he's taller and has longer legs and is more coordinated because he's older. So, she likely wouldn't have beaten him.

And Qiu seems very happy about [a detail from the beta that I've removed]; how much is art of interest to them at that age?
This is similar to that question about Qiu being an artist from before. They do like what they got, but not specifically because it's art supplies, and they mainly just enjoy doodling and don't see themselves as an artist.

Also, I'm not from the part of the country OL2 is set in, and because summer is coming up, I wonder what type of weather Golden Grove has during the summer? Feel free to skip any questions if it's too much! Have a great month!
Thank you very much, you too. Oregon summers are typically pretty dry. There's not a lot of rain or humidity. And it gets warm, but it's not super scorching hot usually. There are definitely other places in the US that get way hotter. So, the main thing that sets it apart from other Oregon seasons is the fact that it is dry. There's not spring or fall rains or winter snow. It's just warm and dry.

Hello, GB! Wish you well, and hi, David! First of all, I wanted to thank you for the work you put in both games. These games have been a light through dark days, and I cannot thank you enough for the joy they have brought up on me. *Well, thank you very much. I'm glad they brought you joy.* **My question is more related to your creative process, and sorry if it's already been answered before. Has any other medium inspired you during the creation of the Steps or the overall feeling in both stories? Be it TV shows, movies, books, or even other games. Thank you.**
Yes, I have been inspired by other things to create the *Our Life* series. A big inspiration for me is the *Harvest Moon/Story of Seasons* game series. I really love those games, and I like to have that overall kind of vibe of just living in a quaint place and getting to genuinely live your life. I also like the charm and slice of life experience of the *Tokimeki Memorial* games, which I've only ever played fan translations of, and mostly the girl side games. I played those growing up as well, and I always thought those were charming, where you're living through multiple years of your life in high school, and you're just

getting to know the characters and going to clubs and trying to get good grades and stuff. And I just liked that was also a nice life where you just did what you wanted to in this specific location in the normal world.

What are Serenity and Vianca up to in Step One? Do they live in Golden Grove/go to the same school as MC and the LIs? What are they like as kids?
They do live in Golden Grove and they do go to the same school, but not in the same class. I haven't decided exactly what I want them to have been like as kids, so I won't give a firm answer here. It's possible in Step Two or Three or Four, they'll mention what they were like as kids. So, I'll leave that unanswered for now.

Cove Likes poppies in OL1; while I imagine there's no specific flower with sentimental value in OL2, do you have an idea of what kinds of flowers Tamarack and Qiu would generally like?
Unfortunately, no. I have not decided that right now, but I imagine both of them would like flowers that bloom during fall. Also, it'd be pretty on brand for Tamarack to like apple blossoms.

Qiu and Tamarack both have consistently longer hair, with the shortest being shoulder length (which I assumed was intentional as a contrast to OL1). Would either of them ever cut it shorter? As in traditionally masculine/pixie cut length.
I'd say almost certainly no, unless they wanted to be like really wild and do something totally different, and only temporarily, for as long as it takes to grow out again. They wouldn't ever maintain a really short hairstyle to intentionally keep it super short. Both of them do prefer either more feminine types of haircuts, or at most more androgynous style haircuts. Neither of them would really want to go for something clearly masculine.

We know Tamarack is a cis woman, but I'm curious if she ever has a period of questioning/considering her gender identity? Considering she's around a lot of trans people and especially unsure of her identity in Step Two. Is her being a woman something she's actively sure of, or has she just never felt the need to question it?
Tamarack does feel certain about being a woman. She does have a lot of other things she's questioning, and that sort of allows her to know for sure that she's not questioning

her gender because it's not a concern, along with all these other things. So, she does feel very confident in her at least knowing what her gender identity is.

Are the OL2 LIs more morning or night people?
It depends on the Step. In Step One, they're not really night or morning people. They get tired at night because they're little kids, but they also aren't really super happy to be getting up early in the morning for school either. In Step Two, Tamarack is I guess a morning person. She doesn't let herself stay up super late a lot of the time, unless it's for something really fun. And Qiu is definitely more of a night person, but it's mostly as like revenge procrastination because they just don't want to go to bed after having spent the day doing stuff they didn't want to do.

I'm not in the beta, so I imagine some of these could have been answered in game. Sorry about that.
And that's all right. None of them really did come up in the beta.

And that is everything for this Q&A! It's very long and I had to stop a lot during this Q&A. It was the Q&A that did not want to be finished, so I'm glad to finally be done. Thank you to everybody who sent in a question. I hope the answers were interesting, and I'll be back again for Q&A next month. Take care everybody!