

OL:BA - Moment References

Hello, everyone; and welcome to the Moment Reference Doc for ***Our Life: Beginnings and Always***, where how you play the Moments can affect the story.

Feel free to use the document outline for easy navigation.

Since this is an open source document, You, the community, are also free to contribute and to edit this document.

Have fun, and may you have a wonderful time playing ***Our Life: Beginning and Always***!

Do not vandalize as I do get email alerts with every edit.
This is your only warning.

Step 1

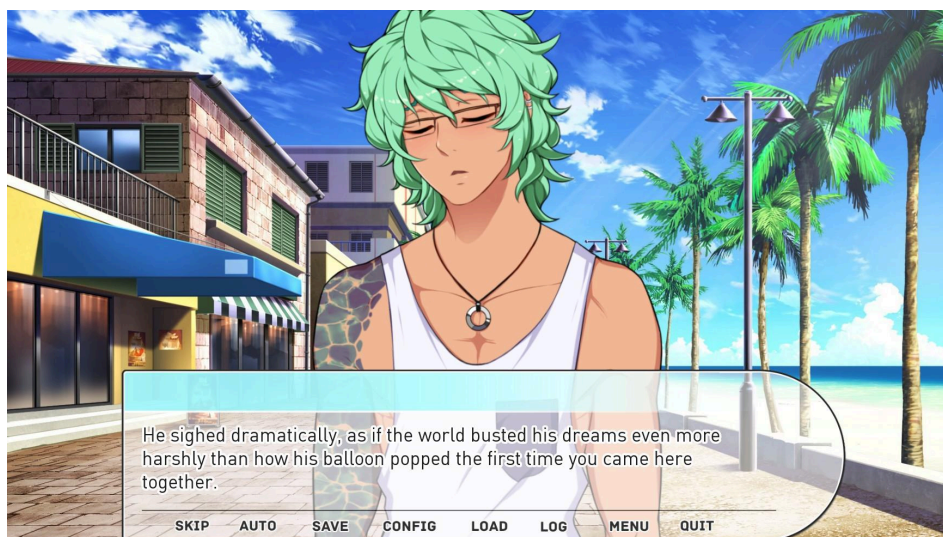
If you played **Shopping**,

- You can bring up Cove's missing sand pail incident in **Hang**.
 - **Requirement:** Pick the option, "**What did you want to go to the shops for?**"
- You can bring up the events from this Moment in **Summerwork**
- When customizing your phone in **Step 3**, you can choose to pick a charm to attach to it after picking its color. Your chosen keychain will be in the list of charms.
 - Cove will also comment on it if you pick it while waiting for Terri and Miranda
 - If you used the charm, you'll reminisce on your relationship with Cove if you text him to meet up with you in **Errands**

It was still so easy to remember those early days of your relationship with Cove: his pink cast, his big sad eyes, his frustration with his parents. But, through it all he was there.

Since you met him, Cove had always been there. You had grown up to really appreciate what it meant.

- The **dolphin balloon** will be added as one of the gifts that you can give Cove at the start of **Step 3**
- You'll think back to Cove's balloon popping in Cove's **Step 4**
 - **Requirement:** Have Cove suggest the Pretzel Plan at the end of Step 3, then when visiting the shopping street, pick either one of the following options:
 - "**Yeah, it's a shame. What might've been...**"
 - "**No Cove**"
 - "**Stop trying to make me sell pretzels!**"



If you played **Long Day**,

- You will bring up the doorbell prank (whether you did it or not) when talking to Baxter at the beginning of **Late Shift** (**Requirement:** Must not have a part-time job), as well as when inviting Baxter in **Boating**
- Cove will give you your chosen flower in **Soiree** (if you treat it as a date) and **Happiness**
- If you pick the same ice-cream type as you did in **Serendipity**, Shiloh will comment that your preferences hasn't changed.

If you played **Runaway**,

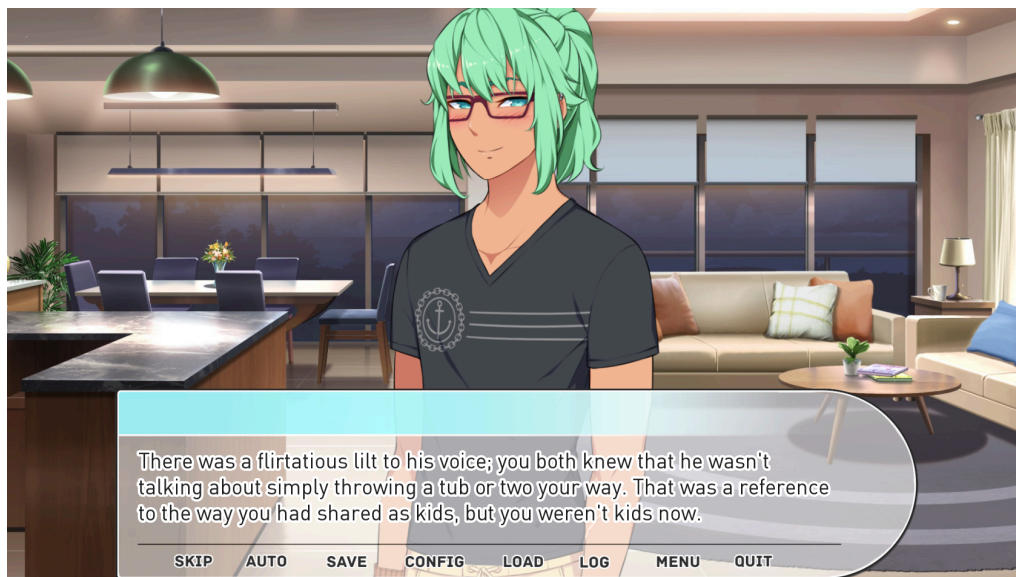
- In **Growing**,
 - If you chose to follow Cove, Pamela will comment about you chasing after him. Alternatively, if you told Pamela about his whereabouts, she'll instead note how you helped Cove stay out of trouble
- You can bring this up in **Escapade** when at the edge of Sunset Bird with Kyra and Cove.
- While playing hangman with Cove in **Boating**, you can bring up the time he literally ran away.

If you played **Barbecue**,

- Cove will mention the ice cream cups during the cake and ice cream scene in **Birthday**. If you had shared your ice cream with him, he'll remember that as well if you choose to share it with him.



- One of the gifts you can give to Cove at the start of Step 3 is a **box full of the strawberry swirl ice cream cups**. If you shared your ice-cream with everyone, you and Cove will also remember it.
 - If you're dating Cove at this point, this dialogue also changes:



- Added dialogue of Cove's fish will be in **Dinner** if you choose not to play with the other kids

If you played **Sleepover**,

- If you choose “**You don’t have to.**” (this will let Cove stay and have you sleep next to Cove on the floor) AND choose to have you and Cove sleep on the floor by the end of **Step 3**, Cove will mention that your current arrangement reminds him of the first sleepover you had together.
 - **Requirements:** Your interest in Cove is Fond or higher.
- You will receive additional dialogue of Cove being a referee to Lizzie’s sudden races in **Fireflies**. Alternatively, you can get the dialogue in **Sleepover** if you played **Fireflies** first.
- If you decide to escort Cove back home, Pamela will bring this up in **Runaway** if you decide to find or tag along with Cove. She will also bring this up again in **Growing**.



- In **Road Trip**, Cove will recall the sleepover if you invite him up to the loft and talk to him.
- You will recall Cove talking about how Cliff used to lift him in **Step 4**

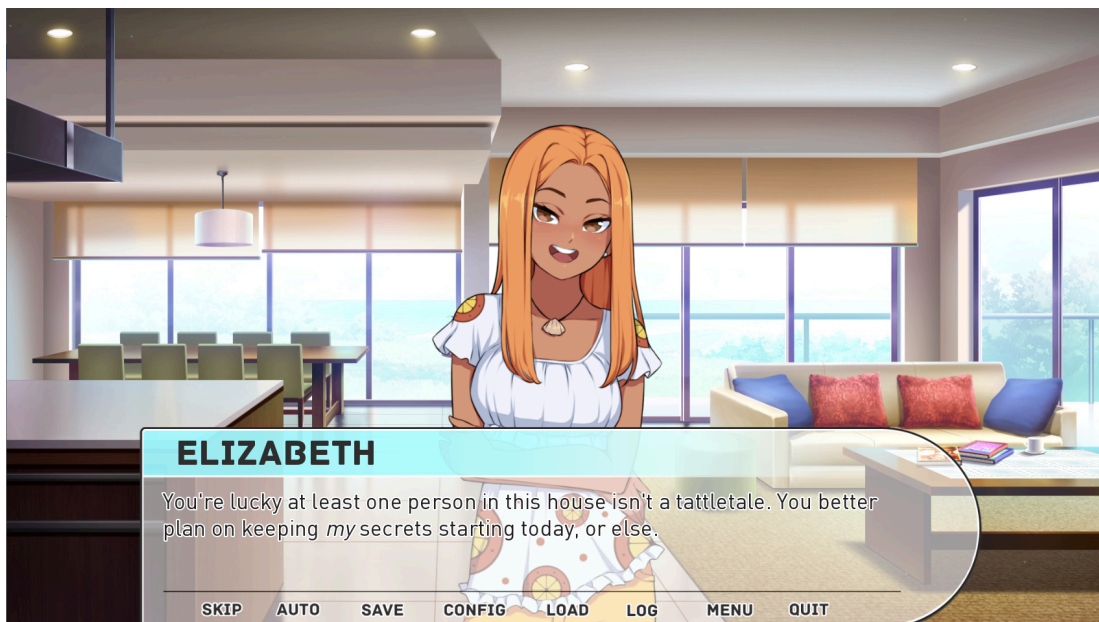
- **Requirement:** Must be dating Cove, and choose the king-sized single bed.
- When Cove asks if you're friends, if you reply with **"We're best friends!"**, Cove will refer to you as his 'very best friend' in **Step 2's** prologue.

If you played **Grown Up**,

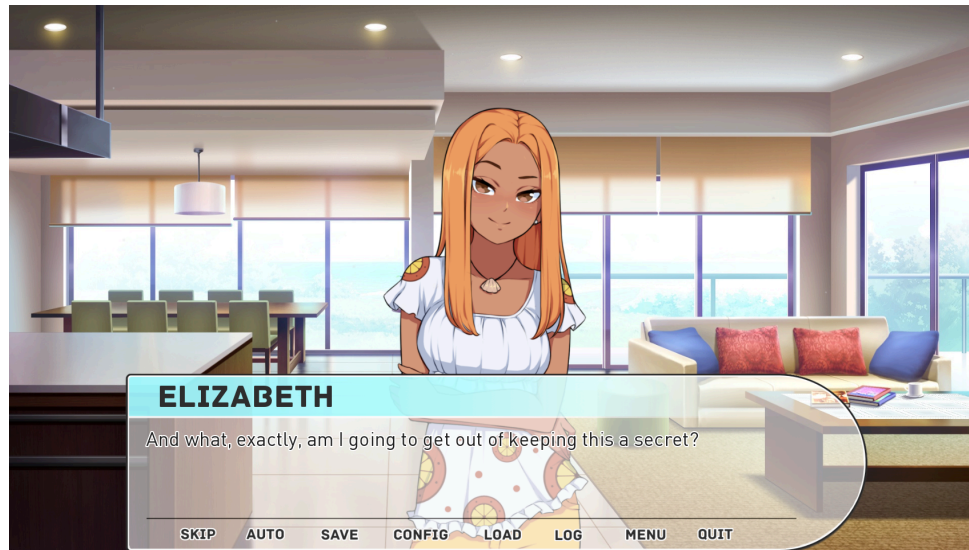
- Cove will remember his fight with Lizzie in **Sandcastles** if you choose to build a mansion.



- You'll get a different dialogue in **Barbecue** when Lizzie asks Cliff about golf.
- At the start of Step 2, your dialogue with Elizabeth will reflect if you told her about Cove sneaking to your room at night, depending on whether you told on her or not.
 - If you asked for something in exchange for keeping the fight to yourself, Elizabeth will also ask for a bribe if you choose to tell her the truth in **Step 2**.



Told the truth



Told a lie

(Depending what choices you picked, you'll receive a different dialogue)

- You can bring this up in **Boating** while you're playing a game with Cove, as well as whether you covered for Liz or not.
- You can reminisce about Cove's childhood dream home in **Dinner** if you enter his room for the first time and ask him about the sand.

If you played **Sandcastles**,

- If you pick the option “**Your dad gives out money a lot, huh?**” in **Shopping**, Cove will answer that he (Cliff) does it to make him (Cove) happy.
 - Requirement: Tell Cove about the deal in **Step 1**
- If you choose to tell Cove about the deal, you can give him **the \$20 bill** as a graduation gift.
 - You will also bring up the deal if you've told him already in **Dinner**

If you played **Fireflies**,

- You will get additional dialogue in **Sleepover**.



*Note: You can also get this dialogue in **Fireflies** if you played **Sleepover** first.*

- If you help Cove “catch” his first firefly, he will bring this up in **Charity**.
- Cove will bring up the rolling race in **Boating** while playing hangman and if you mention about the time he tried to cheat for you
 - **Requirements:** Must be at Crush in Step 1 and take part in the race, and be upset enough in **Summerwork** for Cove to offer his assignment to you

If you played **Ghost**,

- You can bring this up in **Boating** when playing a game with Cove in the lower decks.
- You will remember that Cove’s dislike for ghosts or scary things at the movies in **Escapade**
- You will recall this incident when sitting in the car with Cove at the end of **Step 3**
 - **Requirement:** Be angry or upset at the restaurant, then choose for Cove to find you

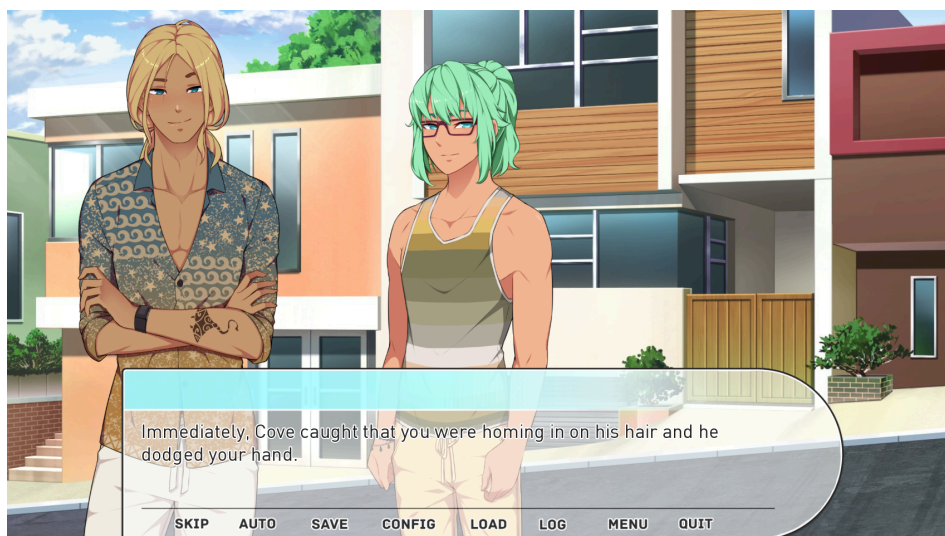
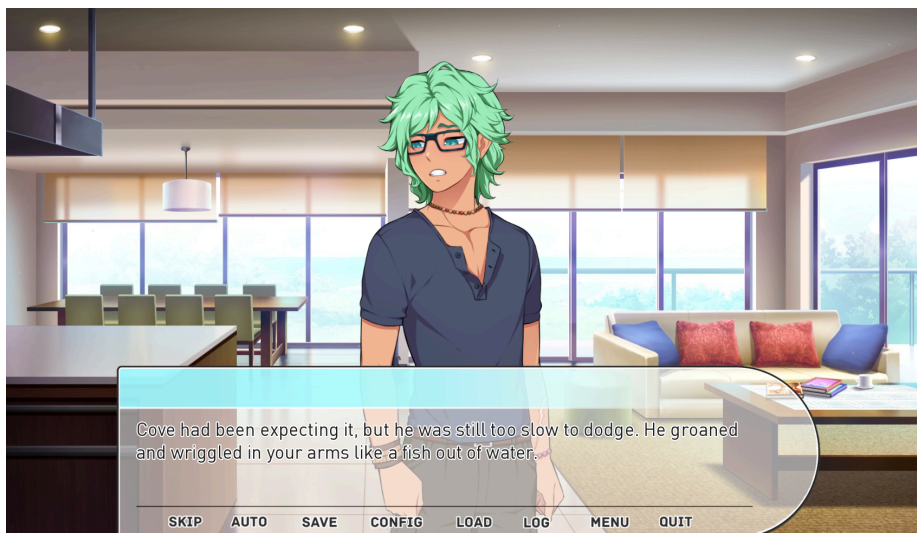
If you played **Library**,

- The game will remember your initial attitude towards the library in **Summer Work**.

Step 2

If you played **Growing**,

- If you gave Cove a noogie, Cove will dodge your greeting if you picked it again in Step 3
 - (Note: May be relationship-dependent, seems that this only happens if your interest level is Fond - he humors you at Crush or higher)



- You can play hangman in **Boating** if you show that you aren't feeling so well being on the boat
 - If at Crush or Love level, the MC can bring up the reference of Cove calling them cute through hangman (Requirement: Be at Crush in **Step 2**, and agree to a game)
- You can play tic-tac-toe in **Boating** if you show that you're feeling decent (and more or less bored)
- In **Happiness**, one of the options that you make for Cove as a gift are the peanut butter, banana and honey sandwiches he made, complete with a short flashback scene from this Moment.

If you played **Dinner**,

- You can choose to tell Cove about being bribed by his dad with \$20 to be his friend if you *didn't* tell him in **Sandcastles**. Doing so will also unlock **the \$20 note** as a graduation gift in **Step 3**, as well as a unique CG. (Note: You need to have accepted the money during the prologue)
- If you told Cove about the deal in **Step 1**, Cove will joke about paying you \$20 for you to stop reminding him about it.
 - **Requirement:** Pick the option “**Then sorry, since I’m gonna bring it up forever.**”
- During the start of **Step 3**, Cove’ll joke about being a high roller if you choose to use the keychain he gave you on your phone (**Requirement:** Cove’s personality at Step 3 is **Warm**).
 - You’ll both also bring it up if you joke about the party games in **Birthday**
- While playing with Cove in **Boating**, you can bring up him *running out when you came for dinner at his house* after he says something about how getting upset and running away was what he “used to do a lot”
- You can recall the card games you played with Cove’s family in **Talks**
- You can gift him **a fish for his aquarium** as a graduation present at the start of **Step 3**
- If you named one of Cove's fish, you'll wave to that fish if you sneak into Cove's room in **Step 3**

If you played **Road Trip**,

- The MC will comment that both times you and Cove shared a space resulted in Cove hitting his head by the end of **Step 3**
 - Requirements: In **Road Trip**, try to kiss Cove when you invite him to the loft (Interest Level needs to be at Crush). At the end of **Step 3**, sneak to Cove’s house and make sure that both of you sleep together, either on the bed or the floor (Interest Level needs to be at Crush or higher, and must be dating).
- If you choose to invite Cove up to the loft, Kyra will comment on him getting caught there during **Drive** when Cove offers to sleep in the same room as you on the floor. (**Note:** May be relationship dependent - seems to trigger only at Crush or higher)



- When visiting the redwood forest in **Drive**, you can also recall certain memories from the trip
- If you choose to hang out with Cove and learn about his interest in anklets, you get the option to wear one (or several) at the end of **Step 2**.
 - In addition, you can give him **an anklet for you to model** as a graduation gift, and changes his reaction if you choose to wear one during **Charity** if your relationship is Crush or higher.
 - If you tease him about his initial response, Cove makes a reference to it in **Step 4** on your last day in Sunset Bird.
 - **Requirement:** You must be dating Cove, and choose the option: “**Hey Cove, is there anything you’d like to see me in today?**”
- If you told your moms you want to marry Cove at the start of the game, and tell him that you’ll marry him when walking with Cove and Elizabeth, you’ll think back on this memory

If you played **Wave**,

- Cove will bring up surfing at the end of **Step 2**.

If you played **Mall**,

- The MC and Cove will bring up Kyra’s scheme in **Errands**.
- If you decide to share the fruit bouquet in the prologue, Derek will bring it up if you ask to try his smoothie.



- In **Boating**, if you bought Cove a windchime, Lee will ask Cove about it. They will also bring up the smoothie kiosk after the juice-mixing scene.
- Cove will remember your choice of music in **Drive** when turning on the radio, whether you choose to leave it or change it.
- You'll think back on Cove's hesitation about riding the kiddie rides in **Errands** when giving him a piggyback ride.
 - **Requirement:** Agree to go on the rides, be tall or very tall (or muscular) by **Step 3** and offer to give Cove a piggyback ride.

If you played **Birthday**,

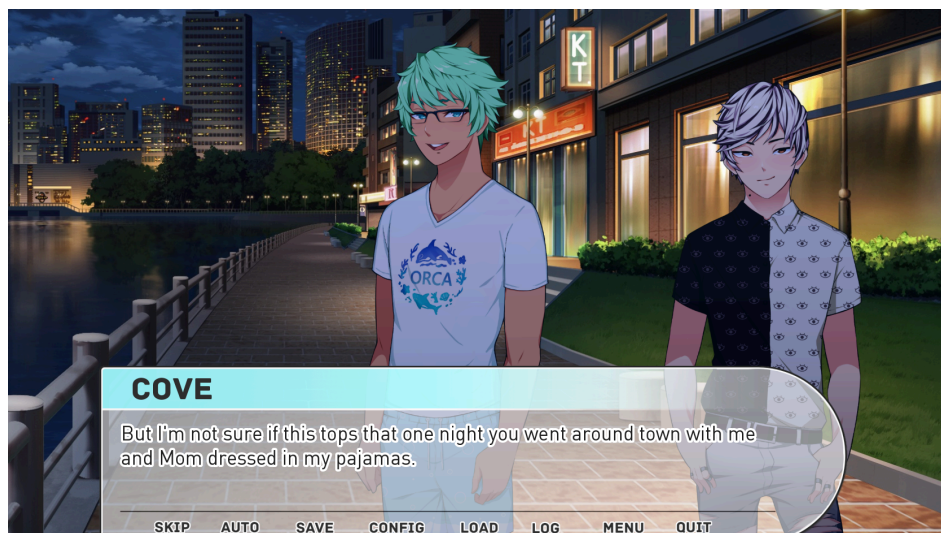
- If you choose to continue the hangout in the park in **Hang**, Miranda will bring up how you and Cove got closer to her through her parties.
- If you retaliated (punched or dumped your drink) against Jeremy, you will have the option to bring it up in **Serendipity**.
- Cove will bring up your past skills at party games in **Boating** if you choose to determine the party game turn order with another game.
- If you choose to swear at Jeremy, some options in **Step 3** will have swearing.

If you played **Summerwork**,

- While playing a game with Cove in **Boating**, you can mention him being willing to cheat for you when you thought you lost your assignment.
- Cove will mention your grades for the assignments at the end of **Step 2**

If you played **Escapade**,

- If you borrowed a shirt from Cove, you can bring said shirt in **Road Trip**. In addition, Cove will also bring this up in **Hang** (Cove's version), if you choose to go watch fireworks
 - **Requirements:** Your interest in Cove is either Fond or Crush.



- The MC and Cove will bring up the events of the road trip in **Drive**.
- Cove references this in **Late Shift** by mentioning how Kyra bought all the food in the same fast food joint they bought take out from.

If you played **Soiree (Cove's version)**,

- At the start of **Step 3** when meeting Baxter, he'll bring up a memory of you dancing with him at The Cypress. If you choose to remember him, you can also tell him (and Cove) about his comment about your legs.
 - **Requirements:** Pick the option to dance with someone else. You can do this even if you invited Cove to the soiree, but only if you choose not to have it be a date.
- Depending on the flower you chose in **Long Day**, you will receive your chosen flower from Cove. If you did not play **Long Day** or choose not to have a favorite, you will receive a White Linen Poppy from Cove by default.
 - **Requirements:** Your interest in Cove is Crush and choose to make it a date OR you choose to treat the soiree as a 'practice date' if your interest is Fond
- Cove will bring up the soiree when dancing with you in **Charity**. If you're in an established relationship with him, you will also recall this Moment.
 - If you choose to dance with Cove when you are both on the hill, there will be a dialogue option where you echo Cove's invitation for one last dance.

Other references:

- If you shared the fruit bouquet with Derek and Cove at the start of **Step 2**, and chose to give one to Cove as a graduation gift in **Step 3**, he'll remember the fruit you picked first when passing some to you.

Step 3

If you played **Hang (Cove's version)**,

- If you choose to also make a turkey when Terri tries high-fiving you, you can make this combination again in **Step 4**, including in the Wedding DLC
- In **Step 4**, you'll recall the status of the crepe shop while meeting up with your friends

If you played **Errands**,

- The MC's moms will mention the idea of being able to make it up to them for what happened in the farmers' market in a later hangout with the rest of the family and Cliff after the MC and Cove settle the misunderstanding Terri and Miranda had in **Talks**.
- In **Happiness**, one of the options that you give Cove as a gift is homemade fudge, complete with a short flashback scene from this Moment.
- In **Serendipity**, you can ask Cove to do his impression of Jeremy
- Your moms will mention having leftover spices from the market at the end of **Step 3**

If you played **Talks**,

- While playing with Cove in **Boating**, you can mention about him *running off when the both of you fought about Terri and Miranda's misunderstanding* after he says something about how getting upset and running away was what he "used to do a lot"
- You can choose to tell Cove about the deal if you haven't done so already

If you played **Charity**,

- If you choose to confess your feelings to Cove after the party, this unlocks dating-exclusive interactions and scenes (like the one in **Boating**) in the next moments you play
 - Requirements: Be at Crush or Love, choose **not** to confess at the end of Step 2, and choose to **not** have Cove as your boyfriend during your call with Lee at the start of Step 3.
- Lee (and Baxter) will learn about your relationship with Cove (if you choose to confess to him) in **Boating**, while Shiloh will learn about it in **Serendipity** (though this also works if you start **Step 3** in an established relationship). Terri and Miranda are mentioned to have heard of the news in **Hang**.

If you played **Late Shift**,

- There will be a line when the MC remembers that Baxter invited them to his condo if you choose to invite Baxter to the boat trip in **Boating** (if you don't have a job).
- If you chose to throw a straw wrapper at Cove at the beginning of **Step 2**, Cove will be long used to the MC's antics if they do it again.



If you played **Drive**,

- While playing with Cove in **Boating**, you can mention about him *running out of bed** after he says something about how getting upset and running away was what he “used to do a lot”
 - *not sure if this segment has to do with him jumping out of bed if you attempt to get him to sleep beside you
- If you tried to share the bed with Cove, you will recall this again at the end of Step 3 if you ask to try sharing again. (**Requirements:** Must be in an established relationship with Cove)
- Cove will question why he always sleeps on the floor whenever you have sleepovers. (**Requirements:** Must have played both **Sleepover** and **Road Trip**)

If you played **Boating**,

- Lee will bring up you always sharing with her about your ‘tween romance moments’ if you choose to keep her updated on your relationship with Cove throughout **Step 2** (Interest must be at Crush in **Step 2**, must be dating Cove, and tell Lee about your summer recollections)
- Cove will make a joke about the two of you being on the same boat again in **Late Shift**.
- Baxter and Lee will recognize and greet each other at the end of **Step 3** if you invited him on the boat trip.

If you played **Reflections**,

- Cove will jokingly predict having an adventure in a submarine after your jet ski trip and your current boat trip in the beginning of **Boating**.
- If you told Cove about the deal, Cliff will joke about giving you another \$20 for dealing with the emotional bomb you had to witness.

- You'll receive additional text where the MC briefly reflects on Kyra and Cliff's relationship in **Talks**.
(**Requirement:** Go with Cove when he talks to his dad)



- When meeting Kyra in **Drive**, Cove will be more affectionate towards his mother.



- If you tell Cove you're receptive to marriage, you can choose to propose to Cove at the end of **Step 3** (whether jokingly or not) (**Requirement:** Go with Cove when he talks to his dad)

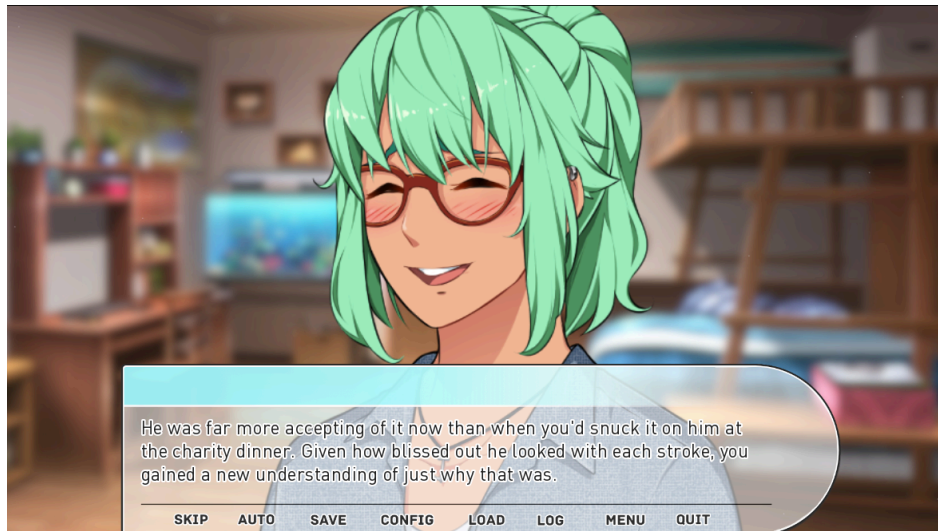
If you played **Serendipity**,

- It will be brought up about how Jeremy had greatly changed nowadays after Cove attempts to cheer you up from the debacle at the farmers' market by doing an impression of Jeremy's Step 2 self in **Errands**.
- Shiloh will recall how he and Cove met in **Step 1**, including if you let Cove escape to the poppy hill.

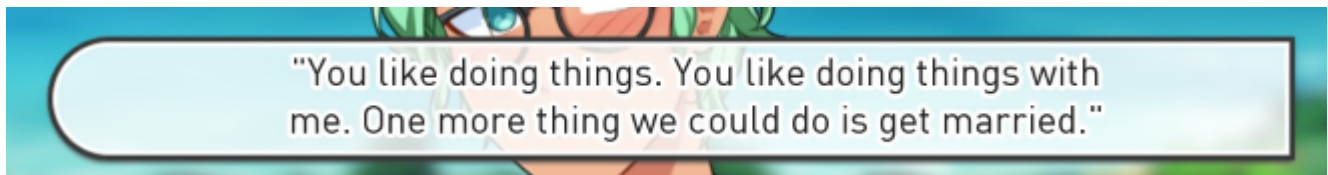
If you played **Happiness**,

- The first gift depends on the flower you chose in **Long Day**

- The second gift is dependent on the extra items in your room, while the third depends on your plans after graduation (mugs if undecided, a t-shirt if working/studying and postcards if traveling)
- Cove will bring up how his dad paid you to be his friend after the second outing if you told him about the deal.
- If you're in a relationship with Cove and touched his thigh in **Charity**, there will be a reference back to it if you choose to touch his thigh during the make out scene in his room.

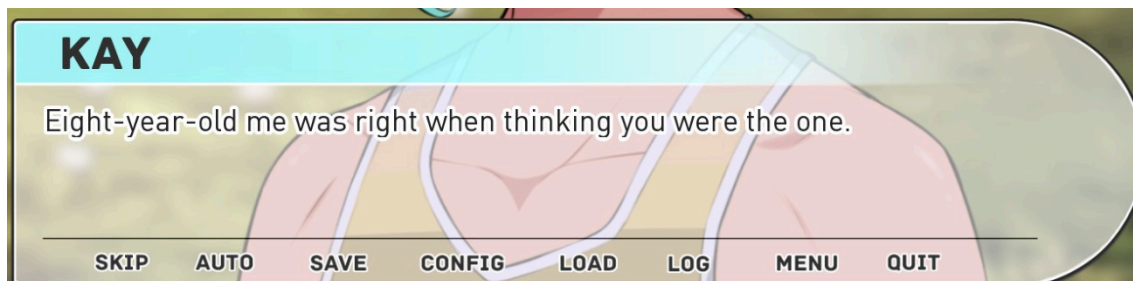


- If you choose to propose to Cove in **Step 4**, one of your proposal lines echoes his text messages to you. (provided you choose to feel content in doing so)



Other references:

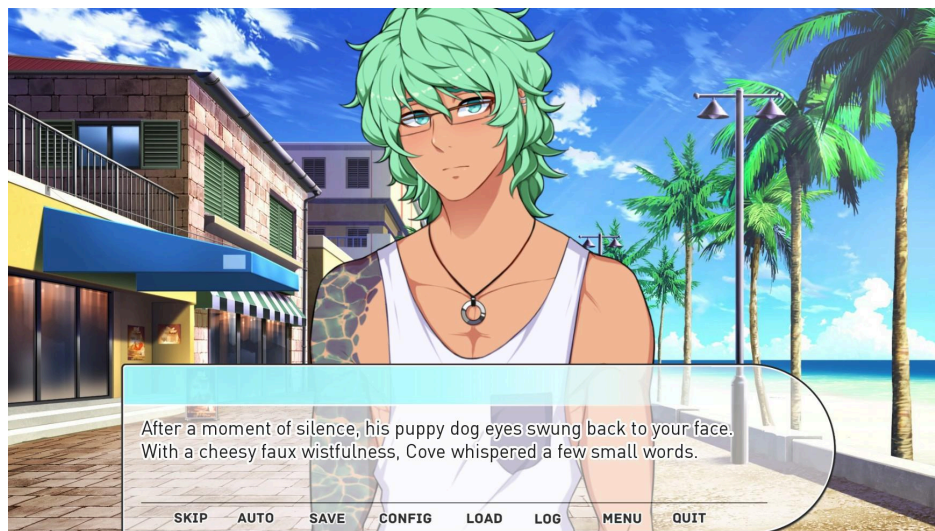
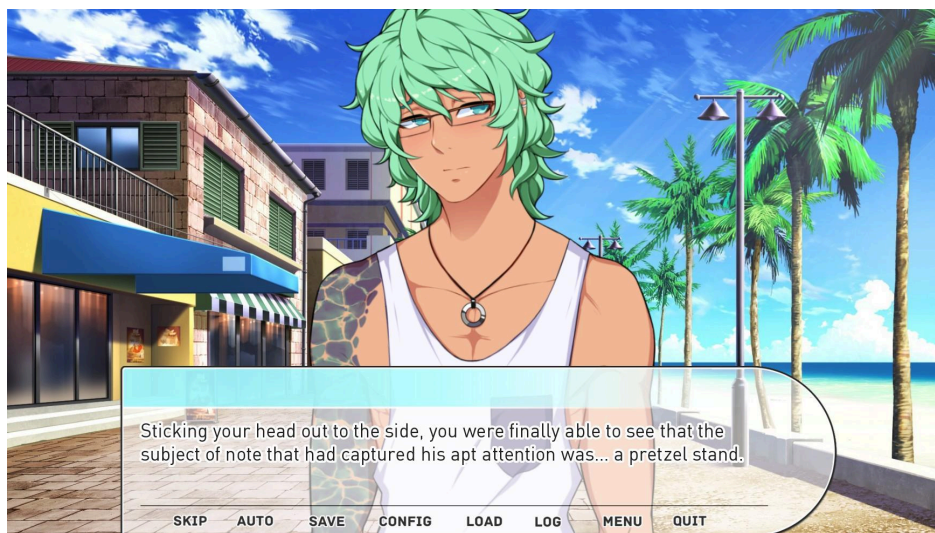
- If you told your moms that you wanted to marry Cove at the start of Step 1, and choose to propose to Cove at the end of this Step, you'll echo this sentiment again.

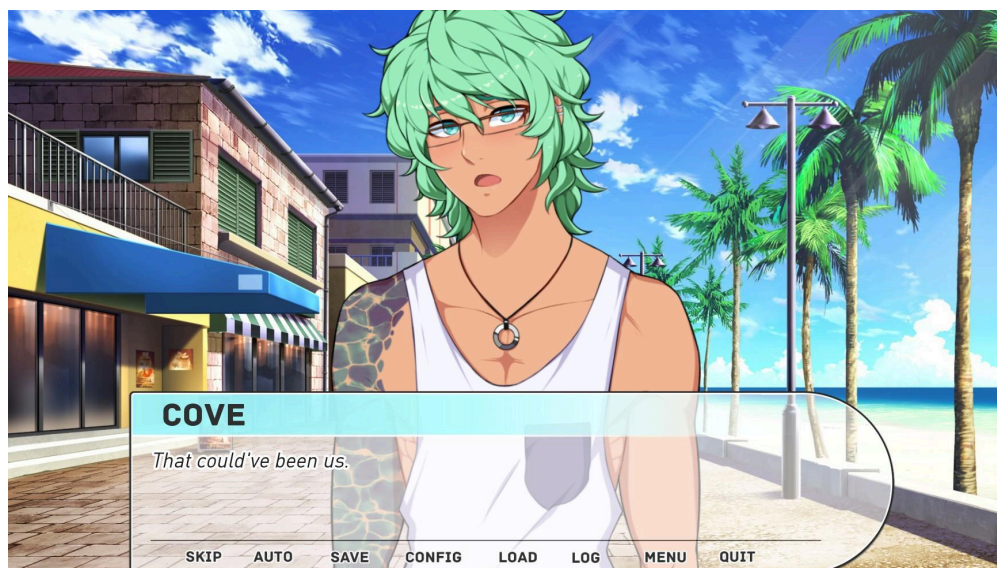


- If you chose to give Cove a fish as his graduation gift and chose to sneak into Cove's room at the end of the summer, you'll wave to the fish you gave him
 - Similarly, if you played ***Dinner*** and named a fish, you'll wave to the fish you named. If you both named a fish and bought one for graduation, you'll wave to both
- If you told Cove you'll always be around in **Step 1**'s epilogue, he'll recall this promise when dancing with you in ***Charity*** (**Requirements:** Must be dating Cove)

Obtaining the Pretzel Plan

At the end of Step 3, get upset at dinner (either about the future or about your relationship with Cove). When prompted, contact Cove to come find you. This will lead to Cove introducing this silly back-up plan, which has a few callbacks in Step 4 and the Wedding DLC.





Note: If you're in a relationship or friends with Cove, Cove automatically comes to find you if you decide to just remain in the car. If you want to avoid this (which also prevents Cove from confessing to you if he hasn't yet if on Crush or higher), contact your family, which will have Liz come find you instead.

Step 4

- If you haven't told Cove about the deal, you can tell him at the hotel room before your moms' dinner. Doing so will net bonus dialogue during the event.
- If you got into a fight with Cove at the end of **Step 3**, Cove will joke about the Pretzel Plan when walking with you at the shops

If you played **Shopping**,

- Cove will joke that you'd put the Amazing Alexander out of business if you choose to propose to him ahead of time.

If you played **Serendipity**,

- If you kept in contact with either Shiloh or Jeremy (or both), the dialogue about both of them changes, including the reactions from Cove, Liz and Derek

**Note: Bringing up Shiloh will give you an early indication of which version of him shows up during the Wedding DLC, should you decide to invite him.*

If you played **Road Trip**,

- If you had the anklet chat with Cove, asking him what he wants you to wear nets different dialogue (Requirements: Must be at Crush in **Step 2** and in an established relationship by **Step 4**.)

Cove's Proposal

Depending on your actions throughout the game, and if you choose to let Cove propose to you, there are 4 items he can use to propose marriage. He will propose with a **Firefly** by default.

- If you told Cove about the deal in **Step 1 (Sandcastles)**:
 - **The \$20 Bill**: Give it to Cove as a graduation gift at the start of **Step 3** (works with **Step 2**)
 - **The Half \$20 Bill**: Refuse to take the second \$20 bill Cove gives you.
- If you played **Growing** and **Boating**:
 - **Hangman**: If your interest is at Crush in **Step 2**, agree to play hangman with Cove. In **Boating (Step 3 DLC)**, choose to feel sick or scared to unlock the second game.

**Note: I have no idea if one overrides the other or if it's random when you trigger multiple proposal methods - I've had a run where I gave the full \$20 bill to Cove, but got the half \$20 proposal. But the firefly proposal will automatically be overridden once you unlock another proposal method.*

Wedding DLC

When picking the venues:

- If you played **Charity**,
 - Cove will mention that ORCA holds their events in the Event Hall.
- If you played **Happiness**,
 - If you go to the play in any of the dates and picked the historical drama, Cove will mention that play if you decide to check out the historical mansion
 - If you decide to surprise Cove with a change of plans for the third date, Cove will comment on the poppy fields.
- If you played **Road Trip**,
 - Cove will remind you of Elizabeth's joke about marriage during that trip if you decided to check out the Redwood Forest.
 - Liz will lampshade this as well when talking to her after the ceremony
- If you played **Soiree**,
 - You and Cove will talk about that Moment if you decided to check out the Cypress
- If you played **Planning (Baxter DLC)**,
 - Baxter will bring up Miranda's 19th birthday party being hosted at the event hall if you choose to check it out.
- If you picked the beach for the reception,
 - Baxter will comment that this isn't the first party he's had with you on the shore
 - **Requirement:** Get Baxter's number from him in **Hang**, and invite him over at the end of Step 3.

The Wedding Vows:

Cove's vows:

- If you played **Runaway**,
 - Cove will mention what you did on that Moment, whether if you joined him or told on him
- If you played **Sleepover**,
 - Cove will mention that the two of you are couple of rotten eggs, referencing your loss in your race with Lizzie
- If you played **Dinner/Mall**
 - If you asked to share his smoothie, and sat next to him in his room, Cove will note how he could barely handle his crush as a preteen (Interest must be at Crush in Step 2)
- If you played **Escapade**

- Cove will bring up the sunshower.
- If you played **Talks**,
 - Cove thanks you for being there when he came out to you
- If you played **Reflections**,
 - Cove thanks you for being there when he tries to learn more about his parents' divorce
- If you played **Hang (Cove's version)**,
 - Cove thanks you for loving him even though he 'isn't a cool merman'
- If you played **Birthday**,
 - Cove will thank you for sticking with him at parties
 - If you chose to drown Jeremy out using a noisemaker, Cove will also recall this
- If you told Cove about the deal from **Step 1 to 4**, he will bring this up in his vows, though his thoughts on it would vary, depending on when you told him.

The MC's vows

- If you played **Grown Up**,
 - You can mention that you are grateful to Cove for thinking you're worth a gold medal
 - You can promise Cove that you'll get him a house on the beach
- If you played **Ghost**,
 - If you admitted to being scared, you thank him for being brave for you
- If you played **Wave**,
 - You'll thank Cove for teaching you how to surf if you didn't know how.
- If you played **Family**,
 - If you agreed to learn about your birth parents, you can thank him for being there when you learned the truth
- If you played **Road Trip**:
 - If you had the anklet chat, you can promise to model an anklet for him whenever he wants
- If you played **Hang (Cove's version)**,
 - You can thank Cove for covering your ears for you during the fireworks
- If you played **Drive**,
 - If you offered to take the floor to Cove, you'll thank him for his constant insistence that you take the bed
- If you played **Boating**,
 - You can thank Cove for letting you get away with serving boat juice
 - **Requirement:** Mix drinks with Cove behind the juice bar, and add every single type of juice. All of them.

- If you got into an argument with Cove during the end of **Step 3**, you can promise to sell pretzels with him as the 'backup plan'
 - **Requirements:** Be upset or angry with Cove, and choose to contact Cove afterwards.
(Interest level must be Fond or higher)
- If you chose to sit on Cove's chest at the end of both **Step 2** and **Step 3**, you can promise to sit on his chest again
- If you haven't told Cove about the deal, you can tell him as part of your vows. Doing so gives extra dialogue with Kyra and Cliff when talking to them afterwards

Speeches:

Noelani:

- If you told your moms you wanted to marry Cove at the start of **Step 1**, she will jokingly apologize for not believing you at the time.
 - If you also chose to propose to Cove at the end of **Step 3**, she will also bring this up
- If you played **Shopping**, she will bring up the stuffed toy keychain Cove buys for you, as well as if you choose to use it as your cellphone charm.
- If you played **Barbeque**, she mentions how you and Cove always shared treats, even if they were the same flavors.
 - **Requirement:** Get the strawberry ice-cream, and offer to share with Cove (Interest level must be Fond or higher) for the same flavor line.
- If you played **Soiree**, she will mention Cove being willing to go with you despite his anxiety
- If you played **Happiness**, she will mention Cove taking you out for trips for no reason. If you chose to give him something and asked your moms for help, she will also bring this up.

Pamela:

- If you played **Runaway**, Pamela will bring up you and Cove running away together if you chose to do so
- If you played **Roadtrip** and invited Cove up to the loft, she will mention Cove getting caught sleeping there with you, as well as if he hurt his head then.

Liz:

- If you told your moms you wanted to marry Cove at the start of **Step 1**, Liz will also comment on this
- If you played **Grown Up**, Liz will comment on how Cove didn't know how to play pretend as a kid, something Cove agrees on when dancing with you afterwards

Lee

- Lee will take note of your relationship status with Cove from **Step 1** to **Step 4**, including whether you started out as just friends, crushes or ignored each other.
- She will also thank either you or Cove depending on who proposed in **Step 4**.

Derek:

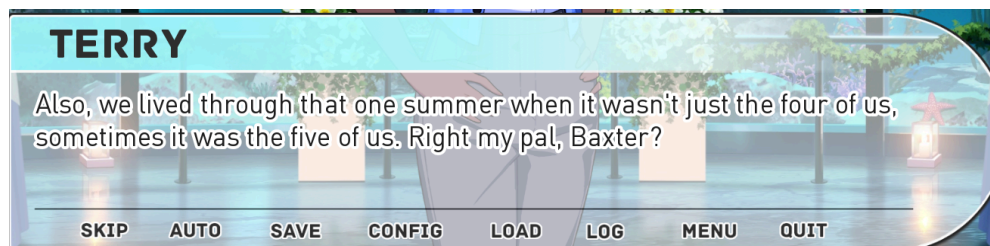
- If you played **Mall** and chose to get Cove a windchime, Derek will bring this up and how Cove still has it

Miranda:

- If you played **Birthday**, Miranda will thank you and Cove for always coming to her birthday parties

Terry:

- If you played **Hang**, he will bring up how you all spent one summer together with Baxter



Kyra:

- If you chose to get married on the poppy hill, Kyra's speech will change slightly.

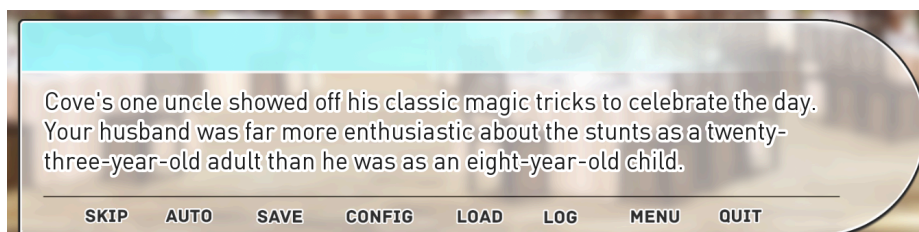


Cliff:

- If you played **Reflections**, Cliff will recall you and Cove learning about his and Kyra's divorce if you chose to go with him
- Regardless of what you did to the \$20 and if you decided to tell Cove or not, Cliff *will* mention it in his speech. Not telling Cove about it until this point nets extra dialogue when talking to him afterwards.

Other References:

- If you played **Serendipity**,
 - You can get Jeremy's and Shiloh's numbers and invite them to the wedding.
 - **Requirements:** Ask for Jeremy's number during the Q&A, and leave on amicable/good terms with Shiloh. Make sure to call them at the end of **Step 3**.
- If you played **Shopping**,
 - You'll note the difference in Cove's enthusiasm towards his uncle's magic tricks compared to when you were children.

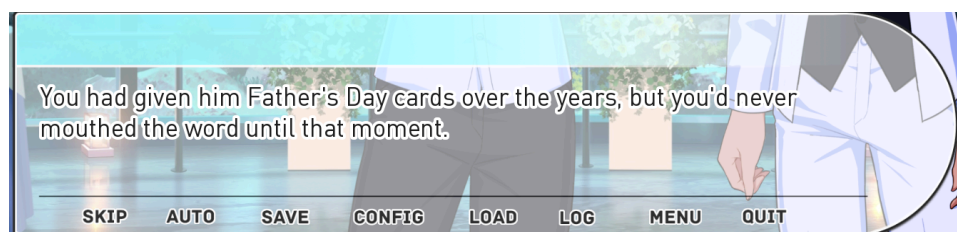


- If you played **Drive**,
 - You'll be given the option to get salt and vinegar chips for Cove if you choose to buy them at the store during dance practice
- If you played **Sleepover**,
 - When Cove asks Baxter about being friends, you can recall him asking the same question to you as children
 - **Requirement:** Interest level is at Fond/Crush, be uncertain about your relationship with him, and choose to ask Cove if you're friends before you go to sleep
- If you played **Charity**, and danced with Cove, you can recall these moments when you have your first dance with Cove
- If you played **Long Day**,
 - When deciding on the wedding bouquets, picking your favorite flower as an accent (or sticking to poppies if it's your favorite) will have Cove mention that they've been your favorite flowers since you were both kids
- If you played **Soiree**,
 - If you choose to have appetizers, Cove will tell you that they're better than the ones at the Cypress

- If you played **Road Trip**,
 - If you pursued the anklet chat with Cove, you can wear an anklet at your wedding, and then bring it up to him when talking to him after the reception
- If you chose to tell Cove about the deal from **Step 1 to 3 (and potentially 4)**,
 - Suggesting a money dance will have him remark that people giving out money is a main theme of your relationship
 - The MC will comment on the comical amount of \$20 bills they receive as wedding gifts
- If you played **Hang (Cove's version)**,
 - Terry will mention all of you watching fireworks with Baxter when you tell Miranda and Terry about him being your wedding planner.



- If you played **Siblings (Derek DLC)**,
 - You'll receive additional dialogue if you choose to call Cliff 'Dad' during the reception.
 - **Requirement:** Choose to make Father's Day cards with Derek and Elizabeth



- If you chose to date Baxter via his DLC, there will be dialogue changes reflecting your past relationship with him.
 - His first conversation with you alters slightly depending on how the relationship ended at the end of **Step 3** (applies to both platonic and if you dated him).

Derek DLC

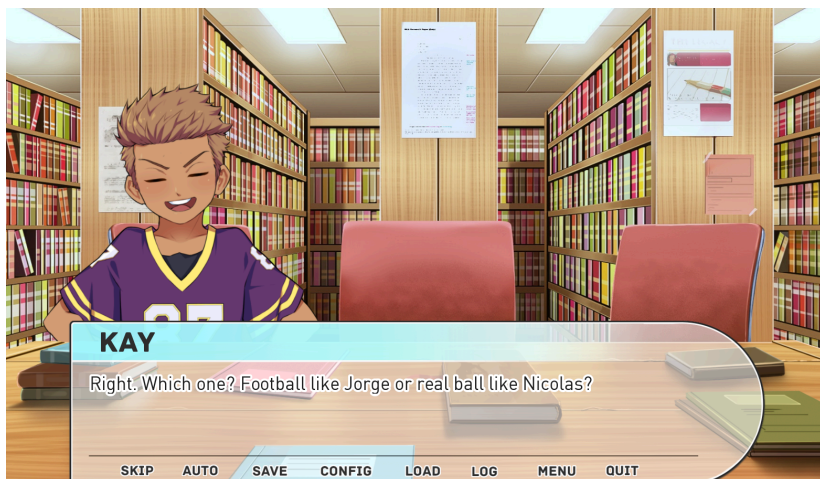
(*Note: Step 4 and Soiree here refers to Derek's version unless stated otherwise)

If you played **Siblings**:

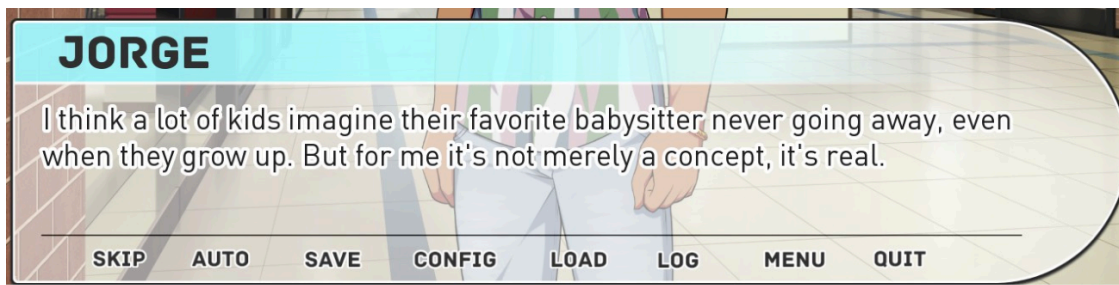
- You'll recall the story of Baby Castle in **Lemonade**
- Elizabeth will bring up you and Derek coming to visit her in **Boardwalk**, and again in **Step 4**
- You will think back to this Moment in **Step 4**, and Derek will joke about actually inviting you for the occasion this time.

If you played **Responsible**:

- You will remember watching Derek practicing when he explains the trick shot to you and Cove in **Summerwork**.
 - If you choose to stay with Derek at the library, your dialogue changes when asking him about what team he wants to join.



- When coming over for the sleepover, Derek will reassure you that you're not babysitting again in **Siblings**.
 - Derek will note that he can rely on you to help with his brothers while on the bus back from Sunset Bird, and can respond that you're both still on the same team
 - **(Requirement: Pick the option "We're a good team.")**
- When hanging out with Jorge at the mall, he'll express his joy of having his favorite babysitter 'never going away' in **Step 4**.
 - **Requirement:** Must be dating Derek and let people know at the start.



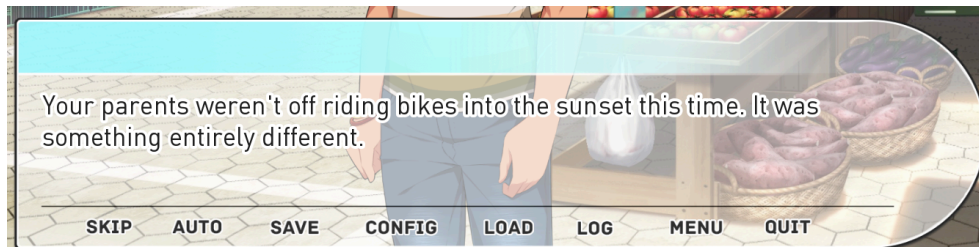
- If you joke with Derek about wanting to see you in a swimsuit, he will note that this isn't the first time it's happened in **Step 4** if you go to the water park (Interest level must be Crush or higher)
 - **Requirement:** Pick the option “**So, did you pick the waterpark to see me in a swimsuit?**”

If you played **Lemonade**:

- Derek will receive the money you owe him at the start of any other Moment you play immediately after if you promised to pay him back.
- Derek will ask Cove about his cut finger when you visit Cliff in **Siblings**
 - **Requirement:** Suggest making Father's Day cards for Cliff with Derek and Elizabeth
- If you messed up the lemonade (whether by adding too much or too little sugar), Cove will bring this up if you make boat juice in **Boating** (**Requirement:** Mix every type of juice with Cove)
- You'll walk by the markings you, Cove and Derek made in the concrete in **Hang**
- Cove will retort that Derek thought he was tough during their first meeting in **Reflections** when talking about his scar
 - **Requirement:** Pick the option “**Cove, you've never fooled anyone.**”
- Derek will take you back to the same marked path in **Step 4**
- You'll think about Cove getting a spider face-painted on him to look tough in **Boardwalk**
- You can ask Nico and Jorge if they also stuck their hands in the veggie mist at the grocery store in **Step 4**

If you played **Boardwalk**:

- Elizabeth will ask you and Derek to say hi to his brothers for her in **Siblings**, and brings up the nicknames she and Jorge came up for each other in **Step 4**.
- During breakfast, you'll recognize the same cereals from the snack bags in **Siblings**
- You'll remember Derek telling you about the waterpark in **Step 4**.
 - **Requirement:** Choose to stay with Derek and Nicolas
- You will be reminded about your moms riding bikes in **Errands** if you chose to go with Derek to find your parents.



- You have the option to recognize Xavier when you visit their bakery in **Step 4**

If you played **Shopping**:

- Cove will bring up the dolphin balloon incident in **Lemonade**

If you played **Mall**:

- Derek will bring up how Kyra left him, Cove, Lee and you at the mall in **Lemonade** and in **Step 4**. He will also comment on the old rides as well.

If you played **Roadtrip**:

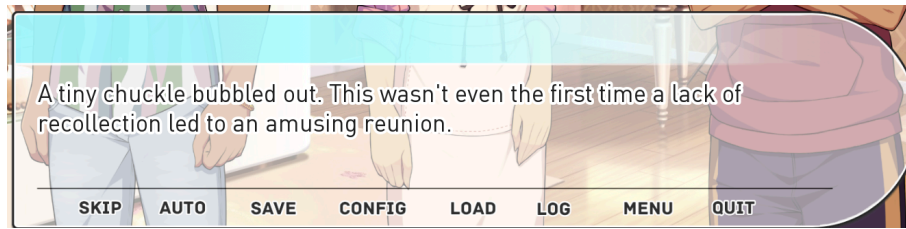
- You can recall the trip to the redwood forest in **Siblings** if you admit to Derek that you see Cliff as a father figure



If you played **Soiree**,

- Baxter will also recognize you at the start of **Step 3** if you go with Derek, should you agree to learn more about the second event at the country club (regardless of if it's a date or not). He'll also recall meeting Derek as well.
 - Derek will learn about this from you at the end of **Step 3** when he calls you.
- When visiting Xake's in **Step 4**, blanking out on Xavier's identity will make the MC muse that their face recognition abilities are lacking compared to Baxter. (Unsure if you need to also blank out at Baxter's first meeting in **Step 3**)

- **Requirements:** Choose to check out the second event (Derek's version) OR choose to dance with someone else (Cove's version, only if you go with him as friends),



- Nico will bring up this moment when talking to you alone in **Step 4** (Interest level must be Crush or higher), and your moms will mention it if you choose to get together with Derek and let them know.

If you played ***Serendipity***,

- You will be able to ask Cala about the other members of the Jerk Squad mentioned by Shiloh in **Step 4**.

Baxter DLC

(*Note: Step 4 and Hang here refers to Baxter's version unless stated otherwise)

If you played **Shopping**,

- You'll notice that the Amazing Alexander isn't present at the shopping street anymore when visiting it with Baxter in **Sightseeing**. You can also share the story about Cove and his dolphin balloon.

If you played **Long Day**,

- If you picked the same type of frozen dessert in **Hang** at the ice-cream truck (popsicle, ice-cream cone or ice-cream sandwich only), Cove will note how you've 'always liked that kind of thing'.

If you played **Barbeque**,

- You'll bring up being given ice-cream at the park in **Hang**.

If you played **Birthday**,

- You'll think back to Miranda's birthdays in **Planning**
- If you tell Baxter your first crush was Miranda in **Sightseeing**, you'll mention that you first met her at her 14th birthday party.
 - **Requirement:** Ask if Baxter is single, and about his first crush.

If you played **Soiree**,

- If you met Baxter at the Cypress, he will bring it up when deciding where to go for dinner, and affects subsequent dialogue in **Sightseeing**.
 - **Note:** This applies to both versions of Soiree, but you must choose to dance with Baxter in Cove's version (non-date only, or go on your own), or check out the second event with Derek.
 - If you went with Derek, you'll remind Baxter that he's met him before at the soiree, and can contact Derek about him in Step 4.
 - If your feelings for Baxter are at **Crush**, you can tell him that you started crushing on him when you first met him at the Cypress.
- If you danced with Baxter, in Step 4, if you choose to get intimate with him (either in his office or back at his apartment), at one point he will mention that you "still have nice legs" (**Requirement:** Must be dating Baxter)

If you played **Roadtrip**,

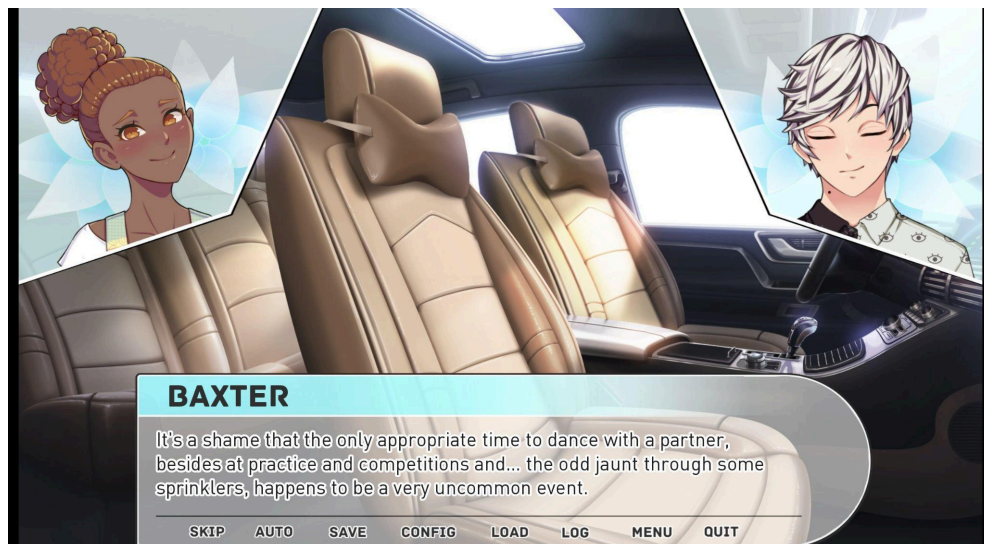
- You'll bring up the trip to the Redwood forest to Baxter while hiking in **Mountain**

If you played **Boardwalk (Derek DLC)**.

- You have the option to recognize Xavier at the bakery in **Step 4**

If you played **Hang**,

- You can admit that this is the moment you started crushing on him in **Sightseeing**. (**Requirement:** Admit (whether to yourself or out loud) that your first crush was Baxter).
 - Baxter will remember Cove talking about the shopping street.
- You'll think back to him describing skinny-dipping as 'invigorating' in **Mountains**
 - You'll also hope he'll be less indecisive about choosing his dinner compared to ice cream.
 - If you asked about his relationship with his college friends, you'll remember this when talking to Baxter at the fireplace.
- Baxter will remember meeting Miranda in **Planning**, and recall dancing through sprinklers with you. (**Requirement:** Take Baxter's hand when playing in the sprinklers, but only the dancing outcome counts; just running through with him doesn't elicit this callback)

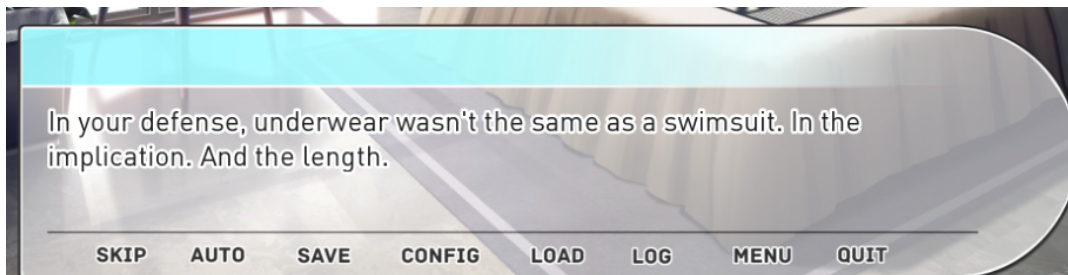


- You can bring up the memory of Baxter telling you about skinny-dipping when at the beach during Cove's **Step 4**

You were hit with an old memory- the conversation with Baxter about skinny dipping.

- Baxter will note that your tastes haven't changed if you pick the same dessert from the ice-cream truck in **Step 4**

- If you convinced Baxter to wear a swimsuit, you'll note that this isn't the first time you've seen him topless if you get flustered after walking into Baxter's room



If you played ***Sightseeing***,

- Telling Baxter that you volunteer at ORCA will add additional dialogue if you ask him about him volunteering in **Step 4**.
- Agreeing to date Baxter (only available if you're crushing on Baxter **and** you aren't already dating Cove) at the end of this moment unlocks dating-exclusive options in subsequent Moments, as well as alters his first meeting with Lee during ***Boating***.
 - Baxter will give you his phone number if you haven't gotten it already.
 - The outings during ***Drinks*** will be explicitly described as dates.
- You'll knowingly laugh at Terri's confusion about Baxter's 'acquaintance' in ***Hang*** if you asked him about how he obtained his rental car.
 - You'll also think about them at the cafe in ***Drinks***.
- You'll note Baxter's formal way of texting again in **Mountain**.
 - If you teased Baxter about it, he'll retort that you were the first one to do it if you admit that you liked it in **Step 4**.

If you played ***Drinks***,

- You'll be more aware of Baxter not being a morning person in other Moments.
- Baxter will recall the drink he had at the bar when taking a break with you in ***Planning***
 - You'll remember his yawning from the cafe when picking up the cupcakes from Baxter
 - Choosing to wear a boa during Miranda's party will remind you of the diva from the play.
- You'll remember the suit he wore to the play while watching Baxter pack in ***Mountain***.
 - You'll also note that this isn't the first time you've been in the condo. (Note: You'll also get this if Baxter invited you to visit if unemployed in ***Late Shift***)
 - Baxter will also bring up how you're both out for drinks again if you agree to meet him at the fireplace at night.
- You'll remember the last time you visited Baxter's place in ***Boating***.

- **Note:** This likely applies to other moments where you visit his home (***Mountains*** and ***Planning***), and will override your memories of the doorbell prank from ***Long Day***.
- You'll put in more emphasis on the word 'sir' towards Baxter if you let him visit you during work in ***Late Shift***.
- If you played this Moment last, the last correspondence with Baxter on your phone will be him informing you about the outing's details in **Step 4**.

If you played ***Mountain***,

- If you played this moment last, when checking your phone for Baxter's contact in **Step 4**, you'll note that your last message from Baxter was him calling you downstairs if you agreed to meet him at the fireplace after dinner.
- If you took Baxter to your room, in **Step 4**, if you choose to get intimate, there will be several references to this, as well as if you kissed his mole here.

If you played ***Planning***,

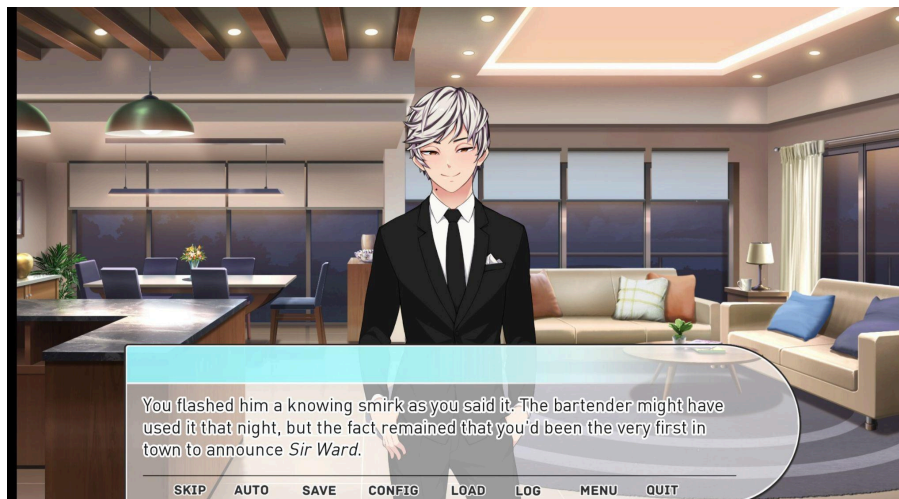
- Miranda's reaction to seeing Baxter in ***Hang*** will change to be more open and less shy
- You can joke about not finding a chocolate fountain in **Step 4**
- You'll bring up how you and Baxter stayed up to bake cupcakes for Miranda's birthday in ***Mountain***

If you played ***Drive***,

- You'll bring up the Nevada trip to Baxter on the way to the lodge in ***Mountain***.

If you played ***Late Shift***,

- If you invited Baxter to visit you at work, you'll remember that you were the first one to address Baxter as 'sir' in ***Drinks***.
 - **Requirement:** Pick the "Until next time, good sir." option



If you played **Boating**,

- Baxter will remember meeting Lee during the boat trip when talking to him about your upcoming visit to your relatives in **Drinks**.
- You'll remember him always using rock in rock-paper-scissors in **Step 4** when bowling and can bring this up when asking him about it while getting ice-cream (**Requirement**: Suggest to play rock-paper-scissors to decide turn order).



Other references:

- Several Moments in Baxter's DLC will alter slightly depending on whether you have his phone number or not. There are several ways to obtain it with the DLC included:
 - At the start of **Step 3**, either by going with Terri to see Baxter, or asking her for it when she returns to the restaurant. If you pick the former, Baxter will note the familiarity of the both of you visiting him again in **Planning**
 - Ask for it in Cove's version of **Hang** (**Note**: Choosing to play this version will lock you out of Baxter's **Step 4**) .
 - If you agree to date Baxter at the end of **Sightseeing**, he'll give you his number.
 - He'll share his contact with you in **Mountain** if you don't have it yet.
- Your last messages with Baxter when checking your phone in **Step 4** can change depending on which Moment you played last, such as **Mountain**, **Sightseeing** or **Drinks**.
- How you part ways with Baxter, and the feelings you have for him will impact the conversation when bringing up Baxter during breakfast in Cove's **Step 4**, as well as your reaction to him in the Wedding DLC.