

v.3 content is highlighted!

Foreword :

Thank you for playing my game! I have so much absolute delight in creating this and bringing commissioners' characters into an interactive medium, and then having something fun for anyone to play!

This document is a way for folks to find the scenes they want to experience with ease, or to find the content they want to *avoid*. You aren't at any point shoved into a scene without triggering it by either talking to someone, using an item, entering a panel, or other interaction. Content warnings aren't present within the game itself, but are neatly listed here with vore type, general content notes, warnings if need be for particular themes, and hints as to how to access the scene if applicable.

Want to offer support?

I have many vore audios, some art, and other games on my [FurAffinity page](#), @Makar-ro. You can get your character into this very game, in fact, by filling out the form whenever there's a posting for slot openings!

I have a Patreon too! You can support me monthly there and get some fun perks, with more info available right over on my [Patreon Page](#)! :D

I also have a ko-fi available [here](#), where you can throw a few dollars if you like my game and work! I'm not charging to play Nomcon, but if you spend a lot of time playing and enjoy it, the gesture is immensely appreciated. There's a similar 'tip' system on FA if you want to send me a 'shiny' there!

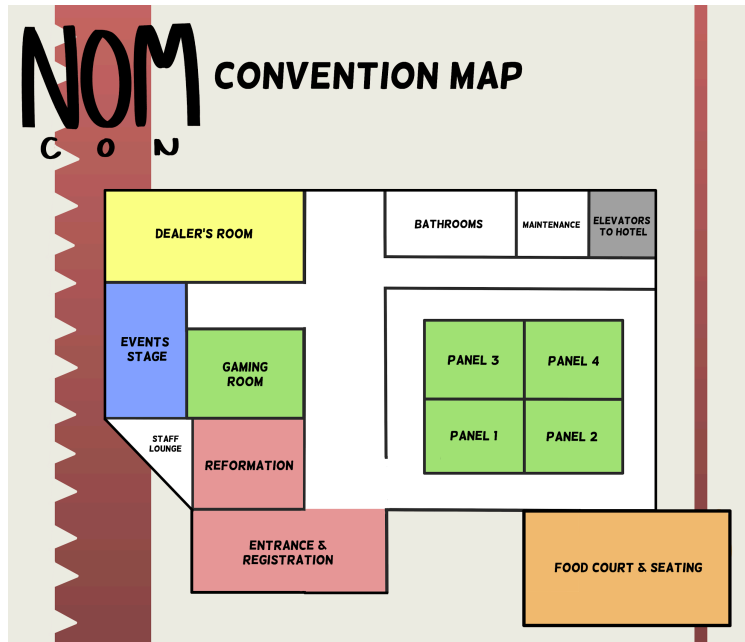
Special thanks & inspirations :

Thank you to :

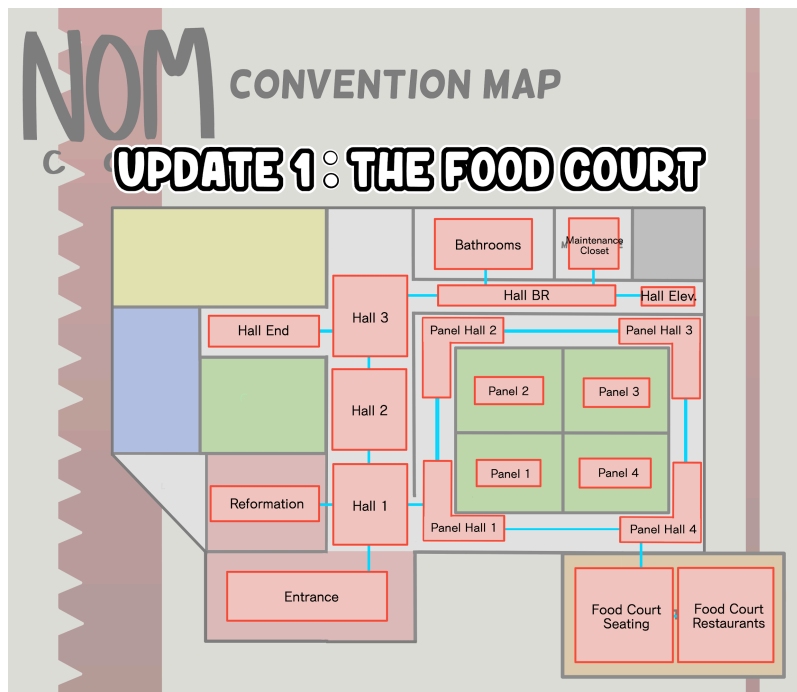
- those who commissioned me to put their characters into this game!
- my wonderful beta testers and spell-checkers, @overdrive003 & @kirbof! whom i frequently request for them to yell at my sleep-deprived writings and such
- [@mZmm](#), for creating The Hotel, and [@PhiEtto](#) for creating THETA ! Both are incredible inspirations for this game. .
- [@Jeschke](#) for a whole lot of wondrous sound assets!
- *and to all of you (wow thats cheesy)*

NOMCON : walkthrough & guide

MAP :



MAP (but labelled for guide) :



(its going to be a lil before I can update the above image, but the dealer's room, the only new area, is right above 'Hall End')

A quick key to abbreviations :

Just in case you're unaware!

OV = Oral Vore, AV = Anal Vore, CV = Cock Vore, UB = Unbirth.

Other vore types are written out in their entirety.

There are no random encounters that cannot be avoided: this is to allow everyone to play in regards to their own comfort, and, that if they reference this guide, they can avoid potentially triggering or disliked content.

Entrance & Admission

Where the game starts.

You can talk to **Blaire** to ask a few questions about how Nomcon runs!

Reformation

After every end, no matter how soft or vicious, you'll pop back in here good as new thanks to the magic used in the convention.

Hall 1

Hall 2

Windy, a delightfully fluffy samoyed, is happy to offer you a hug (and then some!).

Oral vore, particularly wholesome :)

Hall 3

Levin, the big ol' floofeon, can be found taking a seat off to the side. Following his lead, though, might lead to *you* becoming *his*!

AV. Belly humping, lots of teasing.

Hall End

Matsi seems to be having some trouble with a gachapon capsule...

Oral vore. Shrinking, put into a capsule (so technically object vore). Endo (regurgitation or full tour).

Hall Bathrooms

Ducking into an average unoccupied stall will lead you into an encounter with **Lynn** and his feisty tail...

Tail coiling; tail vore or AV, lots of teasing.

A larger, *seemingly* unoccupied stall on the end is also available for you to head into, but you might not notice that someone is already inside! Thankfully, **Arox** is quite the agreeable fella!

Insectoid (mantis) pred; UB or CV.

Maintenance Closet :

The door to the maintenance closet is locked, but there's a fallen spare key somewhere 'round the convention center...

Inside, the convention's janitor, **Rech**, is a bit surprised — and somewhat suspicious - that some random attendee wandered into the locked supply room...

Depending on how you answer...

Honestly : OV.

Stay silent: CV.

Act defensive: AV - rougher/slight punishment.

all : slight entrapment/extended stay.

Hall Elevator

A small area, right outside the elevator that leads to the upper floors of the convention center, where some attendees are lodging.

Panel Hall 1

Panel 1

Attend the panel '*HerbiVORES??? An intro to unconventional preds!*' to learn quite a bit about the benefits of some underappreciated preds.

Chip : OV ; regurgitation & swallowed back down ; multiple stomachs.

Neil : AV ; reverse tour through intestines & multiple stomachs.

Panel Hall 2

A tall, ambling gooptaur, **Jell**, seems to be an interesting, if clumsy, fellow...

Accidental absorption into stomach; endo, immediately released or safe tail storage.

Panel 2

Attend the panel '*Spells, Snacks, & Life Hacks : Bringing magic to your meals!*' to see how some preds use magic to enhance their vorish activities!

Alistair (& Casey) : OV ; shrinking. Shy pred.

Nebeski : Multiple scenes.

OV into a holding room. From there, OV into full tour, digestion (both via talking), or absorption (interact w/ bed)

voreception.....

Panel Hall 3

Panel 3

Visit '*LARP : Large Appetite Role Play*' to partake in a scene where, with the help of illusionary magics and thematic predators, you can experience some high-fantasy fun!

Mountain: **Vel'Roz** : **OV & AV** ; pawplay. Mawplay and teasing into **OV**, or using player as a toy into **AV**.

Tavern: **Kit** : **AV & UB** ; facesitting, toy usage, lotsa teasing. **AV**: endo, let out, temporary sentient fat. **UB**: pass out.

Panel Hall 4

You can find **Kait** taking a little break from the bustling convention, but her trio of tails seem less inclined to deny a meal...

Tail vore ; variety of teasing styles ; pseudo-stomach & endosoma.

Panel 4

It seems that Panel 4 has been cancelled... maybe at a later time, something will take its place.

Food Court : Seating Area

Juniper, a reptilian-deer hybrid of sorts who needs a hand-- down her throat, that is.

OV - more explicit digestion, food-filled stomach.

Seated alone, you can find **Artemis**, a regal, warrior-like dragoness who needs someone to comp lunch... or be lunch!

OV - Full tour or digestion.

AV - Pass out in intestines. Pred masturbation.

There's a stray drink on an open bench... but taking a sip may prove a surprising result -- especially since **Kitsebi** is looking for a place to sit!

Shrinking.

Shouting : Accidental OV

Stay silent : Accidental AV; mild farting.

Food Court : Restaurant Area

If you hop into a shorter line, the cashier, **Larian**, seems to have his eye on you...

OV; soft coiling, longer stay.

Ayrrenth is nervously pacing around, quite hesitant for an impressive dragon - maybe you can help him out!

Talking : OV into digestion or Full Tour.

Approaching from behind : Accidental AV.

And, you can spy the dragon's friends hanging in a nearby, offshoot hallway...

CV : Fed into Ayrrenth, cummed out.

Dealer's Room : Area 1

Phantom: AV w/ mild farting : Digestion

Aivor: Depending on where your kiss goes... OV (digestion), AV (digestion), CV (cumgestion + shot into condom)

Gale: Facesitting into AV (w/ toy usage and digestion) and UB (melted)

Dealer's Room : Area 2

Seth: The popular deer is surrounded by a little crowd!

Teasy AV (Pass out in intestines)

Rech: CV into AV (black out in intestines)

Berri: Shrinking, OV (digestion)