

Hey everybody, welcome to the November 2025 Patreon Q&A. It's been a very busy month and there's still some important things to do, so let's just make sure the Q&A gets done and get right into the questions.

I'm wondering, could we have a record of how our MCs were in previously played Steps in the info/your details section? Maybe it could be accessible like the Nickname Preferences, where it could show the personality of the MC in each previous Step. Sort of like a report card and maybe shows your relationship level during those Steps.

That kind of thing is a planned feature. It was one of the Kickstarter stretch goals. I don't know when we'll be able to implement it. But before the game is 100% completed, there will be a sort of journal of the important aspects of your main character that is saved from the start of the game to the end of the game.

Hi GB, I hope you and your team are doing well. Thank you so much for all the hard work you put into your games. The *Our Life* series has a really soft spot in my heart. *Thank you*. I had a question! In *Our Life 1* day was the RV road trip Moment in Step Two, which had a very sweet and emotional atmosphere centered on the characters feelings. I was wondering if *Our Life 2* will also include Moments like that in the Step Two Moment with Qiu and Tamarack, scenes focused on emotional closeness and developing the relationship further.

Well, I'm trying to have some sweet Moments with the leads in Step Two. I'm not sure if they will seem as nice as Step Two in *Our Life 1*. There is a lot more like angst and drama in this Step Two and it'll really be up to like player preference on which game they think has the sweeter version of Step Two. But I'm making an attempt, so you'll have to decide for yourself once it comes out.

Hello, hope you're doing well. It might be a silly question, but OL1 and 2 got quite different art styles. Will Baxter have the OL2 art style when he returns? Also, how would Baxter in Step One feel if the MC is named Alexander Ward? I know it's his middle name and last name. Would he feel weird about it?

Baxter will be drawn in the *Our Life 2* art style. His Step Four version is actually on the Patreon if you want to search to find it. As for being called Alexander Ward, he would find it pretty interesting and amusing. He doesn't really feel bothered if other people have similar traits to him. In a way, it's kind of reassuring that he's not sort of the only

one like this, and so he tends to be approving of those who have things that are similar to him, like similar taste in colors, or if you also have a mole. So having a similar name would also kind of tickle him.

Hi GB, hope you're having a nice day. Hope my questions aren't too tricky to answer. 1. I'm curious, Are all major characters pansexual? I remember OLNf itself has no 18+ content, so if these kinds of relationships were to happen, are they all omnisexual or do they have preferences? If this goes against your rules, feel free to ignore it. Sorry about that.

It's not against the rules. None of the leads in the life series have a preference. They're never going to reject an MC because of who they are. So, in that sense, you could say they're all pansexual or omnisexual. There's different terms that could apply to them. And I'm not sure right now what term Tamarack and Qiu will call themselves, but they will be people who are going to love the MC no matter what.

2. Will OLNf have intimate interactions with the characters like OLBA does, such as kissing or touching. I'm really looking forward to it and wondering how it'll be handled, even though it's in a much later chapter.

Yes, once the characters are older, there will be scenes where you can kiss or cuddle and things like that obviously doesn't go into 18+ content, but there will be romantic encounters like that.

3. Who are the characters without double eyelids? I think Qiu doesn't have them, but Tam does.

That is right. Qiu has monolids and so does their mom, Mrs. Lin, but it's only those two.

I truly love your game so much. It brought me a lot of comfort and I'm eagerly looking forward to future developments. Wish you all the best and please take good care of yourselves.

Thank you very much.

Hi! This isn't meant to rush anyone. I'm just really curious about the process behind the game. From what I understand, the writing for all of Step Two is almost done, so what usually takes the longest to get it out in beta? Is it programming,

art, or something else entirely? I'm not trying to hurry anyone. I just love seeing how you make the game.

No worries. It's all right to ask about the process. I don't feel rushed by that. The game takes so long, both because of writing and programming. The thing with writing is that only I'm the one who's writing it, but we can bring in more programmers. And now that the script has gotten far enough ahead, we have brought in one more programmer. And once that new programmer is fully settled and understands exactly how everything works, then we could bring on even one more programmer, and then it'll be three people implementing the massive scripts I write. But at the end of the day, it's still going to take forever for me to write all of Step Three and then Step Four and then the wedding DLC. Right now, though, the reason the beta only has as much as it does per month is because it is difficult to program and test and create builds in just 30 days. So, it can only be so large, especially since there's still some general features and structures that are being built out. It's not just adding text.

Did Cove's parents know much about the LGBT people and culture before having a queer son, or is that something they researched more after he came out?

The two of them did not have much experience with the LGBT community while they were growing up, but they did start looking into it more and becoming more educated before Cove came out because of Lani and Pam. Cliff was now neighbors with a same sex couple. And so, he wouldn't want to do anything that would be hurtful, even if it was by accident or ignorance. So, both he and Kyra started trying to understand that community a lot more, and by the time Cove came out, they were very familiar with it. So, it definitely wasn't any of adjusting needed by that point.

Sort of related to the last question: we know Cove enjoys having his demisexual and pansexual labels, but I was always curious—would Derek and Baxter publicly use the pansexual label as well? Like, would they answer that if asked about it? I know Baxter just says he has no preference, so I'm curious as to if they use that label or being pan is just the closest thing to call what they are.

Derek would say pansexual if asked. Baxter does prefer to just say he has no preference, but if somebody asks me, I would say pansexual is a thing that you could call Baxter that is correct. But he never really says that about himself.

You don't have to make up some on the spot, of course, but if the OL1 boys have social medias, what kind of usernames do they use? Just a full name, a pun, something completely random, etc.?

It would potentially depend on their ages, especially with somebody like Baxter who probably would try to use something more witty or clever when he was younger, and then keep his socials more professional once he's older. I think Cove would likely try to use his real name because it is pretty unique, and he likely could get it on a lot of socials. Derek would definitely want to come up with something fun and more like a nickname, rather than just using his literal name.

Hello! So, I've been thinking about making a free mod of OLNf when the full game, including Step Four, comes out, but I have a question. 1. Based off of me reading the guidelines of the official GB Patch Discord channel I'm in, would it be possible for me to post an announcement about it there and/or I guess make update announcement every once in a blue moon? Something like "Hey, I've created this mod for OLNf. DM me if you want the link to it or to discuss details about it!"

I'm afraid probably not. You definitely wouldn't be able to make any kind of proper updates about it. Even offering to send the link in DMs might not be okay, because we wouldn't be able to verify that it was safe. And I'm sure you don't mean any harm, but we just can't sort of blanket allow people to be sending out links for downloads that we don't have any official control over, basically. The most you could do is just casually talk about how you are making a mod without telling people to DM you for link or posting the link yourself. But if there's like a name for it, you could mention what the name is and other people could search for it themselves if they were interested. I hope that's not too disappointing. I do think it's cool that people want to make mods, but we're not able to make modding an official feature of the game, so we do have to be careful about any modding that does happen, so it doesn't come across like it is an approved feature of the game.

2. What school electives (so non-history, science, math or English clashes) do Qiu, Tamarack, Ren, and Baxter choose while they're in high school? Sorry if Qiu and Tamarack's have already been answered in game. I haven't reached that part of the beta yet.

Tamarack and Qiu's electives are mentioned in the beta and soon to be the demo, but I guess it's not really a spoiler. Tamarack is in orchestra, which a lot of people probably know. And then she also takes yearbook, which is cool, but does not actually really affect much in the story. And then Qiu's electives are even less relevant where they take like business and work experience stuff because they don't really want to pursue any kind of hobby like thing in a school environment. Baxter goes to a private school. He doesn't attend the same high school that the leads do, and I don't know what's going on at his school. I didn't make that up, so I don't know what his electives are. However, Ren does go to that school, and her electives are outdoor excursions and computer programming.

Hi! It's been a while since I asked a question, but in the Moments is there one where the player is kind of the main focus?

Yes, I think so. I don't know if when players play it they will feel that this Moment is more centered on the MC than other things, but I do try to have Moments at least 1 or 2 per Step that's focused more on the MC than anything else. However, because they're the main character and you're deciding what to do and how to feel, I think a lot of the Moments do seem very MC-centered, and there's only a few that are very clearly focused on a particular lead over the MC.

Hello, thanks for the answers. 1. I skipped the first sentence because it mentioned stuff from the beta, but then it says: Will there be a cut-in (picture) of us kissing Qiu or Tamarack like in OL1? It didn't ask our lip size and I wonder how you would do it with all the varied skin tones?

Honestly, I don't know. Right now, the only cut-in with the MC we've been able to have is one where the MC was wearing gloves and a jacket, so you didn't see very much details because there are so many ways you can customize the MC, and I don't really know if we'll be able to pull off showing their face to any degree. We will see if we can, but right now, it's not a promised or guaranteed feature. We can always go in and add things like choosing your lip size if we are able to make that happen, but if not, it would be pretty sad to remove that from the game because it doesn't actually lead to anything. So right now, it's not in there, but I guess we'll see much later in development if it ends up being possible.

2. Will there be more options to call out certain characters on bull? For instance, with the ballet girl, why I not get to curse her out?

I guess the answer is no. There are times when you can get into fights and say harsh words, but I'm not going to go in and add more options to be extra mean or antagonistic to existing scenes where you can pick a fight where it's just sort of a normal day, and creating an entire fight by cussing someone out would require tons and tons of extra writing and alterations. But also, this is *Our Life*, a very pleasant, sensitive game, and you're not going to be able to just call a 14-year-old girl some curse word because she's having an attitude. You can dislike her and disagree with her, but you can't be that hostile or aggressive because at the end of the day, she's not really a bully. She's not that cruel. She can say some hurtful or unpleasant things, but there's really no reason to super tear into Vianca as a little 14-year-old girl.

3. Why can't the voiced name play when an MC's nickname is said instead of the first name? If someone decided to pick a voiced name, I assume they would not mind hearing it being said, but it feels kind of like they can't have a nickname at the same time if the voiced name won't play because of the frequency of the MCs nickname being used.

So, the voiced name doesn't play any time the MCs name is said by one of the leads. It's only said in very particular situations, probably only a few times every Step. And in that case, the line will just automatically be the MC's first name instead of the nickname, unless they only want to be called the nickname. And it seems like a bit of an unusual, uncommon case for someone to only want the text to be the nickname, but still wanting to have the voice file for the first name play that is different from the nickname. I don't know if we'll be able to add extra complexity to the programming to make it where someone can be going only by a nickname, but the first name voice file still plays. Unfortunately, you might just have to compromise and either not have a voiced name, or just have characters use the first name very occasionally so that in Moments when the voiced name would play, it does play.

4. If you clearly favor one character over the other, how much memory of it will they have and use? For instance, I skipped a scene with Tamarack – *and that scene is from the beta, so I removed specifically what it was*. If she finds out I was with Qiu, will she remember and use it later down the line against me?

Maybe. For the most part, if you choose one lead over the other, it won't really come up in Step One because you're all just little kids and you haven't even known each other for that long. So even if you really like each other, you're still just sort of adjusting to the dynamics in your relationship. By Step Two, choosing one lead over the other, while close with both of them, is a much more significant thing, and they can potentially bring up how in prior Moments or the Prologue, you seem to give preference to the other lead instead of them. However, it doesn't happen that often. They're not endlessly going to be holding it over your head that you hung out with someone else instead of them. Even in Step Two, when their attitudes are the worst.

Hi. Sorry if this has been asked already, but I was wondering due to playing the recent demo. Is it possible to go from crushes in Step One, neighbors in Step Two, back to friends to eventually being crushes once again in Step Two, or would you have to wait to go back to crushes until Step Three, if it's even possible to do so? Again, sorry if this was asked, or if this isn't even able to be answered at this time. Anyways, I hope you're doing well and hope you have a great rest of the year!

Thank you. It is possible to go from neighbors to friends, and then friends to crushes all within one Step. You won't have to wait until Step Three to get back to being crushes, though, depending on the choices you make and whether you have the DLC or not, you might have to wait until the very end of Step Two to get the opportunity to become crushes again.

Hello. Sorry if this has been answered before, but I'm wondering when the Boys Club started breaking up? Like a year from Step One where things starting to come apart already? Or was it more like a gradual shift?

It was a gradual falling out. But that year where the story starts, 2010, is the year where it's all going downhill. They're not getting closer. They are slowly moving apart across that whole year and then into 2011. And then by the time Qiu has gotten into sixth grade, things have really basically fallen apart.

Hi! I'll keep my introduction short to hopefully help out with answering.

Obligatory feel free to ignore any all questions. 1. What does the team look like including David (Hi David!) and all! Where would we see less interact with the GB team?

Well, I don't really know what most people on the team look like. I don't require them to send pictures when they apply. I have brown hair and brown eyes and white skin with thousands of freckles, and I have glasses, and I'm not that tall, I'm like 5'3". And David is my brother, so we actually look pretty similar, but he can answer the question himself too. I don't really know where you'd see or interact with us. I assume you mean in person, since if you want to just send me a question, you can direct message me somewhere. Maybe some day we'd go to a convention, me and maybe David, maybe someone else on the team. Me and David went to a convention one time, five years ago, but never again. That's the only time I've made a public appearance as somebody working at GB Patch. I don't see any time in the near future where it would be possible to see us or meet us in person, so sorry about that.

2. Would you consider contributing to any of the GB game wikis to further expand on characterization that people may have missed, such as giving your thoughts on character motives and whatnot?

No, probably not. If I'm going to spend time sort of doing outside of game info, it would be answering direct player questions rather than going to a Wikipedia and adding information there. And, I don't know, if the information wasn't in the game itself, and it's just like my thought process, I don't think that really should be on a Wikipedia, since that's not from the game. It's just what I was thinking at the time. And you know, it's better to just let people think what they want based on what's actually in the game. And then if someone wants to know what I think, they would just ask me.

3. There's a pretty positive opinion towards modding OL games, it feels like, but I noticed in passing that it's discouraged from teaching people how to open the game files, or something along those lines on the Discord. Is that purely a rule (if a rule at all) on the Discord, or in general for the community? Well wishes and happy holidays to everyone!

Thank you, happy holidays. With modding, you can't ask the dev team or the community manager to help you learn how to mod. Unfortunately, you know that's not a feature of the game. It's not a sort of workload that we can take on to teach the community how to mod if they want to mod. But other players are welcome to give tips and advice or link to tutorials on how to mod. It's okay to talk about modding in general without like promoting your specific mod and sharing links to it. It's just about making sure modding is entirely a community thing and not something being pushed by the actual team itself, because

that's not a feature we can promise or guarantee is a part of our games. It is something outside of our own company and our own work.

Hello GB and team! I hope you're all doing well. Make sure to wear warm clothing as the cold is coming very soon. I wanted to ask a few questions about my all-time favorite character, Renee Murray. But first, I just wanted to say I love her so much, even if we don't know as much, I fell in love with her character. Please feel free to skip any. 1. How did you come up with Renee? Was there a particular characteristic that you wanted her to have or something that you wanted included in the game? What was her original concept if she had one?

Well, originally I wanted to make sure there was another kid around outside of the leads who you could get to know and have your own opinion on. And Ren's original design was wanting someone who was based on a red fox. I just thought that would be really cute for this autumn themed game. And so that's where Renee's Step One design came from. Then I also wanted somebody who would treat the MC differently based on gender, but in an understandable way that would change as time went on, which is how I started coming up with the idea of a character who was trans, but was not out as a young child, and so had this uncomfortable relationship with girls, in this case, because Ren is a girl and could not be out about that. OL1 wasn't really able to have any changes based on gender, and in this game, I wanted it to affect things and be acknowledged, but still in a way that felt fair and interesting to all players. Which is also why there's then Vianca in Step Two, who is less friendly towards people who aren't girls, instead of Ren, who was less friendly towards girls. The two leads were also very outgoing in Step One, so it was nice to create a character who was a little more shy and kind of grumpy and sullen, but could still have a lot of fun and get excitable when interesting things were going on. Ren also had the concept of not being "the kid next door", but instead "the kid on the next street over", which is a similar type of trope, but I wanted to intentionally be slightly more distant. Ren is a little bit older, not the exact same age like the two leads, and lives a little further away than somebody directly outside your window. And if Ren had been able to be a side romance, she would have been someone that you spent less time with compared to the leads, but someone you did slowly grow closer with over time, and then eventually could have a closer relationship to her than anyone else. So, this concept of there being somewhat of a distance between you and her would have been part of the story, which ties into sort of

the symbolism of talking to each other from different sides of a fence, instead of just being directly in front of each other,

2. I saw on Tumblr you had shared ideas Moment/plot points Renee would have had. I wanted to know if you could go a bit into detail on how you would have wanted her route to go. I'm definitely going to write fanfic, but I wanted to see how you would have wanted it to play out. Also, I just wanted to say I loved those ideas, especially talking to her on the other side of the fence. Aw, it's so cute. I wonder how they would have reacted when they saw each other in the school.

I guess I kind of already answered how I would have wanted it to go, which is very much using that concept of “the kid on the next street over”, where it is similar to the leads, but there is a bit more distance and differences that would be overcome. It's not 100% exactly the same, but still definitely relatable and an inherent closeness. Just not quite as close as the two leads. In Step One, there definitely would have been scenes where you got to go over to her house, which sadly there are not – well, you get to go to her street, but you can't go inside her house. But you would have been able to meet her brother in Step One and had some kind of scene where maybe those two were hanging out, and then you also got to join in, or you did something with the whole family in Step One. And then later in the story, you definitely would have been able to go like camping with them or on a hike with them. There would have been scenes in the school in Step One and Two, where Mr. and Mrs. Murray could mention how close you were becoming with Renee and things like that. As for how Renee would have reacted after meeting the MC in school when they initially met, when talking on the other side of the fence and not really seeing each other fully, it would have depended on how your MC acted. If they were like rude and taken an attitude with her, it'd be very different than if they immediately kind of hit it off and had a friendly conversation. So, Ren could be more shy or more annoyed to run into the MC again after the first day of school.

3. Going a bit into Rene's family. Is everyone tall? Is she taller than anyone in her family (her mom, dad or brother)? Also, if possible, what would be an estimate of how tall Renee is? I'm wondering if she's in the six feet category. It's one of the first things I thought when I saw her character design. Thank you so much for answering any of these questions. I hope you are all doing well. Hope Thanksgiving goes/went well. Much love to you all!

Thank you very much. The Murray family is very tall. Renee probably does not grow her mom eventually, but I think at most she's probably similar in height to her brother and father. She wouldn't notably outgrow either of them, but yeah, I'd say by Step Three she probably is six feet or higher.

How GB team! Hope you're all having a great November and huge thanks for all your work so far. OL1 took over my entire summer and I'm super excited for OL2 to launch next year. This is my first time asking a question, so apologies if it's already been covered. During Step Two Prologue in the current demo, there's a screen where you get to choose whether Qiu/Tamarack reciprocate your feelings if you choose crush in Step One, or you can change it to being friends instead. It's been a while since I played it, but one of the options confused me a little – something about MC would never assume to know What Qiu Tamaracks feelings are. Does this impact gameplay in the sense that it's not obvious to MC during Step Two that it's reciprocated, or does this remove the crust crush element entirely? I was drawn to that option at first, but wasn't sure if it meant the latter or not, which I wanted to avoid. Sorry if this is a tricky one to answer. You can ignore it if it breaks the rules. Thanks again for the Q&A's. I look forward to these every month. And thank you, David for the transcripts.

Well, thank you too. So, if you have the crush setting on then it is always mutual. And every Step, no matter what you choose it, is a mutual crush, where you like them and they like you. The choice to not be certain just makes it so the MC doubts the feelings of the other lead. However, they do still have a crush on the MC, but the MC is not confident about it. They won't be going around thinking about how the other person totally likes them. And there's a similar choice where the MC can be in denial of their own crush. The crush is still there, but the MC tries to lie to themselves and say, it's just friendship.

Hello GB and team! Happy November! I have questions for Baxter and his DLC, if that's okay. He's one of my fave fictional characters ever. 1. During Step Four confession scene, MC has the choice to admit they liked Baxter back then too, not just now, and Baxter would be surprised and touched. But wasn't it obvious? Like, they were dating, and MC clearly liked him a lot, just like he did five years ago. If you could explain this option, if I misunderstood its meaning.

Well, I'm not sure what happened to cause this, but there is a little flag in that script where you have the opportunity to tell Baxter you liked him in the past if you didn't tell him that you liked him. So, if you were already dating and having romantic Moments with him, I don't think that choice should have appeared. It's only if you're set to crush, but you did not let Baxter know. So you were crushing in Step Three, but you did not pursue it, or if you had a crush on him way back when you met him at the soiree, and you never told him that, and so telling him in Step Four that you actually did like him back then too is meant to be like a shock and surprise. It doesn't mean that you were friends or you enjoyed spending time together. It's that you had already kind of fallen for him in a way, even back then. I don't know if something just went wrong with the programming and you got it, even though you did admit to liking him and wanted to date him. So, sorry about that

2. What kind of planner would Baxter be for his own wedding since we know he wouldn't hire a planner other than himself? Would he be stressed beyond means wanting perfection for everything?

Well, he'd probably start out very excited and energized to be doing this with the MC. He'd have plenty of ideas, and he'd feel very confident, you know, with all his experience. Finally, he can do it, you know, for his own wedding. But the closer it got to the actual date, I'm sure he would become very stressed and potentially would be frustrated with things not going well with other people where, you know, he's doing everything exactly how he intends it to be, but he can't completely control other people. So, there would definitely be stress at some point. But for a lot of it, it would be a very fun and positive experience.

3. Fans theorized that when Baxter introduced MC during the Step Three mountains trip, his mom actually wasn't being very nice on call, especially when he introduced MC and Baxter was being rebellious in his responses to her. What do you think! Could it be true? We already know his parents are terrible people. Are they the kind that would judge Baxter's relationships hard?

Recently, I feel like both Baxter and Mrs. Ward were kind of having one-sided conversations, where Baxter found being able to talk about MC to his mom while on this trip was an amusing thing to do, mostly in terms of seeing like how the MC reacts and being able to, like, confess what he's doing, while Mrs. Ward isn't taking whatever Baxter says that seriously, and just wants to know, you know, that he's still not doing

anything too out of bounds from what they would expect. I don't see her being, like, outright rude, but I also don't think the two are, like, really connecting in any way.

Okay, so I ended up having to stop recording that day and now back on a different day. Let's see if I can finish the rest of the questions in this sitting.

Happy November! 1. Do either Tamarack or Qiu have a middle name?

Not right now. I hope to eventually choose one for both of them, but I have not done it yet.

2. Will Opal's relationship with her work be addressed further in the game? Just going off what we've seen so far, she has to move around her schedule a lot for work, canceling plans, etc., often at the expense of her relationship with the MC.

That is something that does come up throughout the game and it, you know, can consistently be something that upsets the MC, but it'll never be something with like a solution where Opal just needs to learn the lesson to work less because she does just have to keep working a lot to support her child as a single mom.

And the third question is about a scene that's only in the beta right now, so I did have to skip it, but it will become available in the demo soon at the end of this month. So, if you want to ask it again in the future, you can. But for now, I can't.

Hello GB! I wanted to ask you about OLNf's release date considering we have two more full Steps to go (2 and 3) with ten Moments each, and as of November 2025, we're only beginning Step Two, is it still the plan for the full game (minus Step 4) to release in 2026? And I don't mean it in a pressuring/rushing you way. I'm sure everyone here will patiently wait for as long as we have to. I'm just curious if the development is still going within your imagined timeframe. Thanks for all your hard work!

Well, thank you for not wanting to pressure us. The plan is still definitely to release some amount of content in 2026. It will not be all of Step One, all of Step Two, all of Step Three, unfortunately. But there are things that we can leave out in order to release the game in a partial state. It'll probably even be listed as early access rather than a full launch, but it will have plenty of content and it'll come out this year. I don't think it's worth it to wait until 2027 to release anything so that it has even more content. So, we are

going to release a new roadmap early next year, and so it's still something we're planning between me and the programmers. So, there will be more details that I can share later on, like a little more than a month from now.

Hi! Hope you've had a nice November. 1. What are Qiu and Tamarack's ideal partners in Step Two? What traits do they look for in a partner?

I'm afraid there are none. You can romance them or become best friends with them. With any type of MC, there is no choice. That is the correct choice or the preferable choice. It's really just how you want to play it.

2. We've already seen how Mrs. Baumann disciplined Tamarack for misbehavior, but what do the Lins do as discipline for bad behavior. Do they do grounding, taking away electronics, etc.?

Well, exactly how it go would depend on how young they were at the time, but generally the Lins would make sure have to apologize and would take away things that are fun for them. It could be like the TV, or when they're older it could be their phone. And maybe they wouldn't be able to go out and see their friends, or there'd be more limitations on where they're allowed to go or how late they're allowed to be out. They might tell Qiu to go to their room if it's like an argument and things are getting heated, and so just to end it, they'll just tell them to go to the room, and things along those lines.

3. What is Mrs. Lin's new job in Step Two?

Honestly, I'm not 100% sure. She would get just like a job in town, but since Step Two isn't 100% written, I don't know if I'd like come up with a scene where you go somewhere and then it'd be weird to not acknowledge that Mrs. Lin is there because that's where she works. So, I have to make sure there's nothing in Step Two that's going to conflict with where Mrs. Lin works, or will require writing a new alteration to acknowledge that she's there. So, I'll just decide some random business that she works for in the town after I'm sure that either you're not going to go there, or that B. I want you to visit where she works, and therefore I'll need it to be whatever place I want you to go in the story. So, since Step Two is not done, that has not been decided.

4. For *Our Life 2*, will it be like *Our Life 1* where you were able to get into a relationship at the end of Step Two? Or will there be chances to get into a relationship earlier than that in Step Two?

It will be like *Our Life 1*: the earliest you could ever express an interest in, like actually being in some kind of relationship is at the end of Step Two. It would require way too many alterations to an already very long Step to let you get into a relationship in a Moment, and then the rest of the Moments have to reflect that. So, in Step Two, you have to wait until it's almost over.

Hello GB gang. Feel free to skip this question if it is too difficult to answer, but what got you into creating and developing VNs? Was there a VN that inspired you or was it something else?

I can't speak for everybody on the team. I can only say how I personally got into making visual novels. And for me, it was because I ended up discovering the Ren'py engine, which is what our games are made in, and the whole little community of making small, free English language visual novels and just releasing them on this forum. And I had really gotten into playing those, and at the same time, I was also really deeply into the *Harvest Moon* game series community. And I basically decided that I was going to make a visual novel about these *Harvest Moon* OCs, basically, that I had come up with. I came up with these fake concepts for what the next *Harvest Moon* game could be like. And, you know, I would chat about it with other fans and people actually were interested in these characters and what might happen if you actually had scenes with them. And there was no way I could make an actual farming game. So, I decided to try making a visual novel because I was seeing, you know, all these other people doing it, and I was playing them and liking them. So, I did. The first visual novel I ever made was just a little game where you went around and met these characters living on an island. And I really enjoyed the process of making a visual novel. I liked it even more than playing games in a lot of ways. And so, I became more interested in continuing to make VNs even more than I was in terms of playing lots of games, which was my main hobby before that. And I still do play games, but I spend more time working on my own games. And I've continued to make visual novels ever since then.

Two sort of connected questions this time. 1. Was *Our Life B&A* having all male romance options intentional or was it sheer coincidence?

It was intentional. *Our Life: Beginnings & Always* was made to center around Cove. That was the whole core of the game. But then I wanted to have optional side romances to give people something else to still do in this game, even if they didn't want a romance Cove. It was still, you know, a fun, cool world, and so I wanted to have a little bit more

variety of characters you could get to know and stories to follow, even if it was not possible to put them on equal level with Cove just because of how much content he had. And I wanted them to all be male because I felt like it would be really terrible, honestly, if the male love interest is the one that got all the attention and was the main star and had like three times as much content, and then if you wanted to romance, you know, a woman in this world or someone non-binary, you'd have to settle with buying a DLC that had much less content with this character, and it just felt like it would be a terrible way to arrange things. So, I just decided since Cove was a guy, the other love interests would be guys, and the only people who would most likely play it are those who only wanted a platonic relationship or who wanted to romance guy characters.

2. Did N&F intentionally not have any male romances because B&A had three, or did it just happen to work out that way?

That was also intentional from the very beginning. My hope was that I'd be able to make at least two *Our Life* games, one that was about Cove and so would only have male love interests, and then another that could have non-male love interest options. So that's why *Our Life: Now & Forever* will never have any male love interests.

Also an unrelated question in "Wheels", is Baxter actually okay that you crashed his bike, or did he just not want to cause an argument?

Baxter is pretty spoiled, especially around that age, and so he doesn't really care, you know, if something of his gets damaged. There's never, like, a worry that it won't be possible to fix it or replace it. He won't even really get in any trouble. So, he doesn't have much of a reason to be super angry. It is kind of annoying that this situation happened, but he's not really that upset about it. You know, if it was Ren or Qiu, they would be a lot less happy if their bikes were crashed.

Hi GB Patch! Wish you a happy November! Just reviewed all the Q&A in the past to get to know Baxter better, and I hope my question is not a repeated one. I have two questions. Please feel free to skip or ignore them if it is not convenient to answer. Well, the first one is maybe a technical question. I wonder how Baxter ignored MCs messages. If the MC still texts him after that summer, did he just intentionally not see those messages or he blocked MCs phone number?

Baxter just didn't respond to them or even like fully opened them. If like a notification popped up, he'd just dismiss it and not open it and definitely not reply. I don't think he

ever blocked the MC. Maybe if the MC was like really, really persistent in like trying to call and text, he might do that temporarily. But he personally would consider that to be very rude and mostly would avoid blocking the MC.

The second is that do LIs in OL1 act in the kind of typical way of their constellations? Though I'm not a big fan of constellations, I am likely to understand these characters in a general way. No matter if answering or not. Thank you for creating this fantastic game.

Thank you. And I'm afraid I don't know about Zodiacs at all, and their birthdays were chosen based on when their content happened to release. So, if they are similar to their zodiac signs, it would be a coincidence. I had no idea what was going to happen with that, because I didn't know when the game and DLCs were going to launch.

Hello GB Patch! Hope you had a good autumn. Please feel free to skip any of these questions. 1. In Step One, there is an option to think that Qiu is the prettiest person we have ever seen, and then later on in a different scene, Qiu mentions that we think they are pretty as well. So even without picking that option, does Qiu think we are pretty?

Yes; those choices are less about what they think, and more about will they express this, because maybe not all players want to be called pretty. It might make them feel nervous or uncomfortable, or they might think that pretty is not the best word to describe them. So, you sort of have to approve of that term before it will come up in the game.

2. I know that in Step Two of the MC can be jealous over the lead's attention, so I was just wondering which character would make the MC jealous over Qiu's attention? As they do not have many friends aside from the MC and Ren in Step Two.

There are like specific situations, but in general it is less common for the MC to end up feeling jealous than it can be to make the leads jealous because they can be jealous over each other. But yeah, it is not that easy to find situations where the MC has a reason to be jealous over Qiu because they are mostly just gonna hang out with the MC.

3. Since Step Two scripting is almost finished, I was wondering if you decided to add in the opportunity to get into a relationship with one of the leads at the end of

Step Two? Or will we need to wait until Step Three? I am good with either as the leads are having a hard time in Step Two!

So I did already answer this one, where you can express an interest in that kind of relationship at the very end of Step Two, but that's the earliest it can happen.

4. I know that we can become Qiu's true best friend in Step Two, and I was just wondering if Qiu will continue to think of us as their best friend in Step Three, when their friendship with Ren stops being strained? Thank you for answering all of these questions. I cannot believe how quick this year has gone by, and thank you for making such an amazing game!

Thank you too. And in Step Three, if you are best friends with Qiu, it will be a best friendship. Even though they are still very good friends with Ren, you can be their official best friend. It's not automatic, but it is possible.

Is there going to be a Moment, base game or DLC, about the extracurriculars the MC may have picked for themselves, book club, astronomy club, volunteering, etc. if any?

I'm afraid not. Choosing interests like that is just for flavor texts and designing the interests of your MC, but it is not for the sake of creating entire scenes based around those activities. Unfortunately, there's too many possible things for the MC to be interested in, and I didn't want to limit it to just like two or three so that there could be entire scenes about it. So, it is just very minor changes in the script.

Hi, thank you so much for your work, As always. I really love how cozy and warm OL1 and 2 are. I don't know how you manage to make the typical Moments and conflicts of everyday life both interesting and heartwarming. I swear it's some kind of magic. *Thank you. Glad you like it.* Anyway, we all know Baxter has a soft spot for black and white all his life, but what about Qiu and Tam? Do their favorite colors change or stay the same as they grow up?

Their favorite colors do change. I haven't decided what they will be in Steps Three and Four, but in Step One they mentioned their favorite colors in the prologue, and by Step Two it has changed where Qiu's favorite color is no longer gold, it's silver, and Tamaracks favorite colors are no longer a long list of things, and instead she will mainly say that her favorite colors are pink and purple. Though if she's close with the MC, I

imagine she'll still joke again that her favorite colors are also whatever the MC's favorite colors are, but it will not be as sincere as it was when she was a little girl.

Hello! First time Patreon supporter and question-asker here. Thanks for the wonderful game so far. I was wondering how do you build the characters in your stories – their quirks, temper, and behavior? Is it an always in progress kind of thing, or do you have it all figured out before you start developing the game?

It's definitely an always in progress kind of thing, especially with *Our Life* where I take a lot of it one Step at a time. I constantly decide, like, new things about them based on the situations I decide they're going to be in, where I don't initially know exactly how they will react to this new kind of situation, or a new chance to express an opinion on something. But I'm able to form their reactions in a way that I think makes sense and works with who they are, and it sort of seems completely as it should be, even though until I got to that point, I wouldn't have known it would be exactly that way. Though There is a certain baseline level of understanding I need to have before I can begin writing them. But there is always room to continue to add more and see different sides of them, and different likes and dislikes.

Pretty much the same question, but about the story itself: is it already finished in your head, or do you go more freestyle while actively working on the game? Do you follow a certain structure like the Hero's journey writers often use? As always, thanks for the time and effort you put into the game and the Patreon. It's really cozy in here.

Well, thank you for being in here. And like with the characters for *Our Life*, it is very freestyle. I don't follow a certain structure. It comes along as I get to each individual Moment and then, you know, the Prologues and the Endings. I just take it one Step at a time between Step One, Two and Three, and then also every metaphorical Step at a time. However, that is for *Our Life*. If I was working on a shorter game or a more plot-focused game, I would want it to be a lot more planned out ahead of time and a lot more structured. I probably wouldn't still exactly follow the Hero's Journey, but I would make sure it was telling the story in a well-paced, understandable way where everything is building up properly. I wouldn't just wing something like that.

Hi! This is my first time asking questions, so sorry if some have already been asked. 1. This one I think kind of breaks the rule two stipulation. Sorry if it does,

feel free to ignore if so. However, I was wondering if in OL2 there were plans to include flavor text or added discussions if you name the MC Opal, aka in-universe, Opal names their kid after themselves? This didn't really pop up in my head during OL1, but since we can have the cranberry eye/hair comparison, it just got me thinking, especially if you later decide to change your name.

I can answer this question, but unfortunately the answer is no. We included the cranberry hair and eye comparison so that there was a very obvious way you could make yourself look like your birth mother and have people in the game be able to acknowledge it. But we can't have anybody acknowledge you for having the same name as anybody else because there are so many characters. And if we did it one time, it wouldn't make sense to not do it for everybody else. And we can't have every character acknowledge the MC is named after any other character in the game. So, whatever your name is, none of the characters will make a comment if it is the same as some other character's name.

2. In OL1, what did ever happen to the teen that was involved in Cove's accident (avoiding spoilers on the finer details of course lol)? I've been wondering since my first playthrough, haha.

Well, I don't know who they are as a person. They didn't really get in, like serious trouble. I'm sure it's very traumatic for them to have gone through that, but they were able to just continue with their life and hopefully never get another child into an accident. But I don't know what their name is or anything specific like that.

3. In the overall FAQ, it was mentioned that after OL2, you will be moving on to games with other premises. Do you know yet if you will continue the trend of placing them within the same universe? Or is that more of a project-by-project decision?

So, I do like to have games in the same universe, but the next game I have in mind, Project W, cannot be in the same universe because it's a fictional fantasy world and the *Our Life* and *XOXO* people do not exist in that world, but I wouldn't be surprised if someday there was another game in the same universe.

4. Cove, my wonderful, adorable, most favorite mermaid. If fate was being a big meanie to him and offered him the ability to fly via magical girl transformation wings, instead of gifting him the obvious ability to magical Girl transform into a

mermaid, do you think he would still take it or refuse it because it's not what he wanted?

Cove would definitely have mixed feelings. On the one hand, he would be very surprised that magic is real and very nervous and uncertain about the idea of taking Magical powers and having some kind of flashy transformation. But knowing that magic and flying does exist would kind of be reassuring, because he could at least think that, hey, maybe there actually are mermaids out there, even if he's not one. Maybe it is actually real and in a way that that's great news. So if the magical being explicitly said "I could make you a merman, but I refuse to", then he would be a lot more sour about it. But if this creature only is capable of doing this one thing, he would still be pleased to at least know this kind of thing exists and can happen. However, I am not sure he would actually accept, especially if there was some kind of responsibility that would come with having these powers.

Hi, hi hi. 1. in OL1, Noelani said she's attracted to men, but it's not explicitly stated unless I missed it, whether she's had experience in dating and having relationships with men or not. Is that also something she can relate to with Elizabeth and a male attracted MC?

Yes. Noelani has been in relationships with men in the past, and she can try to give advice on dating guys to her kids if they need it.

2. Baxter seems pretty caught off guard as a kid when someone checks his backhanded comments. Did he not often realize the full impact of his words, or was it mostly about not being accustomed to correction? If he wasn't catching on, at about what age did he start to actually care how he made others feel?

Well, in the Step One time period of *Our Life 2*, Baxter's only really concerned with his club and what they think. He's definitely not fully aware of how he can come off, but he's also not that concerned if it did come off wrong, unless he gets called out by Ren or Qiu. So, I guess it is kind of surprising for somebody else to be there and be correcting him when he's not really used to having to share space with people that he does not consider very good friends of his already. It's definitely going to take a few more years, well into his teens, even his late teens, for Baxter to really begin thinking about how everybody will react to him and not wanting to upset anyone. And it's not until college that he's fully become how he's like in Step Three of *Our Life 1*.

3. In Baxter's Step Four, when he confesses if MC doesn't and then asks for their response, he flinches when MC moves their hand. Did he think he was about to be slapped?

No, that's not what he was afraid of. He's just bracing himself for whatever reaction and response he's going to get. And so as soon as MC shows a sign of like reacting, he's flinching to it because something is happening and he's just very wound up about this situation.

4. Piggybacking off the surfer question from the previous Q&A, if in OL1 Moms did get MC their own surfboard at 7, how jealous of and or impressed by that would little Cove have been? Or am I wrong to assume he wouldn't also have his own board at 8?

I imagine little Cove probably would have a board by 8. You know, his dad works in the business of selling equipment for water sports, and Cliff is an avid surfer himself. He would have absolutely taken his kid out surfing as soon as he was old enough, and since Cove does like it, Cliff would have been very excited to make sure that Cove is able to continue doing that. You know, have a hobby that they share together. However, Cove does have a cast on when he first moves there, so he would definitely be jealous if MC was going out surfing while he had no choice but to stay on the shore.

Hello GB and team! I hope the end of fall and the beginning of winter is treating you all well. For questions, please feel free to skip any if needed. I've been working through a full replay of the demo before playing Step Two, and I was so excited to see snow falling in Golden Grove in the Fall End section. It got me wondering what is the leads' plus Ren's favorite way to spend a snowy day (a favorite winter sport, snowball fight, staying cozied up inside, etc.)?

So, we did share a background with snow on the Patreon, so it's not meant to be a spoiler that snow does happen in the game, but that's why I'm answering it, even though it mentions something from the beta. Her favorite activities, it would depend on how old they were. In Step One, Tamarack would really like snowball fights and, like, just trying to catch a snowflake on her tongue, while Qiu would like sledding and drinking hot chocolate. Renee would have fun doing something with the Boys Club, but I think she's not that much of a snow person, especially because she's a little bit older. She's probably already getting to a point where snow is just kind of a hassle. It makes getting

to school even harder, and she's got to help shovel it in front of her house, so she might not have as much of a whimsical attitude as the two leads who are younger than she is.

On the topic, we know Qiu likes hot cocoa and Tamarack likes tea, but does Ren have any strong feelings towards/favorite warm beverages?

She's a hot apple cider kind of girl.

Hoping you all take plenty of breaks and stay warm!

Thank you very much.

Where should we add suggestions for little typos or anything that we find that could be clearer in the beta? Is it feedback you're open to? Just want to help out if I can.

You can leave a report of text-based errors or issues in the same bug report channel in the Discord that you can place crashes and stuff in. Those are also counted as bugs, so you can put them in the bug report section if you're part of the Discord. If you're not part of the Discord, you could leave a comment on the beta post for the month, or you can even just directly message me about it.

2. Do Patreon supporters get a credits mention at the end of N&F? I know it's a while away, so if you have an idea of whether or not it'll happen.

People who are supporting right now or have supported in the past won't get their names in the credits. Patreon isn't the same as Kickstarter, where I'd be able to get in touch with everybody several months from now to make sure I have the correct name to put in the credits. And you're not really supposed to offer rewards for a monthly subscription for something that they're not actually going to get for many months. So, it's just not part of the Patreon reward tier. Maybe during the month or right before the game launches, I could make it a bonus reward, but it would have to be right before the game is going to come out so that I can make sure everybody has the name that they want, they don't need to change it, and I wouldn't have like a way to contact them because their subscription is over and things like that.

3. What is Derek's (and the main casts') favorite and least favorite color?

Derek likes red and purple. Baxter likes black and white. Cove likes blue, green and yellow. I don't really have least favorite colors for them.

Hiya GB! It's possible that these have all been asked before, but I'm new to the Patreon, so sorry if these are old hat. 1. How did you end up getting into making games? Was it something you always aimed for, or did it happen sort of by accident?

So, I did answer why I originally started making games. It definitely wasn't something I always aimed for. I actually didn't really consider myself the kind of person who would pursue any kind of creative endeavor, and the fact that I was able to start doing it professionally was not the intention. I didn't go to school for it. I've never worked for any other company. I just happened to be able to make a little bit of money off the games I was making. And it gradually built into being my only source of income.

2. Do you work on games full-time?

Yes I do. It is my whole job. I don't have any other way of making income besides, you know, selling merch, which isn't exactly making games, but is still connected to the games that I've made.

3. It feels from an outside perspective that OL1 was very successful for the sort of niche it occupies. Would you agree with that sentiment? And if so, what sort of impact would you say it had on you as a person/team?

Well, I think it's always a little weird to call yourself successful or your company successful. But I definitely think that for a visual novel, especially an English made visual novel, it definitely was a success. It was a lot more successful than I thought it was going to be, and it had a really big impact on my life. I actually thought that *Our Life: Beginnings & Always* was going to be the last visual novel I was ever going to make because it hadn't been financially successful enough to do it full-time. And when I started, I was a lot younger. I could just work part-time while living with my mom and make enough money between doing other things and sales of the games. But I was getting older and it didn't seem like this was sustainable and I would have to do something else. But then *Our Life 1* was successful enough for me to keep making specifically visual novels and do it entirely full-time, so it had a very big impact on my life.

I don't have any questions as of now, but I hope everyone that's a part of GB is having fun. Thank you all for everything you're doing on this amazing game.

Well, thank you for the nice comment.

Hello GB! Just curious how good are the LIs of both BA and NF at singing? Thank you.

So, I like to say that their singing skills are equivalent to the singing skills of their voice actors. So, if the voice actor does singing and is good at singing, then the character is also good at singing. But if they are not singers, then the characters are not singers.

Hi GB! I was wondering if Baxter ever gets impatient when taking care of his own kids? For instance, when the baby often starts crying before sunrise and he and the MC have to take turns looking after them.

Baxter would definitely have his patience tested with a newborn baby. He does not have infinite patience. He, a lot of the times, is just sort of putting on a calm facade for someone who is not in a good mood, but he would use whatever skills he has learned about taking care of babies in order to not upset the baby further, or have it become like a strain on his relationship with his partner. Obviously, there would still be hard times and he wouldn't always be able to be perfectly pleasant, but he would be putting in the effort.

Hi GB, hope you're doing well. During the casting process for *Now & Forever*, was it ever considered to have real children voice the main cast in Step One?

No, because I would not know the legal process for hiring a minor, and I don't think it would be appropriate for me to be like talking to young kids entirely online. It'd be different if this was like an in-person casting call, where there would be like outside oversight of the whole job process to make sure everything was fair to making a minor do work. Although personally, I don't really like when children are doing jobs in general, and would prefer that more adults do child voice acting roles so that actual children do not have to have jobs. But yeah, I would not hire actual children for game work for multiple reasons.

Hi, thank you for making these games *Our Life: Beginnings & Always* literally changed my brain chemistry. And I'm so excited for the hoodie! Well, I'm glad you

like it. **Three questions about Cove because I'm obsessed. 1. If Cove had magic powers, what would he have?**

The ability to breathe underwater or to fully transform into a merman when he goes into the ocean.

2. How would Cove respond to the MC having an emotional episode?

Unfortunately, I can't really give good examples for what would happen in a specific situation. It would depend on his age and what the MC was like and the relationship dynamic they had, and what exactly the circumstances of the emotional episode was. I can only say that he would try to support the MC and get them help if they needed it, or just be there if they didn't want further outside involvement.

3. If the MC went missing, how would Cove react, both upon realizing and reuniting?

Unfortunately, again, I can't really do like scenario style questions because it's so dependent on many different factors. Obviously, he'd be very emotional the entire time if you were close, and even if you were just neighbors, he'd be upset at the thought of you disappearing, and then he would be very relieved when you came back.

What do Liz and Lee do career-wise after Step Four? Liz studied architecture, if I remember right. But we don't get to know much about what Lee does in her adult life.

Liz does study architecture and she does go into the architecture field. I imagine, you know, she has different positions throughout her whole life, but she does stay in that field of work. However, Lee is a backer-created character, so it's not really up to me to say what she does in her adult life. I think maybe she pursues a job in the entertainment industry like an actress or singer, but again, she's not actually my created character, so I can't say with 100% certainty.

More of a compliment that's a question, but how did you manage to make a game so good? It is capable of making people (or at least me) question their gender identity? Shout out to Qiu. Also, hi David.

Well, thank you very much. I'm glad the game was good. I guess it's mostly just giving the MC a lot of variety and options for how they present themselves and act and think and feel. And when you sort of have an opportunity to decide what you actually want in

a lot of situations, it can help you understand what you might actually want in real life. And, you know, stories can be very important in that way. And giving you a chance to think about things that maybe you don't feel able to or you haven't had a reason to stop and think about in real life.

Hello! Thank you for making a second *Our Life* game. The first was wonderful.

***Thank you.* All these questions are related to OLBA: 1. Would Cove get jealous if MC gave more attention to someone else, and how far could his jealousy go?**

I didn't really design any of the *Our Life 1* love interests to be jealous. Cove is not a jealous person. It would be very difficult to make him jealous. He would most likely get sad, or feel unworthy or undeserving, or feel motivated to improve in some way, rather than being stuck in jealousy.

2. If Cove were in love with MC, how would Cove react if MC rejected him?

So that is a scene that can happen in the game. He can confess to the MC and Step Three and Step Four and you can turn him down. So, if you want to see what that's like, you can play it in the game. But he's very sad but accepts the MC's choice.

3. Since there's a polyamorous option in the second game, this question occurred to me. Would Cove and Baxter be open to a polygamous relationship with MC? How would they react to the proposal?

They absolutely would not. Sort of like the jealousy thing, these leads weren't designed with the concept of polyamory in mind. Cove would never want to be in a polyamorous relationship, and Baxter wouldn't want to do that with Cove either, because Cove would be extremely uncomfortable with that. So, it definitely would not work out.

4. What would the default MC Jamie look like in Steps Three and Four (which fictional character do they resemble)? What would their closing clothing be like? Would Jamie have the same hairstyle as in Step One? Why is Jamie called Jamie? I want to draw them as an adult, but I don't know how to start.

Jamie can look like whatever you want. There is no default version of Jamie. There's no character that they look like because they can be whatever design the players want them to be. As for why their name is Jamie, it is a reference to the character from *Harvest Moon: Magical Melody*, whose name is Jamie.

Hello, hello and Happy November! I hope the month is treating you well.

Congratulations on all the progress for OLS so far, and on the OL1 hoodie. 1.

Would Cove give a speech at a friend's wedding, specifically like Derek's?

Yes, he would. He'd be a little bit nervous, and I'm not sure if it'd be super long, but he would definitely be willing to stand up and say some words about a friend of his getting married.

2. Random 4:30 a.m. wanderings of a 90s kid: have Cliff, Kyra, or Cove ever tried a waterbed? If not, how salty is Cove that he never got to experience one?

I feel like Cliff and Kyra probably have. Cove probably has not, and he is probably very wistful about not being able to have a waterbed. Especially growing up; like he could try one as an adult, but it probably wouldn't be the same.

3. How well does Miranda bowl when she's not sabotaging her brother's game? And how well would Cove and Derek play? Thanks again for the Q&A's, and to David for the transcripts.

Miranda is pretty good. She is not like a non-stop strike kind of person, but she's definitely a strong competitor. As for Cove and Derek, I don't really know. I guess they probably would be all right. It's not really a game either of them particularly play. I mean, Derek has played like Wii Bowling a lot, but I don't think that would exactly transfer to real life bowling.

Hey, I hope you and your team have a nice November. My question is 1. I was wondering, do you have a release date ready, or have you thought about what month you would release the game at? I know it's too early, but I'm so excited.

I'm afraid I don't have an estimate release month. Next year we will have a more fleshed out roadmap to share with people. But right now, I can't give any estimations on launch time periods.

2. What would the LIs in OL1 and 2 react to the MC smoking if they were friend/crush, or best friend in general? I'm really curious, and the timeline for the questions would be for OL1 in Step Four, and OL2 in Step Two.

Well, if you were smoking in Step Two, the characters would be very shocked and not want the MC to do that. It would seem very dangerous and kind of stupid to most of the characters. Nobody would really support them in that. As for smoking as an adult in

Step Four, I guess it would be kind of surprising to them, especially if, you know, they've known the MC for these years and they were never smoker, and now they've decided to smoke. But it wouldn't be a deal breaker, or they wouldn't really insist on the MC stopping. They just wouldn't have really expected that.

3. What would the LIs in OLNf do if the MC had a crush on another person (side faceless character) in Step Two?

Well, it would depend on if they were just a friend, or if they also had a crush on the MC, or if they were jealous or not jealous. But in general, they probably act in a similar way to if the MC had a crush on the lead who wasn't them. So, you can see how things go if you like someone who isn't them, and so you can just generally apply that to if it was some other random character.

And I had to skip the other questions. So, I'm sorry about that.

Do Qiu and Tamarack know how to speak Chinese/German? Or is it only their parents/grandparents that know how to speak those languages?

They do not know. They might know a few words or small phrases, but they're definitely not conversational level in Chinese or German.

Hey awesome people! Hope everything is going smooth and you're taking care of yourselves. You all deserve to have the best day. Thank you. I skipped question one because it's a potentially upsetting kind of concept, so: 2. What job would Qiu have in the future, or do they have an idea of what they want to be when they're older?

I haven't decided future careers for any of the OL2 characters yet. What they want to do in the future depends on their age. In Step Two, Qiu has no plans at all. In Step One, they're imagining they're going to be like a CEO or something cool and fancy, like a professional mountain biker.

3. How would you react in Step Two and Three to finding out someone is bullying the MC? Like pushing them, knocking books out of their hands, making fun of them, etc.?

I can't really answer any questions about how things go in Step Three, but even for Step Two, I can't really say what would happen in a specific scenario since it would depend

on the relationship and dynamic. So, I can only just say very generally that they wouldn't like that, and would potentially get involved if they had a close relationship with the MC.

4. Does Qiu put an effort in their appearance in Step Two and Step Three, or do they find it too draining to do? We see in Step Two that their room is regularly messy and still can't put in the effort to pick up their notes anymore. So, I'm wondering if Qiu finds it hard to keep up with basic hygiene and to look nice and whatnot.

In Step Two, they probably are not the most hygienic person, but they are only 14 years old, so I think that's understandable. By Step Three, they do care more about their appearance. They still struggle to keep a tidy, organized space, but at least in terms of appearance, they do come across as very well groomed.

How Kab team and David! I hope everyone's doing well. After Baxter's DLC, does he start seeing the Sunset Bird gang as his closest friends? Like, is this his new club lol?

Potentially. It would also depend on how close the MC continues to be with those people. You know, if the MC has moved away from Sunset Bird and started a new life somewhere else, there's no guarantee that Baxter would consider the people in Sunset Bird to be his closest friends. Or he could have Xavier and other people that he's met himself become his closest friends. So, it could be if the MC has that group of people as their, like, closest knit friend group, then Baxter probably ends up feeling the same way. But if not, then Baxter wouldn't really do that without the MC.

And on that note, does Cove end up warming up to Baxter over time and they can begin forming a friendship? Maybe after he sees that Baxter is truly serious about MC. Thank you.

Yes, Cove can warm up to Baxter over time. After seeing that, he's changed from how Kove did not like as a teenager, and that he isn't just going to disappear again.

I have just a couple, but if you can answer only one of them, I understand. 1. How would Kove react if MC unexpectedly got seriously hurt?

Well, it would depend on how old he was and the relationship he had with the MC, but he'd certainly be very shocked and upset and would want to help.

And then I did have to skip the second question for being potentially upsetting.

Was Qiu taught Chinese as a child? *There was a specific example from the beta that I am skipping.* If this has been asked before, I apologize. Love your work so, so much. Thank you.

So they know only a little bit of Chinese. Not enough to have any kind of conversation though.

I know from previous Q&A's that Renee won't be an LI/nothing can be done with having a crush on her. But can we get a family relationship with her? Like, will there be opportunities for the MC to view her as a big sister? Also, yay! I caught the thread this time.

Not really. Well, I guess a little. You can't have any kind of extended content with her, no matter how close you are. So having a big sister relationship with her doesn't mean that she'll be around more or anything like that. You can choose your opinion as very positive and close with her, but unfortunately that won't change the story, which will mostly just be scenes with Tamarack and Qiu.

Thank you to you and David always for this wonderful monthly Q&A. I hope my questions is not that hard to answer. Feel free to skip if it's too long or hard. We love you! 1. It's Cove's and my birth month. My birthday is on November 9th and Cove's is at the second. That got me thinking, how would Cove feel or go on about celebrating human MCs birthdays if their birthday date is particularly close to his? Would he think it's cool, and would they just celebrate at an even number when they're older? It's such a funny concept.

Happy belated birthday! If you were close with Cove, I think he would enjoy being able to celebrate his birthday with the MC. I'm not sure he'd want to do it on a different date. It probably would be celebrating on his own birthday and celebrating on MC's birthday, but they would just be planning to do both of those on their own days and acknowledging how close they are. I don't think he would want him or the MC to give up on their own date, though. If it was the exact same date though, then they could have a shared party on that day.

2. It's been mentioned that Cove wouldn't want to get involved if his partner was famous or influential. If the MC accidentally mentioned him during an interview or

live, would he get upset? Or would he just roll with it and deal with suddenly having fans, or maybe some jealous haters as the partner or husband of a popular MC?

Cove would be really upset by that. He does not want to be a public figure. He doesn't want people talking about him online or trying to take pictures of him in public. He would be really sad if his life and privacy got impacted because people found out he was with the MC. He wouldn't leave the MC over it, but it would not be something he could just roll with and move on.

3. Seeing your loved ones can really boost morale. If the MC were a competitive or Olympic figure skater idol, or just a well-known athlete or performer in general, would Cove go to watch them in person to show support? Or would he prefer to stay home since he's not fond of attention from fans and all that?

He would want to go if he was able to, but he would not want any kind of special treatment. He would just be another person in the crowd and then, if possible, he might try to go backstage after it was over, if it was some kind of, you know, idol show. But for the most part, he would just try to attend as a normal, supportive fan.

4. Since Derek would be really supportive and open about being with a popular or famous MC, would Nicholas or Jorge, be the same? Like, would Nicholas proudly mention it? Maybe even brag a little? And would Jorge do that too? Or would he be more like Cove and keep it low key about having those kinds of connections? That is all. Thank you so much again!

Nicholas would absolutely brag about it. He'd want everybody to know. Jorge would be more low key. He might be willing to mention it if it's in a situation where he cares about the opinions of the people he's talking to, but he wouldn't care if like strangers or people he doesn't like know.

I'm so curious. I don't know if this has been asked before, but how or when did you begin working on such a big project that is OLN? I played OLBA last year and OLN has so, so many more things you can do/say from even just the first two Steps. P.S. Love Cove and Qiu.

Well, I first started working on the game way back in 2021. I wasn't working on it full time until just a couple years ago, but I at least started doing some of the work all the way back then. And I was able to do this because I had experience working on *Our Life*

1, and I knew I wanted to expand and improve on things with *Our Life 2*. It still is much bigger than I thought it was going to be, and I wish it wasn't as big as it has ended up becoming, but hopefully when it is finally all completed, it will be worth the long wait and all the effort to get it done. But I absolutely do not recommend jumping into a really huge project before you've attempted to make a smaller, less complicated project, because it can get very discouraging when you have to spend years and years trying to finish a very big and complicated script.

Who's your personal favorite character you have designed? What about which one you think is the cutest?

I'm afraid I can't pick. I've had a lot of characters in my games over the years, and I like so many of them. I just wouldn't be able to choose any kind of top favorite or one I think is the cutest, because there's so many cute and nicely designed characters. So, I'm afraid that I just have to say I like all the characters I've made.

And that is everything for this Q&A. As getting close to two hours now, so I'm gonna wrap this up. Thank you to everybody who submitted questions this month. I hope it was interesting and I'll be back again next month. Take care everybody.