

Nothing Wrong With Me



Type: Lindsey's Personal Storyline

Prerequisites: [Tour de School](#), [Fully Booked](#)

Acquisition

This quest begins either by questing Lindsey or by choosing "*Try to help Lindsey*" in [The Ley of the Land](#) (not implemented in v1.11).

Walkthrough

Lindsey seems out of it somehow, so you ask her if she's okay. She replies that she lost a shoe. You jokingly ask her if she has looked on her own feet. Lindsey finds it odd that they're there and walks away, leaving you wondering what's wrong with her.

Give Lindsey an hour to clear her head, then quest her again at the school entrance.

The two of you chit chat about the book she's reading before you eventually ask her about the missing shoe. However, Lindsey has no memory of that conversation ever happening, leaving you even more confused. If Romancing with Lindsey is disabled, the *"Are you getting demented in your old age?"* dialogue choice will be unlocked.

This time, walk up the stairs in the entrance hall. You'll notice Lindsey is running across the hall and then start daydreaming about her... before realizing she has slipped and is about to crash!

You can swoop in or watch her crash. Depending on your choice, you'll get a special scene where Lindsey either falls straight into your arms (with the possibility of a hug and a kiss), or falls straight into the granite floor, giving you a perfect view of her exposed boobs. If Romancing with Lindsey is disabled, the *"Start filming her"* dialogue choice will be unlocked.

After Lindsey gets back to practice, Maxine will show up. She claims that the disturbance in the magnetic field is messing with Lindsey's balance, and it's caused by the saucer-eyed doll (whatever that is?). You have two choices here:

1) Listen to Maxine

You get curious and decide to try to get your hands on the Ley Line Locator. This means failing Nothing Wrong With Me and starting The Ley of the Land (not implemented in v1.11) instead.

2) Try to help Lindsey

You decide not to waste time with Maxine's nonsense. This means failing The Ley of the Land (not implemented in v1.11) and advancing Nothing Wrong With Me instead. If Romancing with Lindsey is disabled, this dialogue choice will be locked.

Go to the Nurse's office and quest her. You'll tell her you're looking for medical advice on the causes of memory loss and poor balance, to which she recommends seeking out a medical professional as soon as possible! Oh, and also drinking more.

Lindsey would probably not agree to a medical examination, though, so you settle for keeping her hydrated. Quest her in the gym.

She happens to be out of water, giving you the opportunity to refill her bottle in exchange for a hug. To do so, use it on the water fountain in the first hall.

As you're filling Lindsey's bottle, the water fountain breaks. In order to avoid further water damage, you decide to plug it with your hoodie. However, the hall is still a complete mess. There are two ways to approach this situation:

1) Clean up the mess

You decide to clean up the mess before detention strikes, and figure that there's probably a mop in the Janitor's closet. But it turns out to be locked, so you must quest the Guard in his booth instead.

He doesn't seem to be too keen on helping you out, so you resort to making a deal — you'll get him two doughnuts and he'll get you the mop from the Janitor's closet.

Go to the cafeteria and interact with the pastries twice to buy two doughnuts for \$4 total, then give them to the Guard.

With the mop in your inventory, go back to the first hall and use it on each of the six water puddles. Once you're done, Lindsey will show up stating that she finished practice and couldn't find her bottle.

You give it to her, explaining that there was a tiny mishap. But before you're able to get into the details, Lindsey goes over to the broken water fountain and touches it, which prompts a special scene where water gets sprayed all over the place, absolutely drenching her.

You feast your eyes on Lindsey for a while and then make some small talk, before realizing people are coming up the stairs. She's afraid to be seen like this, so you tell her to hide in the art classroom.

As you're putting the mop away, Kate shows up and asks you what you're hiding. After dismissing her, go to the art classroom.

Lindsey appears to be naked. Quest her and she'll plead you to stop looking, claiming that her clothes were soaked which is why she took them off. You can either accept or deny her request.

The two of you chit chat for a bit and Lindsey asks you to get her a set of dry clothes from the women's locker room. You agree to help her out, then offer to lend her your shirt until you're back.

Given that the women's bathroom is off-limits to you, you resort to asking Flora for help. Quest her.

You can tell Flora that Lindsey spilled water all over her clothes and is stuck in the art classroom, or lie that bullies stole your sports bag and hid it in the women's locker room. Either way, she'll reluctantly agree to help you out.

Now go to the sports wing and quest Flora again. You tell her that the bag is in the locker with the trophy stickers, and she disappears for a moment before coming back with it.

With Lindsey's bag in your inventory, go to the art classroom again and quest her one last time.

If you have at least 5 Lindsey lust points, you mention that you like her wearing your shirt, claiming she wears it better than you do. She replies that it's a bit big on her, but you tell her it looks absolutely perfect. This prompts a special scene where Lindsey hugs you while standing on her tippy toes, which causes the shirt to ride up, showing her bare butt. It also unlocks the achievement **Teddy Bear**, should this be your second time getting hugged by her.

Otherwise, you just ask Lindsey for a reward, which she finds kinda rude.

She then asks you to close your eyes while she gets dressed, before giving you your shirt back. You exchange a few comments about her new outfit and the usual blue hoodie, and she reveals her dad got her a new easel.

The two of you agree on a new painting date, Lindsey gives you her number and leaves.

2) Ignore all responsibilities and run

You conclude that this wasn't even your fault, and a work more suited for janitors, before quickly leaving the crime scene.

Lindsey greets you in the gym and you give her her bottle back. She drinks from it for a bit, then reveals her dad got her a new easel. The two of you agree on a new painting date, Lindsey gives you her number and leaves.

With Lindsey gone, it's time for you to do the same. Leave the first floor.

Once you get back to the first hall, you'll remember about the surveillance camera — and to make things worse, Kate shows up. She tries to make conversation, but ends up getting bored with you. She then goes over to the broken water fountain, and you can:

1) Warn her

You tell Kate to be careful with the fountain, explaining that it will spray water all over the place if the hoodie is removed.

She asks you if you broke it, successfully interrogating you into confession. She then tells you to go over to the broken water fountain, lean in, and remove the hoodie. And if you don't, she'll go straight to the principal.

Interact with it and remove the hoodie. The screen will fade to black and come back full of water drops.

Kate now tells you to find a mop to clean up the mess, and you figure that there's probably one in the Janitor's closet. But it turns out to be locked, so you must quest the Guard in his booth instead.

He doesn't seem to be too keen on helping you out, so you resort to making a deal — you'll get him two doughnuts and he'll get you the mop from the Janitor's closet.

Go to the cafeteria and interact with the pastries twice to buy two doughnuts for \$4 total, then give them to the Guard.

With the mop in your inventory, go back to the first hall and use it on each of the water puddles. Once you're done, quest Kate.

She inspects it and says that you did a passable job at best, but that she'll let it slide for now. She then tells you to leave the mop there to remind you who's in charge, before finally letting you off the hook.

2) Stay quiet

Kate notices the water puddles all over the floor, as well as the wet hoodie on the fountain.

She tries to remove it, which prompts a special scene where water gets sprayed all over the place, absolutely drenching her. You feast your eyes on Kate for a while before deciding to sneak a picture of her. She looks enraged, so you escape while you can.

At last, interact with your locker to stash the photo you just took.

Consequences

Completing this quest means failing [The Ley of the Land](#) (not implemented in v1.11).