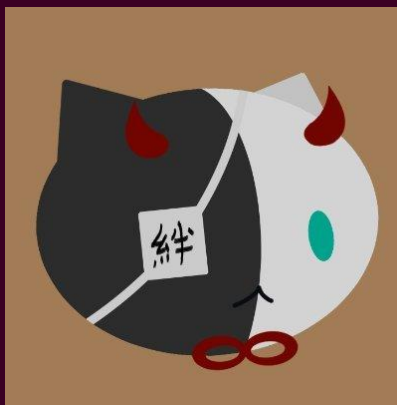




The Legacy of Hedonia: Forbidden Paradise Guide



MUGENlink Works

Bondage-themed action RPGs

<https://twitter.com/MUGENlinkworks>

(spoilers ahead)

General information

Focus of The Legacy of Hedonia: Forbidden Paradise

The Legacy of Hedonia: Forbidden Paradise is an erotic restraint-focused Action RPG centered around Lily, a college student who suddenly finds herself in a mysterious location known as the Prison of Desire. Join her in her journey of self-discovery and acceptance as she navigates the unknown and is forced to confront her desires.

What is Forbidden Paradise?

Forbidden Paradise is a bondage-focused Action Story RPG in development by MUGENlink Works for PC.

The game will be playable in English, Chinese, and Japanese, and will (eventually) feature Japanese voice acting.

Lily--a cheerful, blonde-haired college student--one day finds herself in a mysterious place known as the Prison of Desire. She must find a way out while avoiding the enemies and traps that are out to capture her...or would she rather submit and succumb to her desires...?

The game currently features softcore bondage scenarios, but will eventually involve more risque scenarios. All scenarios depicted in the game are consensual, and will never feature extreme categories like rape and gore, or penetration by a male.

Currently working on the game

Nyohan (<https://x.com/MUGENlinkworks>) - Creator, Developer, Storywriter, Scene/Event Director, Character Designer, Sprite Artist

Arvin (<https://x.com/yourvinished>) - Composer, English Editor, Scene/Event Editor, Advisor, Misc.

セイレイン (<https://x.com/SeiReiNnnn>) - Character Designer, Character & CG Event Illustrator

里加十月的雪 (QQ: 1615424277) - Chinese Translation & Editor

白井阳筠kuroto (QQ: 2210844836) - Chinese Translation & Editor SHIRONI - Japanese Translation & Editor

How can I play Forbidden Paradise?

The current public demo is available here:

<https://mugenlinkworks.itch.io/the-legacy-of-hedonia-forbidden-paradise-alpha-demo>

Furthermore, if you wish to support the development and gain early access to teasers, playable content, and more, you can consider subscribing to our Patreon or Unifans accounts:

Patreon: <https://www.patreon.com/mugenlinkworks>

Unifans: <https://app.unifans.io/c/mugenlinkworks>

The Crimson Moon and Aster Moiras get instant access to demos upon release, while the Sunflower Tier gains access a week later. The general public will get access to the previous month's demo for free. The Aster Moiras version of the game includes a special debug menu that gives access to special powerups and the ability to fully unclothe Lily. Your support goes a long way and will help speed up the development process tremendously.

Game play

General game mechanics

Save points

Save points are an area where you can heal, warp, change level difficulty, and save the game.



Save points can generally be identified by the blue circles on the map.
To use a save point stand on the blue circle with Lily.



These functions can be accessed by using the wasd keys on your keyboard.

W: Warp

D: Heal (removes all restrains and other items on you)

S: Heal + Save

A: Save

Warp

Warping is a very useful function to travel around the world oh Hedonia, by simply going to an save Points located on the map and pressing W you can access the warp functions.

To use the warp functions you can navigate around with the arrow keys on your keyboard.

Left and right arrow keys are used to move around to different maps.

Up and down arrow keys are used to travel to different save points across the map.

Bondage

In this game restraints can be applied to you. Duhhhh

When restraints are applied to Lily, the affected body parts cannot perform any actions until they are removed.

Eye: vision will get impaired

Mouth: Lily won't be able to speak

Legs: Lily will hop around and won't be able to attack with her legs until the restraints are removed

Arms: Lily won't be able to use any arm actions (like punching) or interactions

To remove restraints from Lily you can press wasd buttons depending on the restrained location.

You can remove the restraints by holding the button to slowly remove them or mashing the button to remove them faster.

Mashing the button will take up SP.



When these points run out it will take longer for you to remove these restraints $\geq \cup \leq$

Getting restrained and a special type of restraints can increase the tension meter on Lily.



Walking around with a special type of rope around the crotch will also increase the tension meter as you keep walking.

The special restraint “ crotch rope ” and the tension meter can only be removed and lowered by pressing wasd and activating the sol drive ability.

Difficulty

In this game there are 5 difficulties. Easy, Normal, Hard, Masochist, Hopeless.

Each difficulty will increase the challenge of the game including,

Struggling: the threshold for struggling becomes bigger the higher the difficulty.

Enemies: there will be more enemies that are stronger and harder to defeat, while their awareness becomes higher.

Damage/restrains: The lower difficulties provide you a little bit of time before you can be bound again but the higher you go the lower this time becomes (maso, hopeless have zero no down time for enemies)

Escape scenarios: Escape scenarios become more difficult and you have less and less options or chances to escape, while also making the enemies smarter or their behavior will make it more difficult for you to escape.

Ego terminal



The ego terminal can display stats and desire.

Desire

Desire points are points you can “earn” from choices that are desired haha.. By Lily, for example you can make a choice that gets Lily bound by an enemy willingly giving you x amount of desire or you make other choices which will lead to more erotic situations or responses. These desire points will start up filling your heart in the ego terminal as displayed above.

When your desire points hit a certain limit 2500/2500 you can go to the warden in stratum 1 to start a special event to unshackle your first heart.



By unshackling your first heart your desire level will go from 0 to desire level 1.

By doing this you will gain access to more erotic and new escape events.

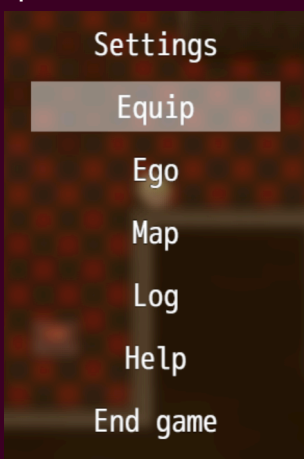
This will also increase your Tension meter to 200% but your sol drive ability will last twice as long.

Outfits

Outfits can be unlocked during this game (currently as of now 3 outfits + Lily's default outfit are available)



Outfits can help you disguise or give you a special ability that will help you explore. You can equip outfits and customize them by pressing the escape button and going to the equip option.



(I will show the locations for the outfits on their respective stratums.)

Sol petals

Sol petals are your “ energy points or stamina for struggling “ you can acquire sol petals all across the map. Taking a look on the map will show you this little icon.



Sol petals can also be acquired from treasure chests around the map in every stratum.

Sol petals can be used to remove a binding, removing a binding costs 1 sol petal (SP).

When Lily reaches 0 SP it will become hard to remove any restraints.

Lily can recover her SP by standing still or collecting any Sol left behind by objects or defeated enemies.

Lily will come across Sol fragments while exploring the stratums, collecting 5 fragments will permanently increase her SP by 1.

Controls

Movement & Dialogue

Lily can perform actions by pressing W A S D



These actions correspond to her mouth, eyes, legs, and arms actions, respectively.

Dialogue

Pressing the spacebar or D key to progress to the next line of dialogue.

Pressing the S key during dialogue will turn on auto reading and will automatically go to the next piece of dialogue unless turned off.

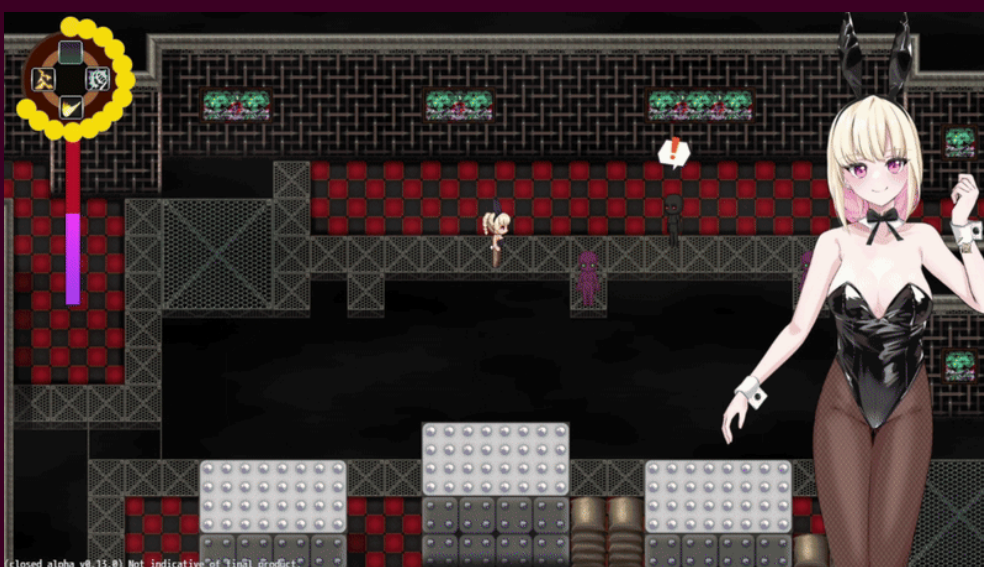
Stratum 1

Map



The current map of stratum 1 will look like this fully explored.

How to obtain the Speedy Athlete





Mechanics

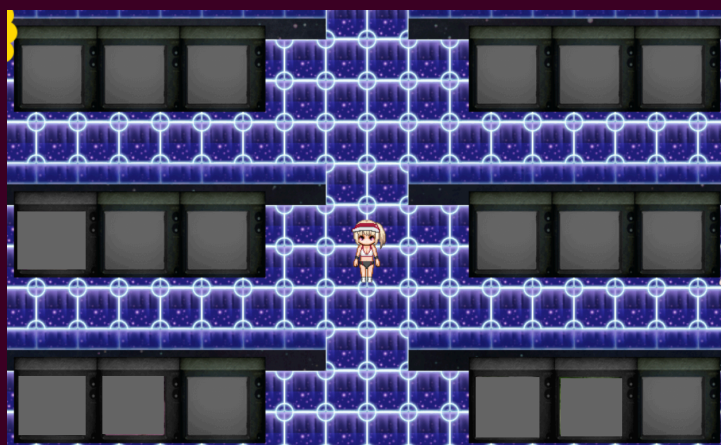


On this map you can press certain buttons pressing these will have some different results.

Red & Blue: Spawns and despawns certain areas where you can walk.

Yellow: permanently opens up gates

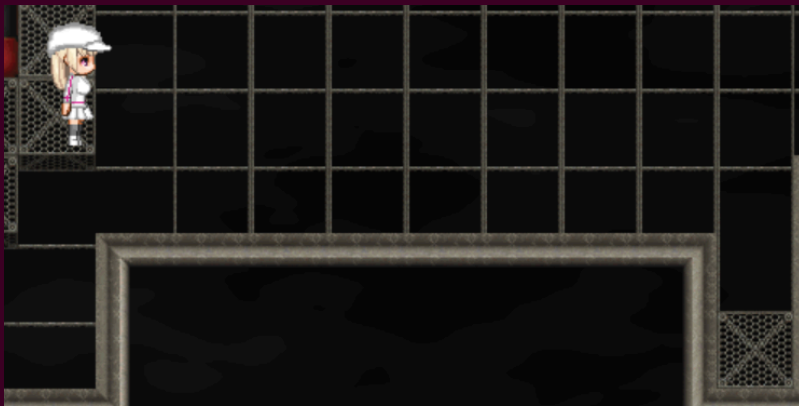
Purple: will start a timed event to access a certain area



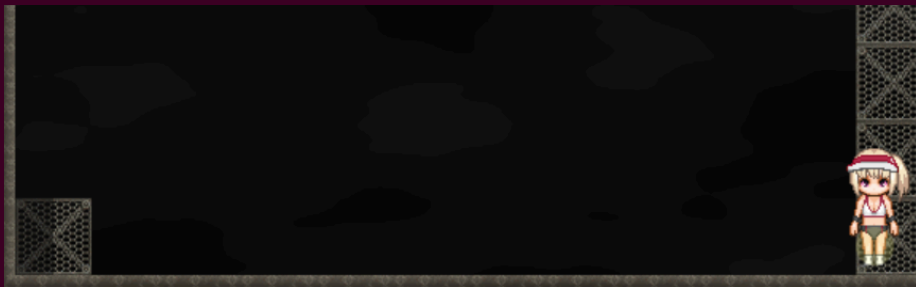
Memory area you can replay any escape scenario and CGI that you beat/experienced here again on any difficulty.

Sol petals

Hard to acquire sol petal fragments



Press arrow key down and right while sprinting to hop over.



You can simply walk down and walk towards the fragment





The newer two of the sol petals that might be annoying to find

Use the speedy outfit to run across the map to enter this room.

Easter eggs

After defeating the boss and unlocking the sol drive ability you can choose to ignore this and untie Yourself without using the ability to trigger a new piece of dialogue

- More to come later when I remember

Special events

Self bondage room that can be found on the map will have a quest marker ! check your map to find Your way there.



Self bondage room two can be repeated ~



self bondage room 2 important notice 0.8.3 Side event

To get secunda to untie Lily, you will have to do at least two bonding time events with secunda

1 max out Lily's enjoyment bar and call it a day

2 max out Secunda's enjoyment bar and this should be enough

Secunda should give you a dialogue + desire points and then leave the area ~

After this you should be able to meet secunda in the lewd state you get from the new selfbondage room to let her untie you and trigger a funny little event hehehehe.

Note for anyone reading this

The caterpillar & selfbondage room 2 (meeting Secunda) events have a follow up event so make sure to check your map again for any blue markers ~ after leaving the area or saving the game

CGI Events

The CGI events are with the warden and can be triggered by talking to him.

Stratum 2

Map

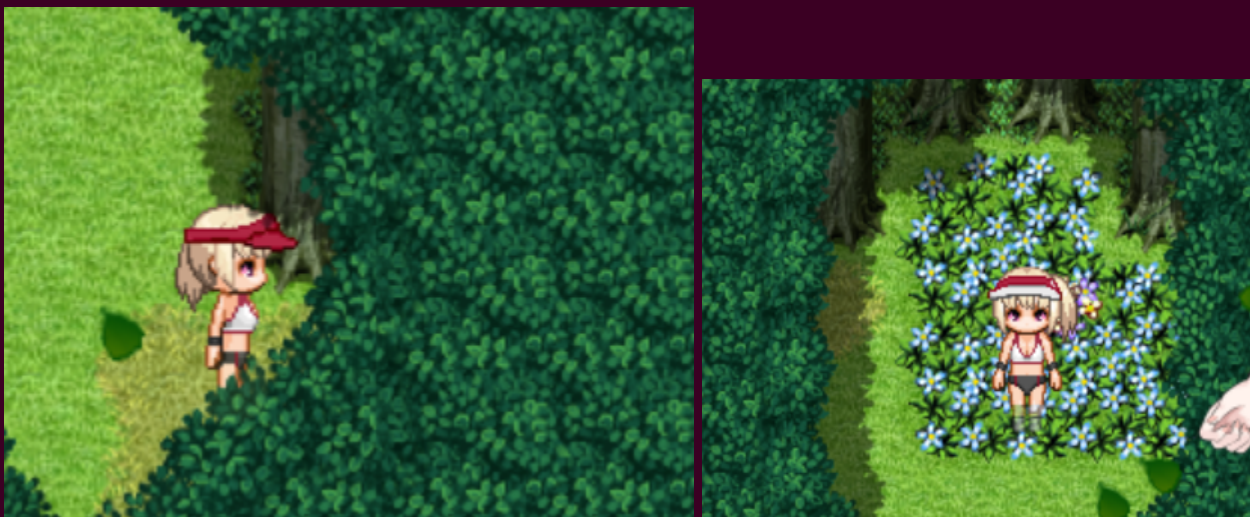


Sol petals

Hard to get sol petals



There is a entrance here you can walk trough

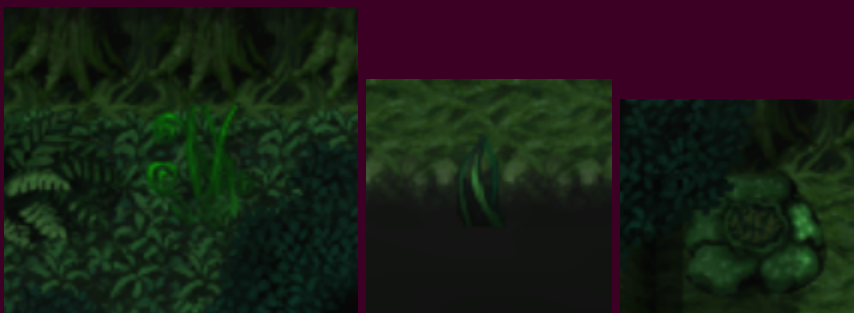


You can walk to the right there is a path to the sol petal



One of the entries to get the sol petal

Special Enemies



These enemies will bind you with a special type of restraint

Easter eggs

You can trigger an easter egg by doing the CGI event and then never healing at a save point, then Going into the maze with the cat bound will trigger a special dialogue when you finish the maze.

- More when remember

Special events

Pitfall trap easiest way to get captured for first escape sequence

Ranger red encounter (a few outcomes dialogue wise)

Ranger blue encounter (2 outcomes dialogue wise) (able to unlock the bandit outfit after this event)

Maze (with the cat can unlock special dialogue if restrained heavily)

Bandit cave, you can chat with bandits or fight them and get captured. (walking up will also trigger a Event with a bandit)

CGI

The CGI can revisited again when you unlock desire 1



Location of the first event you can go there again later when you unlock desire 1

The cave

Map
F1



B1



F2



The cave fully explored on 0.13.2

Quick how to get to F2



Mechanics

Trap floors the little cracks on the floor indicate where there are areas you can fall through
 When you fall through trap holes you will end up in a location in F2 depending from where you fall
 The more severe the crack the less you can walk on it



Boulders

You can hit these boulders with a special charged punch after you unlock it in the second CG event near the chest. Be Careful not to be on bondage mode the punch will not charge unless you press Space + D to go back to the other abilities.

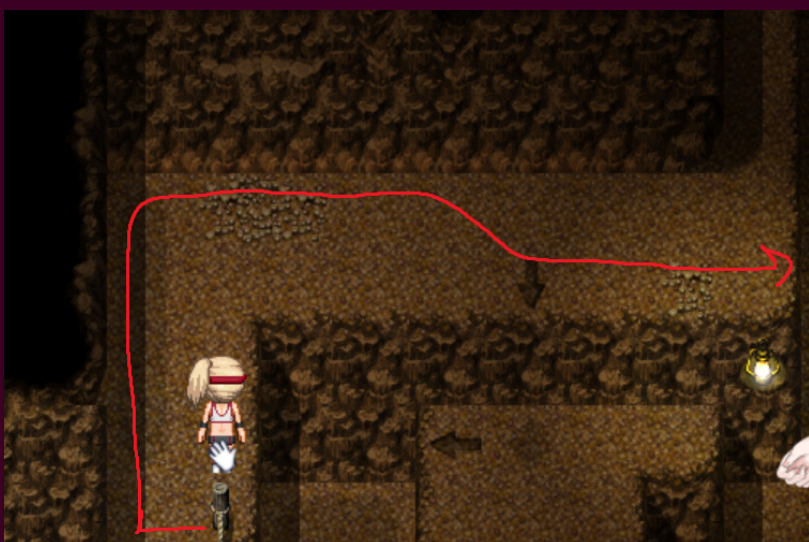


(Bondage mode in UI)



Builders can also break little stones when you punch them into them “ see sol petal for result “

Sol petals







Trap hole for the treasure chest



Entering here will get you the sol petal



Turn on all the lights with your new zap zap ability you get in stratum 4 to make a road to the sol petal



OMG I CAN GIF THINGS WHAAAT

Anyways on F2 you can find this trap hole to combi fall to the sol petal

Easter eggs



A tablet with text lore will trigger a banger of a soundtrack 👍

Two ways to end the Desire 0 CG event

Special events

Little Puzzle to grab a sol petal make sure you do not fall into the trap hole ;)

Falling through a trap hole in the puzzle (while not much of an event I think it's a funny mention)

Opening up a chest for a funny CG event with a certain someone 🐱

CG trap hole for the first CG event

Black ranger side event (defeating the spider cultist)

Green ranger side event (defeating the big caterpillar boss) this event can trigger another event with blanche on the same location after leaving the area or saving the game.

CGI

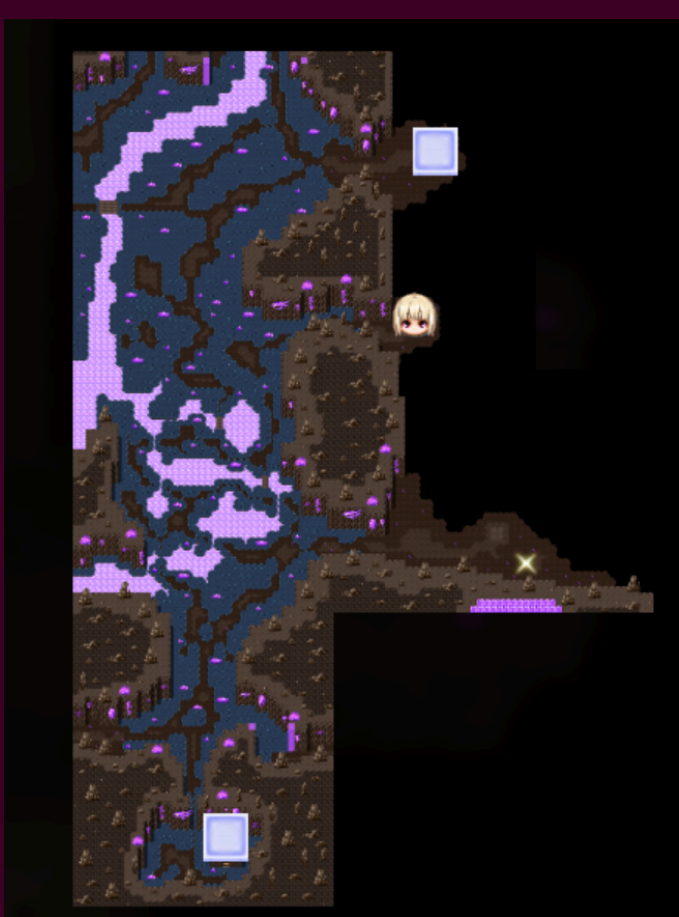
First CG event while it will have a marker here is the location either way



To start the third CG make sure to walk into this trap hole to fall down to the correct spot



Stratum 3



Full map of Stratum 3 as of 0.13.2

Events

Meeting Blanche in stratum 3 for the first time.

Space invaders

As for stratum 3 there is not much going on right now beside the escape scenarios which you can access by either playing the mini game and not doing anything in Space invaders ~ or getting gassed and tied up by a fairy

Stratum 4

There is not a lot going on in stratum 4 right now besides the singular sol petal + newly added enemies on the map. (and the funny room for the escape scenario :))

Map

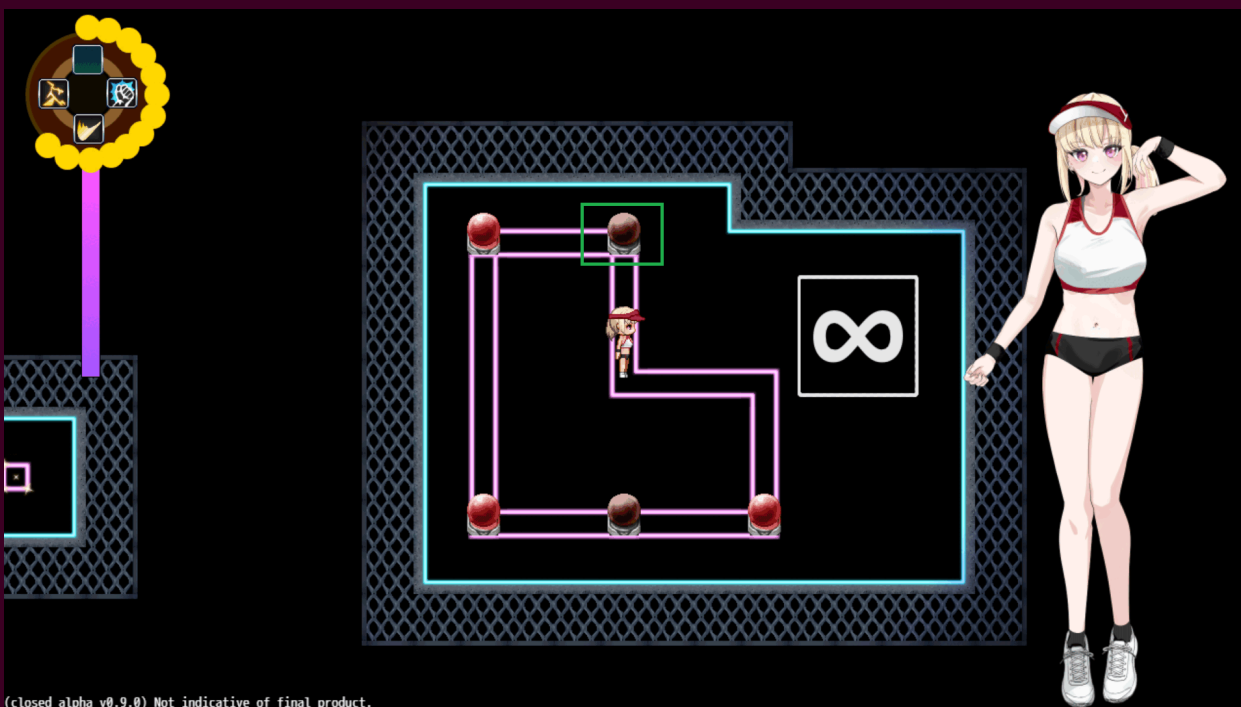


Sol petals



To escape



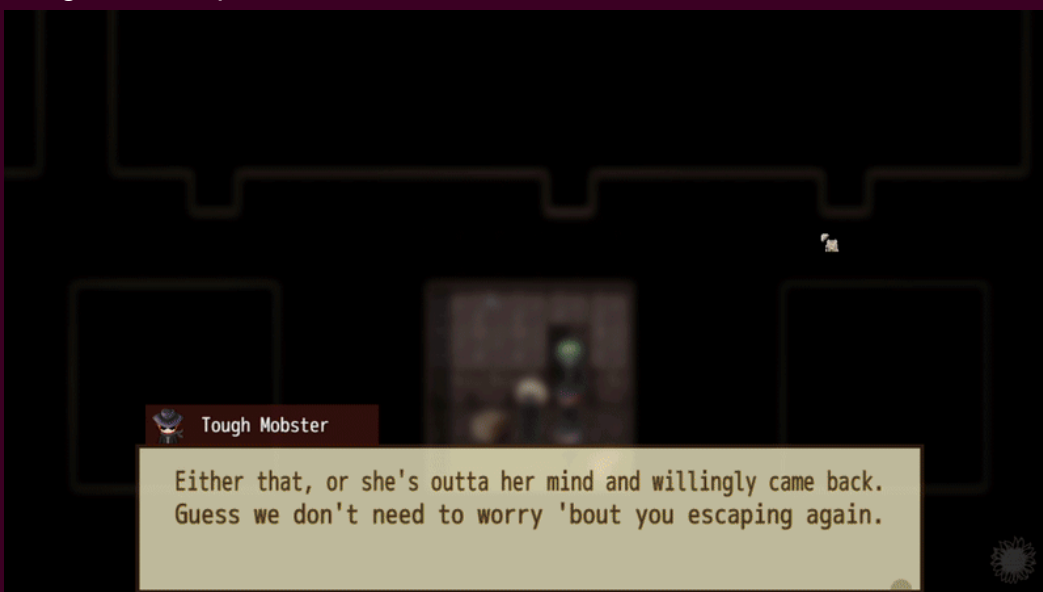


Follow the sequence for the sol petal ~

For the skyscraper sol petal complete the mini game on any difficulty and get a score of 60+

Special events

Gangster kidnap event



<https://discord.com/channels/1163230995743510530/1168632094851866775/1432742655099408509>

Special thanks to **Lucritius** for discovering this way of escaping good luck !

The love hotel

How to open the door in the Love hotel



RINNE's Hideout which includes

- Boss battle

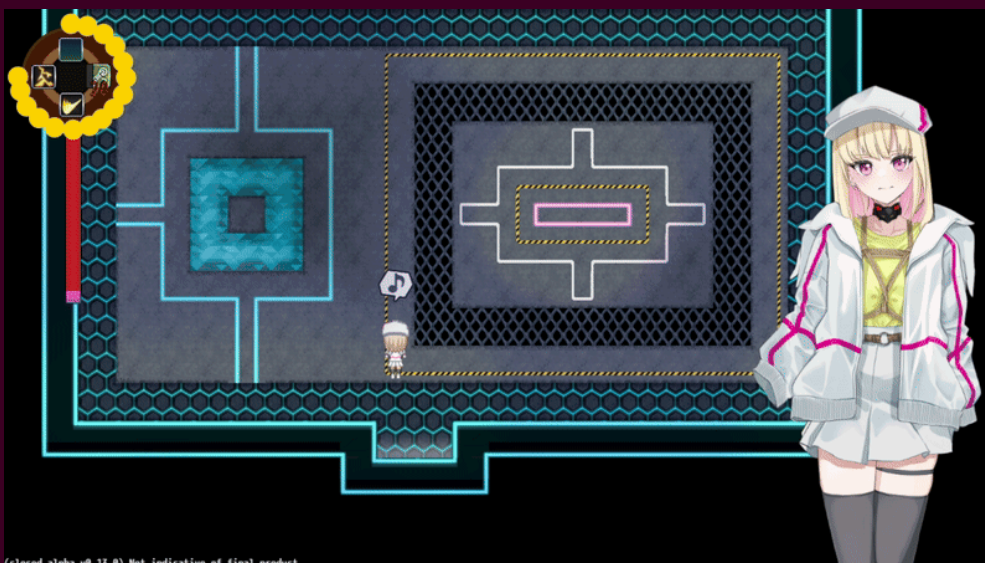
- Achievements (a lot of these are stat related inside of the ego terminal raising your star levels will increase your achievements)

- Side events

- The funny walk with RINNE

- Pissing off RINNE by asking for your stats when nothing changed

While taking RINNE for a walk you can use the sol drive to escape on the right time
How to escape (Note make sure your tension meter is above 50% of the red bar)



What can you do after this with RINNE



Special thanks to SaveSub for figuring out the bug where you can glitch lily into moving around without following RINNE if Lily gets found out

[https://discord.com/channels/1163230995743510530/1169739030901051512/143420399447284531](https://discord.com/channels/1163230995743510530/1169739030901051512/1434203994472845312)

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Stratum 5



Currently there is an introduction to this stratum + a training afterwards to get used to stratum's 3 gasses

Events

Blanche rescue

The sol petal can be obtained by blasting a hole in the wall

Escape scenarios

0. The Fool

 The fool

Easy

Easy until hopeless has the same escape sequence and nothing changes

Check the above for picture reference

- You start in your cell use any of the movement keys to stand up
- Cell Door is open for you to walk out
- On the left you can remove your blindfold (check images)
- On the right you can read the book to trigger the option to remove leg bindings
- You have options for secret escape or not
- Run toward the white shadow
- Go into the computer room to type out a message
- Print the message on the top right of the room
- Go back to the white shadow to show the letter
- Proceed to go through the gate and escape from the level

Easter Eggs

There is one big easter egg to trigger a secret dialogue and three somewhat harder to find moments Where you get caught.

To trigger the secret dialogue with the warden you have to get captured by every shadow and any other possible way to get bound and sent back to your cell. To achieve this you have to get caught a

Total of 8 times, every point will be shown in  The fool's pictures

The 3 harder ones

- Go to the vent and interact with it
- Keep escaping when you get caught in the computer room
- Walk upwards or downwards through the gate to trigger a mob of shadows (see image 17)

Tips

While the level is straight forward you can just use the sprint function to never get caught

XVI. The Tower

XVI. The Tower

Easy

Like the fool the tower works the same around every level but it gets slightly harder not being detected by shadows as the bell goes off more frequently as the difficulty increases.

The process of escape is very straight forward even on hopeless

- Start off by walking up to the elevator and going up to the second floor
- Avoid the shadows while walking down to the third elevator on the bottom left
- Avoid the pink tiles the best you can to go up the elevator
- Read the sign and go back left to talk to the FRICKING white shadow
- Walk back to the blue liquid to remove your shoes and ropes around your legs
- Repeat the steps but this time find the shoes location included in pictures
- Either avoid the tiles by memorizing it or screenshots or sprint through without falling to avoid the shadow following you
- (if you got bound on the legs use the hook to remove blindfold and liquid to remove restraints and go back down to repeat)
- Walk out and escape

Easter Eggs

None as of right now (will be done in the future)

Tips

You can outrun most enemies

You can memorize or screenshot the pink tiles and press escape to pause

You can outrun the shadow even on bound legs by consistently sprinting through the middle then

Unblindfold yourself to make it easier to escape the pink tiles next time

XI. Justice

XI. Justice

From here on out there are generally less options to escape the higher the difficulty

Easy

There are a lot of ways to escape in XI. Justice

- Lazy guard
 - Man went to go take a nap
 - You can just do any of the three routes
 - the ninja route you go up and dodge the traps
 - Sneaky walk behind the bandits without getting noticed
 - VIOLENCE !!!!!!! KICK THEM ALL
- Timid guard
 - Ask to do hide and seek or kick him by hiding behind the crates and calling him in the tent
 - Go behind the crates and call over the guard
 - Now you can escape outside and go ninja route or sneaky route or violence !!!!!
- Female guard
 - Do any of the options you like (maybe not tighten on easy xD)
 - Escape your bindings and go behind the crates and call for the guard
 - Knock her out and escape outside
 - Go up for ninja way or sneak behind the guards for the other way (or violence)
- Special ending
 - Get out of your bindings and go outside (if the female guard is on duty make sure to knock her out)
 - Go behind any bandit and use your kicking skill
 - Get captured and repeat step one
 - Now kick all the bandits and get out

Hopeless

- Give the guard a hard time
- Ask to tighten bindings three times while calling them
- Wait for the next rounds timer to run out and ask for the same thing
- Untie your legs and go to the hiding spot and yell for the guard
- 2 options
- Stealth your way through the trap holes on top and run out if you find the route
- Lily kick the first guard and circle around the tent to avoid most of the guards when you make it to the last 3 guards lily kick them again to then walk out
- Either go up and walk the traphole route or kick a guard and try to kite them to the tent and run around to then kick the remaining guards and escape.

Easter Eggs & interactions

Major easter egg secret ending

Secret ending can be unlocked by escaping your tent and knocking everyone out with your kicking Skill. (will trigger a doofus interaction xD)

Interactions

Crotch rope

complain to the female bandit that you are bored. You can do this 3 times every time will be a bit more of a reaction out of Lily then the last one

Gag

Call for the female bandit 4 times in a row and she will get angry with you and gag you. Choose Wisely ;)

Special gag

You can unlock a other gag by either refusing to wear any of the two gags, or remove one of the two gags after being gagged and call for a bandit or be found out after the time runs out.

Holding your breath minigame

Refusing to wear the gag will trigger a minigame to hold your breath, keep pressing A to keep the gauge between the two bars to slowly lose your breath instead of faster.

Hold out for 30 seconds to unlock a special dialogue between the female bandit and lily.

The pole interactions

By escaping outside the tent without knocking out the female bandit you will be captured and put on the pole, you will not be able to escape from the pole without the timid bandit or lazy bandit or by Apologizing.

The following interactions are available

- Getting a gag (by not apologizing)
- If you are wearing a gag you can get a blindfold (by not apologizing)
- Getting stripped (apologize twice but just keep going outside)
- Getting a crotch rope (call for the guard and tell her you are bored)

Tips

The tent is a good way to kite enemies

If you go the stealth route wait for the guard to look away before running out

Sneaking will become harder when you increase the difficulties

VII. The Chariot

VII. The chariot

Easy

- On every difficulty besides hopeless you can sneak around and eventually walk out (just gets harder to sneak around with the difficulty increase)
- You can get caught and tied up as much as you want the dialogues will still happen for extra desire
- You can play around with funny interactions if you do not receive a gag

Hopeless

- Get caught by the naughty shadows one by one
- Starting from the gag wait for dialogue to pop before going to the next one
- Repeat this until you have had 4 dialogues
 - Gagged dialogue
 - Nipple clamp dialogue
 - Clothes removed dialogue
 - All clothes removed + blindfold dialogue
- Getting told off by gentleman dialogue (this does not decrease anything but will give you desire)
- Get caught by the shadow
- Now if you have 0 shameless state you can escape (if not repeat until you have seen all dialogue)
- Get caught until you are gagged (you can get the full set up if you want)
Talk to any of the shadows who will call the police on you
- Option 2 sneak around the guard next to the dark alley and walk out (see last picture in the slideshow)

Easter Eggs

Secret escape

By getting to shameless state you will not get any increase in state by getting bindings or accessories from naughty shadows so after being gagged and getting caught a special dialogue will trigger.

Gentleman

After getting lower % state and not being gagged by naughty shadows depending on your current state the gentleman will trigger one of the two interactions if your state is low enough

- He will take a picture of you
- He will gag you himself to humiliate you

Tips

You can take out the wholesome shadows on lower levels by being in a lower state

The lower your state the higher chance you will have not be caught by the wholesome shadows

Gentleman shadows will raise your state regardless of current state

XVII. The Moon

XVII. The moon

Easy

- Comply with the guards (annoying bindings if you don't)
- Call for the guard and tell them there is a spider (grab key)
- Read the papers on the wall !! very useful info
- Depending on the difficulty find the windcharm or go up to the room north to get your clothes thorn depending on which way you want to escape (check easter eggs or hopeless for reasoning)
- Grab the key after obtaining a windcharm
- Depending on the time (20:30-20:40) you can go to the kitchen to drug the soup or salt and pepper. “ soup will knock out the purple guards, salt and pepper will knock out the green guards including in the bed room “
- If not ask to be made useful in the kitchen (or ask to be let out and go to the kitchen at 20:45 for drugging both)
- After midnight escape with the key bandit or bandits should be asleep and you can open the door

Hopeless

- Ask to be let out and then go to the key room on the top middle part of the map Get hit by the barrier to get your clothes thorn
- Go back to your cell and rest until 00:00 then get your leg cuffs removed (for next step to kick the bandit)
- Wait until the serious bandit shows up as your guard, ask him to kill the spider in your cell to grab his key
- Get caught by any bandit and taunt the guard to get both nipple clamps and belt
- Reset the day (you can rest until around 20:00 to make it go faster)
- Walk back to the key room to get stripped before the prudish guard has duties to guard the door
- Now you can approach the gatekeeper Prudish Bandit between 20:30 and 21:00, and they will faint (this will happen no matter what, but it can only take effect once per escape attempt)

Easter Eggs

Passing out bandits

After receiving a nipple clamp + chastity belt and when all your clothes are thorn prudish bandits will pass out from seeing you once

The room

The room up north will tear your clothes and then when you come back with a chastity belt it will completely remove your clothes

The room (🍆🍑)

Going to the training room will give you a sight of a variety of bondage gear. Depending on Lily's state (horniness) the dialogue will change and you can receive desire points

Tips

Don't be difficult with the guard since he will give you leg restraints (green guards will do it either way >:|)

The papers will give you a lot of information ask to be let out and read them (will not be included in slideshow since they vary per difficulty)

In the kitchen you can drug a specific guard by either dropping the sleeping pills into the soup

Or crushing them and swapping it with salt and pepper.

In the lower difficulties you can drug one guard and then check on the wind charms in the sleeping Rooms

The kitchen will open around 20:45 if you are at the door by then you can go in to help and do both drugging options

IX. The Hermit

IX. The hermit

Easy

Feel free to use as much mana to kill any bug (caterpillar) that you want

There are 3 ways to escape in easy mode

- Unleash the full power of invictus
 - To do this you need to gather 10 mana points this will become slightly more difficult when you go to harder difficulties
- Ask one of the bandits to create a diversion
 - Rescue 2 or more bandits and ask to create a diversion
 - Always have 2 bandits with you or you will get captured (I did not test out all of the ideas I had but generally you can place a bandit on a bug or something as long as two bandits remain with you before the boss)
- ‘ nobly ‘ sacrifice yourself
 - Rescue all 8 bandits without ever removing the restrains from your arms

Hopeless

Thanks to the people in discord it came to my attention that there are two ways of escaping.

- Unleash the full power of invictus
 - To do this you need to gather 10 mana points this can be done by placing bandits you rescue on bugs making it easy to collect 10 mana points to kill the boss
- ‘ nobly ‘ sacrifice yourself
 - Rescue all 8 bandits without ever removing the restrains from your arms

Easter Eggs

Secret ending

When you sacrifice yourself the bandit leader comes to rescue you

When you let a bandit sacrifice themselves alone you will be caught and tied up and then thrown into the caterpillar pit

Tips

Placing bandits on bugs can help you reduce the stress of walking around

The more mana the better

You can sprint past every bug besides the one at the entrance

Bugs have a cooldown on their web shooters you can use this to your advantage

Always have two or more bandits (not stuck on a bug) when escaping

VIII. Strength

VIII. Strength

Easy

There are two ways of escaping in easy mode.

- Opening up the gate “ picture 26+ “
 - Start by going down into the water + cleaning your hands in the waterfall
 - Move the pillar and then on the next part move it again to make the NPCs walk
 - Go into the water and clean your hands near a waterfall then go up the chains
 - Go east without being seen by the NPCs
 - Go downwards and then follow the path until you find the chains
 - Climb up and follow the path
 - Move both pillars and go to the exit
 - Make sure to move fast the NPC will turn around
- Get your hands bound and go to the caterpillars
 - Go up the chains and move the pillar and then also move the other pillar again
 - Go down into the water and go up the chain towards the top of the map
 - Walk into the traps and keep removing them until you reach 100%
 - Go to the caterpillars and let them hop onto your girls

Hopeless

There is only 1 way to escape in hopeless

- Repeat the steps from easy mode until you have moved both pillars
- Then climb up the chain and walk into a trap to get captured by the cultist
- Wait until you are rescued “ by the cultist “
- If you start the round with 0% on your hands you can go if not get captured again for 0%
- Move the pillar at the starting area so that the water level goes down
- Go down and then back up the chains and move the pillar back
- At 50% I personally recommend to walk in a trap early to get 100% on your hands
- When at 100% go to the caterpillar and walk out

Easter Eggs

There are not really any easter eggs I know of

The secret ending is the ending where you let the caterpillars touch your boobs and you walk out

Tips

Use the waterfall to clean your hands in easy mode if your going to open the gate yourself

The pillars change the behavior of NPCs depending on position

Be Careful not to go too fast as Lily tends to walk into some traps on accident “ auto pathing ? “

At 100% on feet you will never escape a trap as you will be bound upside down so be careful

I. The Magician

I. The magician

This escape has a unique escape for each difficulty so I will briefly go over this and then explain the rooms
The requirements for each difficulty are

Easy

Get 9k viewers

Medium

Get 9k viewers and have the number 7 in your viewer count

Hard

Get 9k viewers and have a similar double digit (But it cannot include 666 or 44)

Masochist

Get 9k viewers and then make sure your viewer count ends with the numbers 777 (jackpot)

Hopeless

Get 9k viewers enter the puzzle room by having any viewer count with 666 then announce that you would like to solve the puzzle then keep insisting to solve the puzzle, when the warden comes to help you decline him and go on to explore more. eventually you will get to the gag room make sure to wear All 3 gags in order of ball gag > tape > cloth then keep going until you get to the rope walk >w<.

Rooms

Fire challenge

When your viewer count ends with 1 after dividing it by 3 you can do the fire challenge, these will get more harder as you clear them since they are not meant to be cleared.

Failing to clear them will result in you going to the punishment room

Treasure

When the number can be divided by 3 you will be able to enter the treasure room

In this treasure room you will have to open the correct golden chest, make sure to track the chest an open the correct one.

Failing to open the correct one will result in your arms bound and you going to the punishment room to pick out your favorite gag (these gags are stackable) (Ball gag > tape gag > cloth gag)

Succeeding this challenge will result in the viewer count rising slower for a certain amount of time

4 Doors

When your viewer number ends on 2 after dividing it by 3 you will be able to go to the 4 door rooms

Picking the quiet door will let you go to the next level

While picking a wrong door will give you a certain restraint

Picking 3 wrong doors will lead qt4 to punish you for being to horny >w<

Puzzle room

You can go to the puzzle room when your viewer count has 666 in the numbers

In the puzzle room you can pick one of the 3

I give up (gives up)

I like to solve the puzzle this will make your viewer count drop to 0 and you will be able to roam freely throughout the level until you wear a 3 stacked gag

Screw the rules this will result in punishment from qt4 😊

Shame room?

This room can be accessed by having the number 44 in your viewer count this room will strip your clothes

on higher difficulties or if you have to many of the goddess numbers

Hint room

If your viewer count ends on 0 it will bring you to the hint room. Have fun figuring them out

Easter Eggs

Failing the fire trial and refusing to apologize unlocks some extra options for dialogue

Stacking 3 gags will freak out qt4

Actually beating the fire trials will give you an extra line of dialogue lol..

Tips and tricks

If you want to farm to a certain number without angering qt4 ~ try struggling the numbers will go up by one and qt4 wont get pissed

Stacking gags will help you solve the beast games ball gag > tape > cloth

Get higher numbers by being horny and getting punished in the rope walk ~ viewers will still go up when you walk back

The fire trial always has a little space to rest if you are trying to beat it. There is enough space to fit lily

III: The Empress

The Empress escape can be cleared in two different ways

1. Earn money normally to pay off your debt and complete the game. (not possible in hopeless the debt will not go down)
2. Rank 6th or have a score below 15, resulting in punishment by the Madam. On the fourth punishment, admit your submissive nature. You need to choose the same punishment (Pleasure or pain) three times in order to trigger the subsequent fourth option. Finally, choose to work overtime while wearing latex clothing, nipple clamps, and a vibrator; this allows you to deceive the security guard and escape through the store entrance.

How to wear latex clothing:

You can wear latex clothing after being punished once. Wearing it makes your attitude become rude. After bound while wearing the catgirl outfit, finding the Cowardly Mobster will result in being put into latex clothing.

Customer Preference Chart

- Naughty Shadow: plain outfit and not bound or flirty (from the pixy powder)+10, other situations+7, too lewd(naked or wearing latex)+3
- Gentleman Shadow: after being used magic+10, after being hypnotized by the doctor+7, other situations+5, gagged+3, rude attitude+0 (will be gagged)
- Tutorial Victim: dressed too lewdly+10, bound+7, other situations+7 (will undress or bind Lily), plain outfit and not bound+0
- Prudish Bandit: wearing catgirl outfit+10, clothes basically normal+7, other situations+3, rude attitude and flirty attitude or clothes too lewd+0
- Playful Pixie: wearing bunny or catgirl outfit+10, gagged or bound+7, other situations+3, rude attitude+0 (will then use magic)
- Kinky Fairy: rude attitude+10 (will bind Lily and add nipple clamps+vibrator), clothes too conservative+7 (will be stripped), being used magic in other situations+7, not being used magic+5 (will then use magic)
- Nerdy Mobster: rude attitude+10, clothes/behavior lewd or bound+7 (will add some toys), wearing plain outfit+3, wearing sporty outfit+0
- Silent Mobster: gagged+10, being used magic, hypnotized, or wearing sporty outfit+7, other situations+5(will be gagged), wearing bunny or catgirl outfit+3
- Cowardly Mobster: wearing sporty outfit while bound, or rude attitude while bound+10, bound+7 (will add bound or change clothes), other situations+3, rude attitude when not bound+0
- Mad Doctor: being used magic or hypnotized+10, gagged+7, other situations+5 (will hypnotize)
- Serious Nurse: wearing sporty outfit+10, bound+7 (will be changed into sporty outfit), other situations+5, being used magic or hypnotized+0

VI: The Lovers

VI: The Lovers

Easy

On easy mode you can just generally follow the fairy around and have fun

On higher difficulties you might have to change your route a bit depending on your struggle points

Hopeless

For hopeless escape you will have 0 SP points this means you will have to do a different sequence

- Start off by following the fairy and slowly walking (NOT SPRINTING !!!)going through the middle
- Go to the top right room to drink the potion
- Now walk through the water
- Meet the pink fairy first by going down
- Now follow the fairy again to get stripped into your underwear
- Pick the opposite purple button of the fairies choice
- Burn of the ropes close to the lava ~ or just walk into it hehe
- Now take the rope and go back
- Dodge the gas and walk to the bottle room
- Pick up the bottle and go to the tentacle room
- Capture the fairy
- Go into the room with stones by walking straight forward out of the room

Tips and tricks

- Your SP determines how many times you can recover
- Going into harder difficulties requires you to go different routes

For example on Masochist mode you will have 1 recovery point so you will have to go the way that won't get you gassed by the fairies ~

- The middle route can be taken if you walk slowly other routes can be taken as well
- (**IMPORTANT**) The void room won't have any impact on your escape so you can just avoid it
- Going into the open sesame room is fine as long as you remove your gag at the stone (see slide 18 for pictures)

Secret ending

Basically follow the hopeless route to unlock this ending

VDSM & Bonding time short notes

Virtual dream simulation mode

Secunda's intro VDSM

The VDSM of secunda currently has 3 endings

- Secunda returns the ropes

Ending 2 & 3 get unlocked after meeting blanche in stratum 3 and then in secunda's lab

- Secunda tries on a new gag and gets caught by Lily who returned home
- Secunda gets caught by Lily, who returns home, while trying to find the key to free herself.
(note you can remove binding from your legs to look for the hidden key downstairs)

Blanche VDSM

Blance's first VDSM

Blance's first VDSM has a lot of endings

4 Major endings (routers)

- Hostage route, free Noir fully or leave her behind bars
- Non hostage route, free Noir but do not untie her
- Jail, fall into the trap hole
- Fall into the trap before meeting Noir then make a successful escape by getting the guards key

Variations

- Funny line when entering the room, get caught so many times that you end up in your bra before entering the room for a extra line of dialogue
- Get saved by Noir, get jailed and then get caught again to be saved by Noir
- Get out of jail free card, fail to escape in the hostage route with Noir and activate Blanche's powers
- Interact with the bench in the jail room to trigger a special interaction hehehe. (Must be on the Hostage route)

Blanche Second VDSM

There are 3 major endings + 1 extra line of dialogue in the second VDSM

- Blanche gets captured by a caterpillar
- Blanche runs out of time on either level
- Everyone gets to the end with or without the usage of the capsule provided by (secunda's echo)
- Everyone gets to the end without the use of the capsule (extra line of dialogue)

Secunda Second VDSM

Secunda's second VDSM has 3 main endings

- Find all the clues and leave Lily tied up (case closed)
- Do not find any clues and free both (betrayal)
- Go upstairs first without bringing up the subject until you hear a sound, go back downstairs and talk with Lily, bring up the subject and ask if you can tie up Lily. (elementary, my dear)

Bonding time

Bonding time important notes

- Whatever you do to Lily can be done to Secunda (for example taking of the bra)

This means if you take off Lily's bra you will be able to take off Secunda's later but if you do not take it off you will not be able to take off Secunda's either.

- To make Secunda and Lily enjoy this time together the most make sure to improve their moods.
Red = bad
Blue = Good

The better the mood the better the responses

As for Secunda the better the mood the more she is willing to try (gag and other stuff)

- How to improve mood
Lily, touching around her crotch area or using S comments will improve her mood

Secunda, keep head patting her or use S comments will improve her mood

- How to remove bra play with Lily's tits when her mood is good and she will give you the option to remove the bra. The same thing can be done with secunda but she will not ask you for it but the option will be available.

- Stamina & enjoyment meter reaching max enjoyment on either of the two will end the session
Enjoyment can be gained from various things and will also happen over time with Secunda if her mood is good.

Stamina Lily and Secunda will try and struggle to break free to an extend if left alone this will deplete their stamina when Lily's stamina reaches 0 she will recharge but if Secunda's stamina reaches a certain point she will get tired and would like to stop and if it reaches 0 the session will end automatically.

Blanche Bonding time

Blanche bonding time important notes

- The same rules apply for doing stuff to others
- The purple slave collar can be used to stop Blanche from gathering mana and the black pet collar can be used to talk about pet play
- Blanche has a cat like personality and will get bored very easy ~ keep her entertained
- To increase the enjoyment meter keep the Anticipation meter high before touching both her and Lily
- T = Tease P = Passionate comments
- The ? are nipple clamps and can be unlocked by playing around with Blanches breast \
- When it's Lily's turn make sure to web her up to make her body all sensitive before playing with her or the enjoyment meter will not go up
- To start Lily's session make sure Blanche's enjoyment reaches around 70% or higher before she escapes or is let out :)

Some funny and sexy interactions

- Blanche can be kissed on both the cheeks and breast and so can Lily if you have kissed blanche in the session
- Headpatting and playing with Blanches ears will get her to Purr
- Lily will propose to blanche
- Lily can also purr back