

# Tome of Lust

## Official Walkthrough

[patreon.com/anoobj](https://patreon.com/anoobj)

V0.9

### Release note

The 0.9 includes the following changes:

- **Translation support**
  - I've restructured the exported files so that translation is easier. See [translation section](#) for more details.
- **Added gemstones digging** event.
  - After the library quest (quest 6), you can find a guide to rare gems in the library small room (where the nerd gang is). Read through the guide, which will show you how to find gemstones.
  - Gemstones will be used to upgrade items for bedtime activities.
  - See the [gemstone section](#) below for more details.
- Added a lot more to the self pleasure events and renamed it to be **bedtime activities**.
  - **Dildo upgrades**
    - You can now upgrade your dildos to increase its speed and power.
    - Dildo upgrades require gemstones. See the bedtime options menu for the crafting recipe.
  - **Different outfits** when masturbating. You will get a pleasure bonus if you match the outfit with your mood. Some of the outfits are
    - Regular prisoner underwear.
    - Sexy prisoner underwear.
    - Naked
  - Guards may now **visit your cell** at night if you get caught masturbating too often. They will notify you if they come.
    - If guards say that they'll come, they may not come.
    - If guards say that they won't come, they will never come (i.e., they won't lie about not coming).
    - When guards visit your cell, you need to satisfy them when you masturbate. Otherwise you will need to win them in a battle afterwards.
  - Guards may now order you to **get in a certain pose** and wait for them to come.
    - It's a dilemma because they may never come, but it's up to you to risk getting caught not waiting.
    - If you wait for them, but in the wrong pose, you will get some punishments.

- When waiting for the guards, you don't know when they'll come. They can arrive at any time. I've made it so that on average the guards will arrive in 60 seconds.
- Guards may now order you to **get a certain amount of orgasms** when waiting for them.
  - This can be at least, at most, or exactly some amount.
  - A special case is that the guards will order you to have no orgasms. In this case you need to keep Julia pleasure low while waiting for the guards.
  - At the beginning of the wait period, there will be a sign whether the guards are watching. If the guards are watching, then they will know whether you follow their orgasms order.
  - When the guards arrive, they will ask whether you followed their order. You can choose to tell the truth or lie. From here, there are several scenarios.
    - You can either satisfy their orgasms requirements or not.
    - You can either lie or tell the truth.
      - Even if you satisfy their orgasm requirements, you can still lie to them and get punished (but why?).
    - The guards may or may not know the truth (depending on whether they're watching). If the guards aren't watching your cell, then they may know the truth 25% of the time, but if they're watching then they will always know the truth.
    - In total, there are 8 scenarios (2 x 2 x 2).
- Guards will now **whip a lot** if they catch you masturbating many times in a row.
- Guards may now order you to **wear certain clothing** when you masturbate. If you wear the wrong outfit, they will punish you.
- You can choose to hop on the sybian machine and serve the guards afterwards (regardless of whether you satisfy them when masturbating). The guards will give you some gold if you do this.
- You can also choose to bribe the guards so that they will not come to your cell at night.
- **Fixes:**
  - Add a block to disallow starting quest 9 without kneeling and crawling stances. Both of those are needed to complete the quest in certain paths.
  - Move more messages to the central localization file.

[Release note](#)

[Author tips for easy game](#)

[Helps & Cheats](#)

[Translation support](#)

[Quests](#)

[Quest 1: Infirmary for mistreated prisoner](#)

[Quest 2: Warehouse lost & found](#)

[Quest 3: Is the necklace in the shower?](#)

[Quest 4: Collecting laundry](#)

[Quest 5: Organizing supplies](#)

[Quest 6: Textbook enlightenment](#)

[Quest 7: Pedagogy expedition](#)

[Quest 8: Tidying troubles](#)

[Quest 9: Uneasy alliance](#)

[Side Quest: Cleaning](#)

[Side Quest: Librarian](#)

[Crafting](#)

[Crafting memory slots](#)

[Gemstones](#)

[Gemstones summary](#)

[How to find gemstones](#)

## Author tips for easy game

**If you think battles are too hard, they are not! Watch [this battle clip](#). I defeated 5 level 5 enemies with 4 active enemies at the same time while being only level 2.**

**- Notice how at 2m33s in the clip I recover ~600 HP with a single stamina drain.**

- 1) Level up at least 1 telekinesis and 1 teleportation spell.
  - a) The blink spell (from teleportation) is super useful to avoid enemies.
  - b) Learn to position yourself to maximize the telekinesis effect. You can do unlimited experiments to see how telekinesis works in the telekinesis tutorial at the beginning of the game.
- 2) Start with hand job skill. You have 2 hands so you'll be able to use hand job 4 times on 2 different enemies in 1 turn. If you pick another skill you'll only be able to use that skill 2 times on 1 enemy in 1 turn, which is not as good.
- 3) With the new magic skills introduced in this version, there are many good spells to build around. Here are some example good combos:
  - a) Orgasm lock + explosive orgasm:
    - i) Orgasm prevents you from losing stamina, but you still get enemies' orgasm to increase due to explosive orgasm.
    - ii) To maximize the effect of explosive orgasm, you basically need to orgasm often (basically you can orgasm at least once per turn). Make sure to only level up orgasm lock once so that the pleasure will reset to a higher percentage, making it easier to orgasm next turn.
  - b) Orgasm lock + explosive orgasm + give up + taunt:
    - i) Same as above, but even better because you don't need to do anything (just choose "Enjoy the pleasure" which will make you more likely to orgasm in the next turn and increase enemies' pleasure). Taunt can let

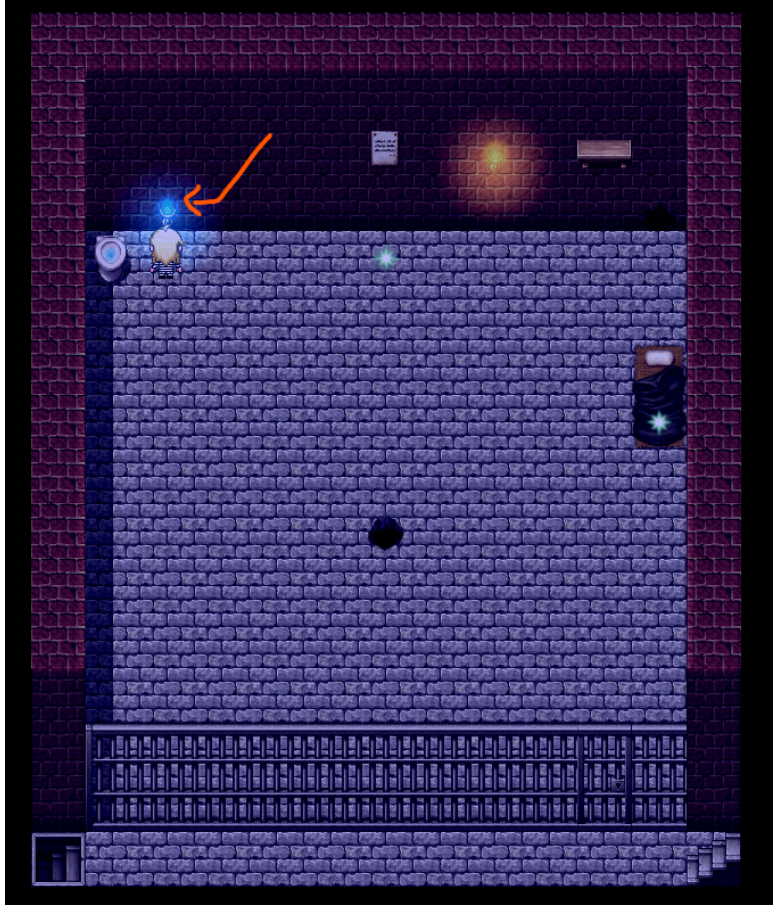
the enemies act more often which will make you orgasm more often, causing more explosive orgasm effects.

- c) Orgasm lock + explosive orgasm + stamina swap:
  - i) Same idea as above that you want to trigger explosive orgasm often. In this case we will utilize the seemingly bad effect of stamina swap that it increases pleasure. Basically keep swapping stamina to gain pleasure so that you can orgasm to trigger explosive orgasm.
- d) Dirty talk + edging control:
  - i) With edging control, whenever an enemy reaches orgasm, they will give you stamina, so if you level up edging control high enough, you can cast it on the weakest enemy, then basically every turn you can get free stamina because you can make the enemy orgasm every turn. Dirty talk will amplify your damage enough so that you can make the enemy orgasm every turn, giving you free stamina every turn.
- e) Stamina swap + stamina drain:
  - i) Stamina drain is effective when your pleasure is high. Using stamina swap at high level means you can increase your pleasure almost for free. You can then drain enemy's stamina at high pleasure.

Feel free to experiment with other skill builds if you need more challenges.

## Helps & Cheats

Check out the blue lamp in Julia cell for the help and cheat menus. The help menus contain a lot of useful information about the game mechanics that will be useful for new players.



## Translation support

**Please don't do any actual translation work yet. I think I can improve more on this so that it's easy for you to do the work. I personally think the current format is very hard to use and update. This is just for your reference.**

All the texts in this game can be found in this file:

- `js/plugins/localizations/tol_localizations_generated.js`

If you want to translate this game, simply open the file and translate all the texts (like the one in red circle here).

```

26
27 $.data = {
28   "en": {
29     "localization_librarian_upgrade_molest_initiate3": "Gold increase per satisfied visitor: {}.",
30     "localization_librarian_upgrade_molest_initiate2": "Visitor patience increase: {}.",
31     "localization_librarian_upgrade_molest_initiate1": "This encourages the visitors to have fun with your body while waiting. They def
32     "localization_q9_s6_black_gang_finish_punishment": "Haha, I hope you enjoyed being punished like a submissive slut you are. Now we'
33     "localization_q5_s2_julia_ask_about_challenge": "Hi. Geogre asks me to come over here and see if I can help with anything.",
34     "localization_q1_infirmary4": "Ready for another round? Yesterday was a let down. You better do well today.",
35     "localization_q5_s1_geogre_jars_not_moved": "What are you doing? Move your ass and get me those jars.",
36     "localization_q3_shower_entrance2": "You should waste less time running around and start looking for the necklace.",
37     "localization_q7_s3_guard_arrive_retry_angry": "Get over here, bimbo!",
38     "localization_q8_s4_guard_shower_why_come_back": "Why are you back here, bimbo? Go talk to Geogre.",
39     "localization_q9_s3_julia_choice_argue_no_more": "That was not part of the deal",
40     "localization_q1_infirmary8": "Shut up and come here. You better not pass out again.",
41     "localization_q7_s2_guard_battle_win": "That's some good cock handling skills you have, slut. Now go somewhere else. I need to prep
42     "localization_q9_s6_julia_option_defer": "Never mind. There's nothing new.",
43     "localization_q9_s3_julia_cannot_read_message": "This doesn't look like it... The text is still gibberish to me.",
44     "localization_q1_infirmary9": "What do you mean relax?!?",
45     "localization_scene_supplies_door_crafting_locked": "This door has a big lock on it. I can't open it.",
46     "localization_scene_bar_brian_respond_intels": "Good! He gave you the gold for the intels?",
47     "localization_q7_s7_julia_respond_start_sybian3": "Nnnffp!! Plmmpf!! (No, please!!! Don't leave me here like this...)",
48     "localization_scene_supplies_door_crafting_locked": "Oh look who's back. Are you ready to take more cum?"

```

A few things to note:

- You can pretty much ignore the {}, {0}, {1}, {2}, or something similar.
- ===== texts can be ignored too
- Note that \n means new line. It means that I intentionally put a new line in that text (otherwise the dialogue may not make sense).
- Note that \" means that it's a quotation. Most likely you can keep it the same.

## Quests

### Quest 1: Infirmary for mistreated prisoner

- 1) Go talk to the guard at the yard with the exclamation mark.
- 2) Go work in one of the 4 working areas.
  - a) When you leave an area and come back, the work event resets.
- 3) After working 4 times, you'll pass out and wake up in the infirmary.
- 4) Talk to the guard in the infirmary. You'll be sent to the yard.
- 5) Find Green in the yard and talk to Green.
- 6) Search the top right working area (there are 4 working areas, go to the top right) for the shovel.





- 7) Pick up the shovel and go back to the yard.
- 8) Dig some gems. If you run out of stamina, talk to Green and he'll recover some stamina for you.
- 9) Sell the gems for Green for gold. Use gold to buy at least 5 stamina potions.
  - a) You can also use any stamina potions you bought to recover while digging gems.  
You don't have to rely on Green to recover your stamina.
- 10) Go back to the infirmary.
- 11) Battle the guard in the infirmary.
- 12) Quest end.

## Quest 2: Warehouse lost & found

- 1) Talk to the guard in the yard in front of the warehouse.
- 2) Battle the guard. If you win you'll be sent inside the warehouse.
- 3) Search all the shelves at the top of the first room.
- 4) Talk to the guard blocking the way to the next room.
- 5) Battle this blocking guard. If you win you'll be sent to the 2nd room.
- 6) Go to the top left of the room where the 3 shelves with events are.
  - a) Best way to go is to use blink spell and avoid the men. If you play well, you can avoid all men.



- 7) Search 3 shelves. One of them will be locked.
- 8) Go back to the yard and talk to Green. He'll give you the key.
- 9) Go back to the warehouse room and use the key on the locked shelf.
- 10) You'll be spotted by Geogre.
- 11) Go back to the yard and talk to the guard at the yard for the letter.
- 12) Go back to Geogre and give the letter to Geogre.
- 13) Battle Geogre.
- 14) If you win Geogre will give you the item. If you lose you need to come back and battle him again until you win.
- 15) Go back to the guard at the yard.
- 16) Quest end.

### Quest 3: Is the necklace in the shower?

- 1) Talk to guard at the shower in the yard.
- 2) Battle the guard. If you lose come back and talk to the guard. If you win you'll be sent inside the shower.
- 3) Go through all search events in the shower rooms. They're shown as sparkling lights on the ground.
  - a) If you don't see any then you missed an event in the previous room.
- 4) In the final shower room (the small room), Go through 2 events in 2 corners and Shawn appears.
- 5) Battle Shawn and win. If you lose come back and battle him again.
- 6) Go back to the yard and talk to Green.
- 7) Go north west of the yard and enter the abandoned bar.
- 8) Battle all the gang members in the bar.
  - a) If you lose then you can always come back, or train more with other inmates/guards in other areas to level up enough before you can battle the gang members.
- 9) Once you defeated the last gang member, you can either battle all the gang members at once to reduce the amount of gold required, or find the gold somewhere else.
- 10) Either way, once you've got enough gold, give the gold to the gang to get the necklace.
- 11) Go back to the yard and talk to the shower guard.
- 12) Quest end

### Quest 4: Collecting laundry

- 1) Talk to the laundry guard in the yard.
- 2) Battle the guard. If you win you'll be able to go to the next phase.
- 3) Go north east of the yard. There are 3 laundry baskets.





- 4) Take a basket and go inside the laundry room.
- 5) Keep going till the last room and you see a guard (Lucas) with exclamation mark.
- 6) Give the basket to Lucas.
- 7) Go back to the yard and repeat step 4 -> 6.
  - a) Tip: to quickly get back to the yard, use teleportation. You can also use blink to go to the area to the east of the room and exit back to the yard from there. (need blink to get pass the water bucket).
- 8) Once you brought 3 baskets inside, come back to the yard and talk to the laundry guard.
- 9) Talk to Green about the missing laundry.
- 10) Go to the abandoned bar (north west of the yard) and talk to the black gang leader.
- 11) From here, you can either get the gold, battle the gang member, or become cum dump for 3 days in the bar.
  - a) If you choose the cum dump path, make sure to prepare enough stamina potion because you'll need to defeat all the gang members for 3 days in a row.
  - b) If you choose to serve 8 men, I'd recommend leveling up orgasm lock skill and stock up on mana potions.
- 12) Once you've got the laundry from the gang (either from giving them gold or serve for 3 days), come back to the yard and enter the laundry room.
- 13) Talk to Lucas (last laundry room) and then battle Lucas.
- 14) Go back to the yard and talk to the laundry guard.
- 15) Quest end

## Quest 5: Organizing supplies

- 1) Talk to the guard at the supplies warehouse.
- 2) Go to the 2nd warehouse room and talk to Geogre.
- 3) Use telekinesis to move all the jars to Geogre.

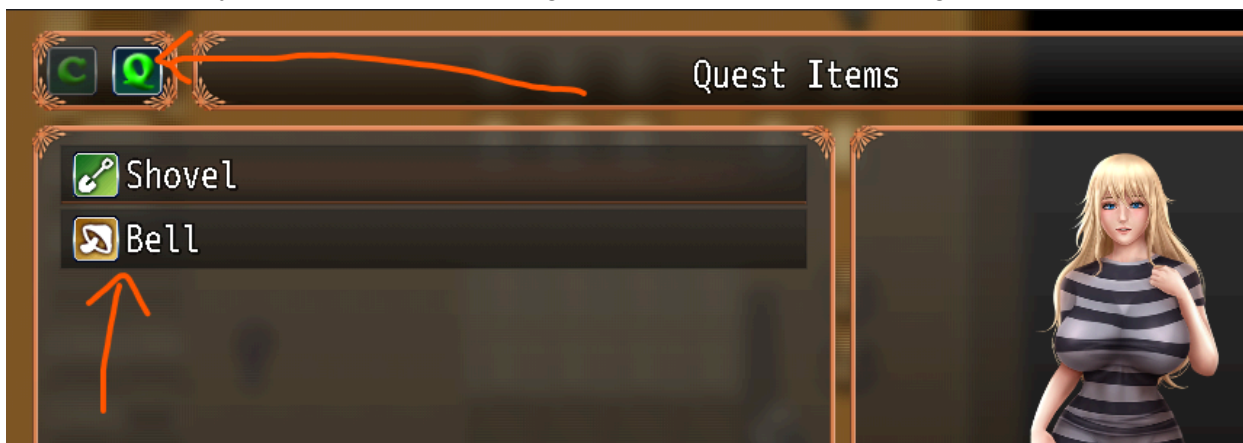
- a) Tip: you can blink over to a good position then use push telekinesis, which will be more efficient than pull. For example, you can use push from these positions.



- 4) Go back to the first warehouse room and talk to the guard.  
5) For this puzzle, you only need telekinesis (you can use blink but it is not required).  
a) You can keep pulling and pushing the bags to make space. There should always be enough space. Here are some progress pictures.



- b) If you run out of mana and got stuck, use the bell item to get rescued.



- c) Check out [this guide](#) on how to solve it.  
6) Once you're done, go back and talk to Geogre in the 2nd supplies room.

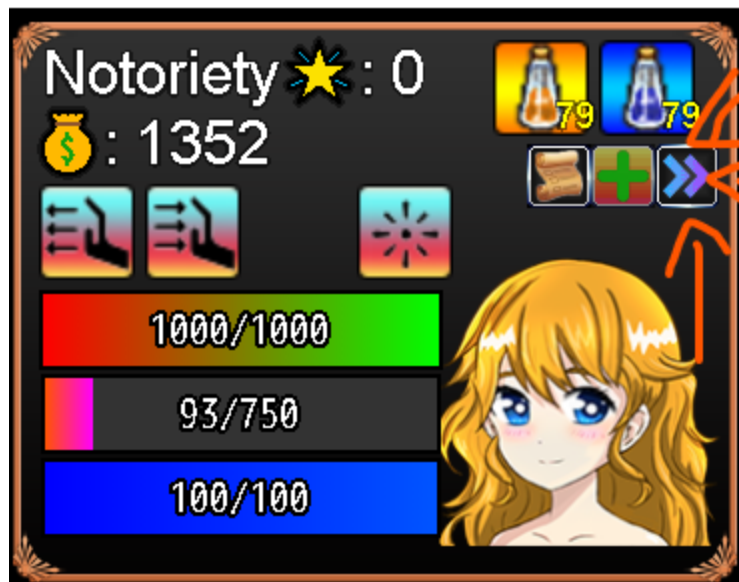


- 7) Enter the 3rd warehouse room (through the door at the top of the 2nd room).
- 8) Go through the maze. You can use blink to avoid most (if not all) men. Then go west once you've passed the maze. Talk to the guard named Steven.



- 9) Move the boxes to Steven using telekinesis. Again, push is probably more efficient than pull in most cases.
- 10) Once you've moved all the boxes, you'll battle Steven. If you lose then just come back and battle again until you win.
- 11) Go back to the yard and talk to the supplies guard.
- 12) Talk to Green
- 13) Go back to the 3rd supplies room and enter the maze, then go to the very south east of the maze.
- 14) Just above that south east corner there's a dead-end area with a guard at its entrance.

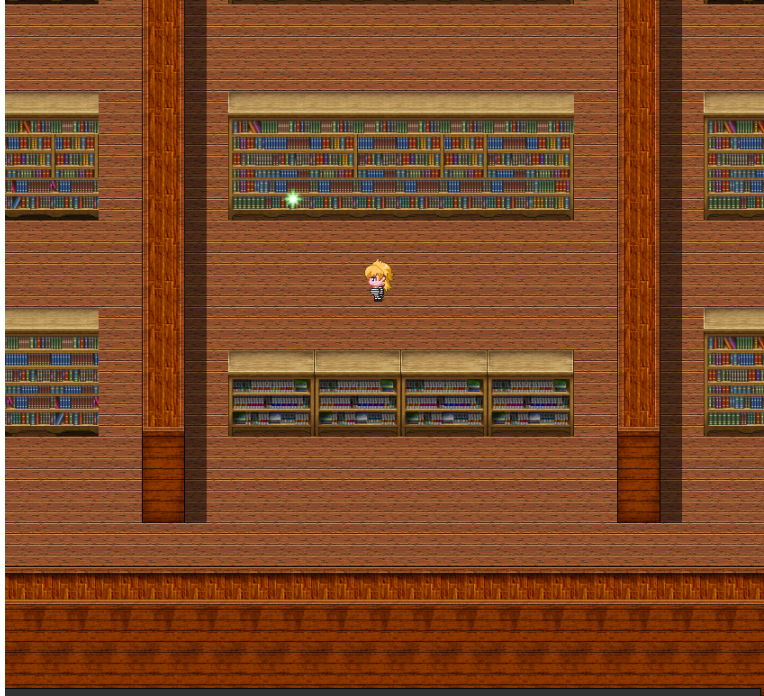




5) Talk to the guard on the north east corner of the library to enter the 2nd room.



- 6) Enter the 2nd library room and clean that room too.
- 7) When you finish, go talk to the guard in the 1st library room.
- 8) Talk to Green at the yard
- 9) Talk to Steven in supplies room 3.
- 10) Go back and talk to the guard at the library
- 11) Go to the 2nd library room and put the books into the shelves.
- 12) Go back and talk to the guard in the 1st library room
- 13) Go back to your cell (Julia's cell).
- 14) Read the riddle. You can re-read later on so don't worry if you miss something.
- 15) Go back to the library and search through all the shelves, starting from this one



- 16) Go through more library shelves at the north side.
- 17) Once done the 1st library room, go to the 2nd library room.
- 18) Read the book and remember the incantation.
  - a) You can come back and read the incantation afterwards if you forget.
- 19) Go back to Julia's cell and use the incantation.
  - a) You can read the riddle again in the same event.
- 20) You need to get the correct incantation, and get the correct answer to the riddle to get to the next phase.
  - a) Hint: part of the answer to the riddle is in the Stats menu.
  - b) The answer to the riddle is (highlight to see):
- 21) Go back and talk to the library guard in the yard.
- 22) Talk to Green
- 23) Quest end

## Quest 7: Pedagogy expedition

- 1) Talk to the library guard in the yard.
- 2) Enter the library and talk to the guard in the library.
- 3) Go to Steven (supplies 3).
  - a) You'll get a black gang cut scene in the middle.
- 4) Go back and talk to the guard inside the library.
- 5) Battle the guard and win.
- 6) Talk to the guard afterwards, then go back to your cell and click on the bed.
- 7) Battle all the guards (crawling stance).
- 8) Talk to Green and purchase the magic wand from the quest items menu.





- 9) Head back to Julia's cell and click on the bed.
- 10) Pass the challenge
- 11) Click on the bed event again, and pass the challenge again.
- 12) Once you passed the challenge twice, the guard will battle you.
- 13) Win the battle, then sleep (bed event).
- 14) Talk to Green, then buy all the new items from the quest items menu.
- 15) Talk to the guard inside the library
- 16) Head back to Julia's cell and click on the bed event.
- 17) Pass the challenge, then battle the guard (kneeling stance).
- 18) Talk to the guard inside the library.
- 19) Talk to Steven (supplies 3).
- 20) Talk to Green in the yard.
- 21) Go back and talk to the guard inside the library.
- 22) Go back to Julia's cell and click on the bed.
- 23) Sneak outside. You need to time it so that when you're at the entrance of the cell, the guard is looking the other way.
- 24) In the yard at night, use telekinesis to move the top left barrel towards the supplies warehouse without getting too close to any guard.



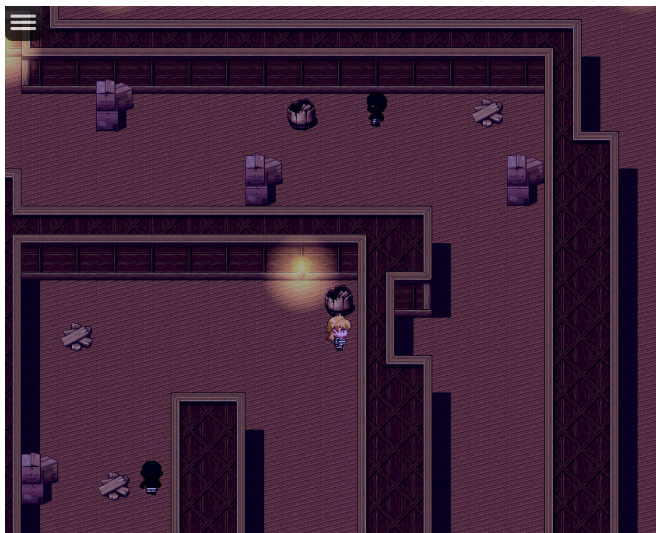
- a) If you're out of mana or stamina and have no potions, run towards any guard and it'll reset the event and give you some potions.
- 25) When the guard is moving the barrel back, sneak inside





26) Head to the 3rd supplies room.

27) Get pass the maze without getting seen. To do this, use the blink spell. For example, you can use here



28) Once you pass the maze, go hide behind the shelf just above Steven.

29) Retrieve the scroll and watch the cut scene.

30) Escape the warehouse to go back to the yard without getting spotted.

a) Again, use telekinesis to avoid getting seen.

31) Go to the event near the barrel and trigger it.

32) Use telekinesis to move the scroll to the library guard on the north east area of the yard without getting seen.

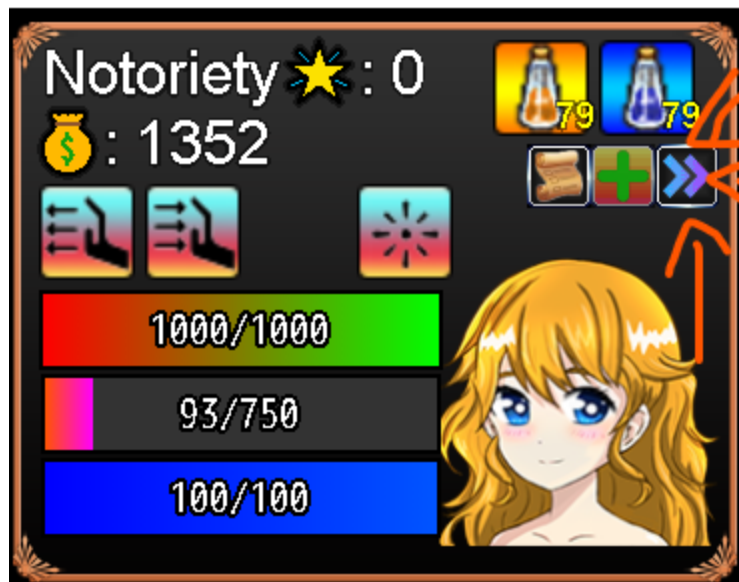
33) Head back to Julia's cell and sleep.

34) Talk to the guard inside the library.

35) Quest end

## Quest 8: Tidying troubles

- 1) Talk to the library guard in the yard.
- 2) Talk to the guard inside the library.
- 3) Talk to Steven (supplies 3).
- 4) Go up north and find the 2 items on the 2 shelves.
- 5) Head back to the library and talk to the guard.
- 6) Clean the 1st and 2nd library room.
  - a) If you run out of stamina potion, talk to the guard and tell him you're too tired. You need to then go and buy enough potions and restart the cleaning.
- 7) Go back to Julia's cell and sleep twice (2 days passed)
- 8) Talk to the guard inside the library.
- 9) Clean the library again.
- 10) Once done, talk to the library guard.
- 11) Go to the south west corner of the library and study the cleaning guide.
- 12) Go back to the library guard and pass the quiz.
- 13) Talk to Geogre. He'll give you some chemicals for free.
  - a) I'd recommend talk to Geogre again afterwards and battle him several times to get at least 40 of each chemical before proceeding.
- 14) Talk to Steven and watch the cutscene.
- 15) Battle Steven + Wesley.
- 16) Create the cleaning chemicals according to the cleaning guide.
  - a) The magic symbol will start turning (meaning ready to create) if you get the correct ingredients into the right hand side.
- 17) Head back to the library and tell the guard you've got the chemicals.
- 18) Head to the yard and talk to the shower guard.
- 19) Talk to Geogre. He'll tell you to find Green.
- 20) Talk to Green. You can buy some chemicals if you want.
- 21) Talk to the shower guard in the yard. You'll be taken to the toilet.
- 22) Clean the toilet.
  - a) Similar to the library, if you run out of stamina potion then you can always talk to the guard and say that you're too tired.
- 23) Go to Julia's cell and sleep twice (2 days pass).
- 24) Talk to the shower guard in the yard.
- 25) Talk to Geogre again and get more cleaning chemicals.
- 26) Go back to the yard and talk to the shower guard.
- 27) Clean the toilet. Remember that you can use this button to see through the image if it blocks the view.



- 28) Go back to Julia's cell and sleep twice (2 days pass)
- 29) Talk to Green and buy the 2 dildos in the quest items menu.
- 30) Talk to the shower guard in the yard.
- 31) Talk to Geogre
- 32) Go back and talk to the shower guard in the yard.
- 33) Clean the toilet
- 34) Once done, talk to the guard at the entrance of the first toilet room.
- 35) For one last time, go back to Julia's cell and sleep twice (2 days pass)
- 36) Talk to the shower guard again.
- 37) Repeat step 31 -> 34.
- 38) Quest end.

## Quest 9: Uneasy alliance

- 1) Talk to the guard at the yard.
- 2) Pick up the laundry basket near the guard headquarter (to the north side of the yard).
- 3) Bring the basket to Lucas (in laundry 3).
- 4) Lucas will ask you to go to laundry 2 to find a broom.
- 5) Go to laundry 2 and watch the cut scene.
- 6) Make a decision on whether to intervene. This will later affect your reward.
- 7) Talk to the black gang member.
- 8) Go to the west side of the room and pick up the broom.
- 9) Bring the broom back to Lucas in laundry 3.
- 10) Come back to laundry 2 and talk to the black gang member.
- 11) Satisfy all the other gang members in laundry 2 and laundry 1 (since you're in laundry 2 it's better to finish in laundry 2 first before going to laundry 1).
- 12) Come back to talk to the black gang member in laundry 2.

- 13) You and the black gang member will try to escape to the yard, but encounter more enemies in laundry 1.
- 14) Go and distract enemies at laundry 1 entrance (near the door going to the yard).
- 15) Win the battle against the enemy.
- 16) Find the black gang leader (Brian) and talk to him in the bar (north of the yard).
- 17) Brian will assign you a mission to investigate what's going on.
- 18) Talk to all men in laundry 1 and 2 for 3 days **in a row**. Basically talk to all the men then go to sleep.
  - a) Make sure that your notoriety is not too high otherwise it's game over.
- 19) On the last day, you'll encounter a cut scene.
- 20) Satisfy all the Bleachers after the cut scene.
- 21) Afterwards, they will drop an encrypted message.
- 22) Talk to Green to know more about the encrypted message.
- 23) You can now try to guess the decryption key and try to decrypt in Julia's cell, or visit the laundry room 1 and talk to the Bleachers to try to obtain the key.
  - a) The key is (highlight to show):
- 24) If you choose to talk to the Bleachers, you have 2 ways to get the encryption key:
  - a) Offer them gold. There's a secret threshold of gold which you need to offer above that for them to tell you the key.
  - b) Defeat them in a battle. At the end, they will see more men coming and ask you to do the 2nd battle. You need to agree (and win) the 2nd battle to get the key.
- 25) Go back to your cell and decrypt the message.
- 26) Read the message. It'll mention something in supplies 3.
- 27) Go to supplies 3, find the first bottom shelf (after the maze) on the right hand side.
- 28) Inspect the shelf. The shelf is locked. You need a key.
  - a) It is the same key as the decryption key (duh).
- 29) Go back to talk to Brian in the bar.
- 30) Brian will tell you to talk to Shawn in shower 3. Go talk to Shawn in shower 3.
- 31) Win the battle against Shawn. Shawn will give you a large amount of gold.
- 32) Go back to Brian in the bar and talk to him.
- 33) Now you have 2 choices:
  - a) Give the gold and tell the truth
  - b) Lie about the gold (so you can keep the gold), but you need to endure some punishments from the black gang and win a battle against them.
- 34) Either way, Brian will tell you to talk to Shawn again.
- 35) Go talk to Shawn.
- 36) Brian will come and join the conversation. They discuss several things.
- 37) You can now make 2 proposals. You need to make either of them to unlock the final proposal.
  - a) I won't tell you which one is better, but there's a better one among the 2 (which requires less effort).
- 38) Once you choose either of the first 2 proposals, the final proposal will be enabled.
- 39) Choose the final proposal.
- 40) Start the battle. You need to make **exactly** one of them cum.

- a) If you make both of them cum in the same turn, then the battle repeats, so don't do that...
- 41) If you successfully do #40, you will have 2 choices:
  - a) Accept the offer. Quest will continue (with further rewards).
  - b) Reject the offer. Quest passes immediately afterwards if you choose this.
- 42) Go to bed.
- 43) Go to the bar.
- 44) Talk to the people in the party. Some of them will ask you to do things.
- 45) The more you strip, the more they will tip you.
- 46) Once you've talked to 10 people in the party, Shawn will talk to you.
- 47) Quest end.

## Side Quest: Cleaning

- The cleaning side quest is unlocked after you finish Quest 8,. Talk to either the guard in the library or the guard in the men's toilet.
- There's not much to say about this quest, except that you need to prepare a lot of cleaning potions and stamina potions...

## Side Quest: Librarian

- The librarian side quest is unlocked after you finish Quest 8. Talk to the guard in the library.
- Once you've finished the job the first time, you will have access to the satisfaction improvement menu with a lot of choices, some of which are not available in this version due to time constraints.
  - Patience means how long the men will wait before punishing you, so it's better to choose upgrades that increase patience if you are not fast enough.
- If you fail to satisfy a man when returning books, your satisfaction rate goes down, so be careful.
- Below is the menu for upgrade options in this quest.



- You can talk to Green in the prison yard to buy the “slutty prisoner outfit” for one of the upgrade.
- When the library popularity is high, there will be a lot of visitors. As a result, be prepared for a long shift.
  - On the good side, choose options that will upgrade the “gold per satisfied visitor” so that you get more gold per visitor. If you max out everything, you can get a lot of gold in a single shift (more than 5000 gold in one shift).
- **Author tips:**
  - Before you start the quest, prepare plenty of stamina potions.
  - Before you start the quest, also prepare some **cum cleaners** (cum cleaners are cleaning products from quest 8).
  - Memorize the library map well because you will run out of time if you keep having to look at the library map. You can also take a screenshot of the library map and put it on the side while doing this quest.

- Upgrade the book stash so that you have more space and make fewer trips to return the books. The book stash has the sort feature so finding a book inside it should be very easy.

## Crafting

Once you've finished quest 8, you will have access to the crafting table. The crafting table supports some quest-related crafting as well as item upgrades.

**Important:** once an item is crafted from the ingredients, it will be automatically moved to your inventory. You can disable this behavior by going to the Preference menu.

## Crafting memory slots

**Important:** To enable memory slots, you need to buy the crafting note book from Green



Then you can use the memory slots. There are 6 slots available. To use,

- Put the items you want to save on the crafting table.
- Make sure the desired slot is selected (button is flashing).
- Then click the save button (see image below).





- Enter the name of the slot.
- Afterwards, every time you use the memory slot, the items will be placed on the table.
  - If the items can be crafted, it will also automatically craft for you.
    - You can disable this in the preference menu.
  - If the item was automatically crafted, it will automatically return to your inventory.
    - You can also disable this in the preference menu.

## Gemstones

### Gemstones summary

Gemstones are hard to find. You have 10% of finding a gemstone each time you dig (same probability if you use telekinesis). Different types of gemstones appear equally randomly. There are 5 types of gemstones:

- Ruby
- Emerald
- Topaz
- Amethyst

- Sapphire

Gemstones are of great values for resale so it can be a good way to make money. However, the main use of gemstones will be to upgrade your toys and later on get access to higher tier outfits.

## How to find gemstones

After quest 6 (the library quest), a guide to gemstones can be found in the library small room (where the nerd gang is). To start digging gemstones, you need to craft the gemstone shovel. Follow the guide to collect the ingredients. You need the following to craft the gemstone shovel:

- Cracked shovel (found somewhere in the work area)
- 3 gems (in the yard).
- 2 rocks (in one of the work areas)
- 3 wood (also in one of the work areas)

Because you need the crafting table, you won't be able to craft gemstones until you complete quest 8. After you completed the gemstones shovel, you can switch to using the gemstone shovel by using the event under the tree in the yard.

