

Life 0.05.03 Walkthrough

Fasder

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1. Intro

During the intro you will be faced with a major choice.

- Try to focus on the lecture

If you choose to focus on the lecture you will be able to get a job at the school as long as you e-mail Helen. You will then be called to a meeting in Helen's office the following Thursday.

- Check out Professor Helen

If you choose to Check out Professor Helen you will be penalized with -5 affection. This can be restored if you keep going to lectures in the future. Once you reach 0 affection or higher you will be offered a chance to work at the school. You will now have an option to meet Helen in her office to discuss the position.

2. Post intro

After the introduction you will get a chance to see a tutorial of the interface. If you haven't played the game before it is recommended to go through it.

You will be able to do a number of things after the introduction but if you decided to pay attention during class then it is wise to e-mail Helen before anything else.

After this choose surf the web. This will unlock the ability to program which will come into play later in the game.

If you instead choose check out Helen then simply surf the web will be a good choice.

3. Pizzeria event

Once you have chosen "Surf the web" a new event will be triggered and you will be transported to the kitchen. Click cook dinner to trigger it.

During this event you will have a choice to make, you can either choose to:

- Insist on paying (\$50)

This will let you pay for dinner and will award you with +5 affection to Jenna. It will also leave you with \$0.

- Let Sarah pay

This will do nothing.

4. Post-pizzeria

You will now be able to do what you want.

The key factor here is to make sure you handle your energy with care, the main sources of reduced energy are working, lectures and working out. You will also lose energy when switching locations, so it's advisable to plan your moves out.

If you have no money to buy food then make sure you don't overlap your energy increases. You have a couple of sources of major energy increases these are: Take a shower in the bathroom, take a nap in my bedroom and dinner with Sarah(see section 7.1.6). Later you will also be able to have lunch with Helen(see section 7.4.3).

To forward time if there is nothing available you can watch tv in the livingroom.

5. Work out with Sarah

Sarah will be in the gym on Saturday at 08:00, you will be transported there and you need to click "Work out with Sarah", after this, a scene will play out and you will be able to work out with Sarah every day at 08:00. Working out with Sarah increases your agility by 1.

6. Jenna and Jenny's visit

Jenna and Jenny will come to visit you during the first saturday, this can be triggered between 15:00 and 19:00 as long as you are in the house E.G *not* at the pizzeria, store, home or school location.

7. Repeatable scenes

Repeatable scenes are used to increase your affection with characters or Mark's stats.

7.1 Sarah

7.1.1 Movie

The scene where you watch a movie together has three choices:

- Sci-fi movie +2 affection.
- Horror movie
- Romantic movie +1 affection.

Once you reach 15 affection points a new scene is available. But you have to choose to leave after the movie is over if you want to see it. This scene is also available after the movie scene is no longer available I.E. after you reach 25 affection with Sarah.

7.1.2 Pool (day)

The scene by the pool gives you nothing at first but will extend once you have reached over 25 affection with Sarah. You will have two choices during this scene:

- Sure +1 affection
- Fuck off +2 affection

This scene has two variations depending on your choice. When you reach 35+ affection this scene will no longer grant affection.

7.1.3 Sleeping

Sleeping in Sarah's bed will unlock after you've finished the programming project, see section 9.1.2. You will need earplugs in order to sleep in her room and they can be obtained in the store from Jenny(see section 9.1.4). This scene gives you +1 affection with Sarah up to 46 affection.

7.1.4 Additional scenes

After you break the bathroom lock you will be able to peek on Sarah in the shower(see section 9.2.1). If your agility is too low then she will see you and you will get -5 affection. When you reach 10 agility the scene will play out differently, additional information is available in section 9.2.1.

Breaking the bathroom lock is part of the trigger for the scene in section 9.2.2.

7.1.5 Pool (night) (0.04.03)

This scene is available from 22:00-23:00, you will lose 10 energy and forward time one hour.

7.1.6 Dinner in kitchen (0.04.03)

This scene is available between 15:00 and 16:00. You gain 20 energy from this scene. This scene has three variations. This scene forwards time with 1 hour.

7.1.7 Watch TV in livingroom (0.04.03)

This scene is available between 17:00 and 19:00 you also need at least 25 affection with Sarah. This scene forwards time by three hours.

7.1.8 Massage in the livingroom (0.05.03)

This scene has three different variations and depending on a random factor the scene plays out differently. It is available between 17:00 and 19:00.

You need at least 45 affection with Sarah for this scene to appear.

7.1.9 Sarah watching stars at the pool (0.05.03)

This scene is available after you have completed the scene in section in 9.1.14. It can be accessed between 22:00 and 23:00. You will need at least 45 affection with Sarah for this scene to appear.

You will gain 1 affection with Sarah (Up to 56) each time you complete this scene.

7.1.10 Sarah reading at the pool(0.05.03)

This scene is available after you reach 35 affection with Sarah between 10:00 and 12:00.

7.2 Jenna

7.2.1 Pool

Jenna will appear the day after they first visit (Sunday) and has two different scenes. The first scene unlocks Jenny's first scene which happens on Saturday's.

You will get +3 affection for the first scene which is non-repeatable and +2 affection for the second scene which is repeatable.

7.2.2 Walking with Jenna (0.04.03)

This scene is available between 00:00-01:00 one weekdays (mon-fri) on the Home location.

7.2.3 Pizzeria work

Working at the pizzeria on the weekends will also increase Jenna's affection by +1.

7.3 Jenny

7.3.1 Pool

Jenny will only be available after the first scene with Jenna at the pool has played out. After that you will get one non-repeatable scene which awards +4 affection. After the non-repeatable scene has played out you will get a new repeatable scene which awards +3 affection.

7.3.2 Livingroom

When you reach 15+ affection Jenny will start appearing in the livingroom. This scene requires wine to progress, wine can be bought at the store for \$50 each. You will gain 5 affection each time you go through the scene with wine.

7.3.3 Walking with Jenny (0.04.03)

This scene is available between 00:00-01:00 one weekdays (mon-fri) on the Home location.

7.4 Helen

7.4.1 Work at the school

You will gain affection with Helen when you work at the school. Each day you work will award you with +2 affection.

On the first friday that you have 15 affection or more you will be asked to go to a bar with Helen.

7.4.2 Walking with Helen (0.04.03)

This scene is available between 22:00 and 02:00, you need at least 0 affection with Helen to trigger this scene.

7.4.3 Lunch with Helen (0.04.03)

+1 affection with Helen

This option will become available after you reach 15 affection with Helen. This event is available between 12:00-13:00, this scene forwards time with one hour. The scene has four variations.

8. Non-character repeatables

These scenes are to build up your stats E.G. strength, agility and so on.

8.1 Work out in the gym

You will be able to work out once a day, this will give you +1 to strength. You will also lose 30 energy. This is only available if you haven't worked out with Sarah or vise-versa.

8.2 Work out with Sarah in the gym

You will be able to work out with Sarah once a day at 08:00. This will increase your agility by +1. This scene also reduce your energy by 30. This is only available if you haven't worked out or vise-versa.

8.3 Attend lecture at school

This will give you +1 to intelligence, it will also reduce your energy by 10. You will only get intelligence if your programming is less than 90.(expect this to change in later versions.0.03.03)

8.4 Programming in my bedroom

Programming will increase your progress on the programming project. You also lose 5 energy.

8.5 Cooking in the kitchen

This stat has no use but can be increased by watching Sarah cook in the kitchen between 13:00 and 15:00.

8.6 Work on the website in my bedroom

This will forward the preparation of the website development unlocked in section 9.1.7. You loose 5 energy and forwards time by 1 hour.

8.7 Work at the pizzeria

Working at the pizzeria can be done during weekends. The only thing you need to do to unlock this feature is to talk to Jenna after the pizzeria event (see section 3).

8.8 Work at the school

To unlock this see section 1 and 2. To pass the test see section 9.1.8. When you work you will get three questions, each awards 1 point, 1 point = \$10. If you get an answer wrong the right choice will be displayed for you. After you have completed one set of questions they will no longer be repeated.

8.9 Work on thesis in the library (0.04.03)

This option will unlock after you have gone through the scene in section 9.1.12. Each time you do this the progress in the statmenu will update. You need a total of 15 points.

9. Non-repeatable scenes

There are a number of non-repeatable scenes in the game these are generally to forward the story.

9.1 Story scenes

The first story scene you see is the pizzeria with Sarah (section 3). This event leads to the gym scene with Sarah(section 5) and the first visit with Jenna and Jenny(section 6).

9.1.1 Bar with Helen

This scene is unlocked by reaching 15 or more affection with Helen. It is only available on Fridays. During this scene you will be posed with two choices, you can choose to not go to the bar with her, in which case you will be asked again the following Friday.

If you choose to go to the bar a scene will play out and you will be asked a question where you have to decide whether to go home with her or not.

If you say no a short scene with Sarah will play out, this also gives you +2 affection with Sarah. If you say yes a scene with Helen will play out. This is intended to be a choice which can affect the storyline to some degree later in the game.

9.1.2 Spyware with Sarah

When you have reached 35 affection and 100 programming a scene with Mark and Sarah plays out.

After this the sleep option will appear in Sarah's bedroom(see section 7.1). This will lead to a scene with Jenny at the store(see section 9.1.4)

9.1.3 Shopping with Sarah and Jenny

After the scene in section 9.1.2 has played out you need to wait to the following Saturday where a new scene will play out.

9.1.4 Earplugs from Jenny

This scene requires you to have purchased the hammer previously(see section 9.2.3), if you haven't broken the lock to the bathroom yet I suggest you do so before getting the earplugs from Jenny.

9.1.5 Jenny's kinky habits

This scene is available from the moment you reach 5 agility. This scene will unlock another scene(see section 9.1.6)

9.1.6 Jenny cleaning pipes

This scene is only available after you have completed the scene in the livingroom with Jenny(see section 7.3), if you have completed the scene in section 9.1.4, have a higher affection than 20, at least 10 agility and seen the scene in section 9.1.5.

9.1.7 Jenna's website

This scene is available when you have completed the scene in section 9.1.3, during weekdays between 12:00-18:00 and if your affection is at least 15 with Jenna.

This scene leads to a small interaction with Sarah. It also unlocks the ability to work on a website(see section 8.6)

9.1.8 Helen's office

To unlock this scene see section 1 and 2. When you get to her office you will get a quiz which tests your knowledge. After you've gotten at least 2 of 4 answers right you will be able to work at the school.

- Question 1: 255.255.255.252
- Question 2: ARP
- Question 3: A Public key is used in conjunction with a private key establish an SSH connection between two hosts.
- Question 4: NAT is used to translate local IP addresses to global IP addresses.

9.1.9 Confronting Helen

This scene is available if you went home with Helen after you were at the bar. It can be triggered by working at the school.

9.1.10 Sarah getting the dildo (0.04.03)

This scene will trigger on the third day after you have purchased the item(see section 9.1.11). A scene will play out.

9.1.11 Buying the dildo (0.04.03)

The dildo will be available for purchase after you have completed the scene in section 9.1.7. An interaction will be available with Jenny at the store which will unlock the ability to purchase the dildo in the online sexshop which is available in the "My Bedroom" location.

9.1.12 Thesis with Helen (0.04.03)

This scene is triggered once you reach 25 affection with Helen. This will lead to two different outcomes depending on your choice in section 9.1.1. If you went home with her after the bar you will get the opportunity to go home with her again and a scene will play out.

If you didn't sleep with Helen the scene will end earlier.

This scene unlocks the "work on thesis" option in section 8.9.

9.1.13 Look around in Diane's bedroom (0.04.03)

If you go to the "Mom's Bedroom" location an option to "Look around for a bit" will be available. This will trigger a scene that will add an item to your inventory.

9.1.14 Cooking for Sarah(0.05.03)

For this scene you need to complete the scenes in section 9.1.10 and 9.1.3. You also need at least 45 affection with Sarah and 25 cooking in order to trigger this event.

9.2 Non-story scenes

These scenes are not directly related to the story.

9.2.1 Sarah in the shower (Technically repeatable)

When you get to 10 strength you will be able to break the lock on the bathroom after you've purchased the hammer at the store for \$50(see section 9.2.3).

After this the scene will be available, but if your agility is lower than 10 then you will not get the full scene, you will also be penalized with -5 affection to Sarah.

9.2.2 Looking through Sarah's window

This scene is only available after you've reached 30 affection with Sarah, if you agility is at least 15, if you've broken the bathroom lock(see section 9.2.3) and if you've spent at least three weeks in the game.

9.2.3 Getting the hammer (Technically a story item)

The hammer is only available for purchase after you attempted to break the bathroom lock. If you go to Jenny at the store a scene will play out. You will need at least \$50 to buy the hammer. You will gain +5 affection with Jenny.

10. Stats

10.1 Agility (0.04.03)

This stat is primarily used as a stealth mechanic. You will need it in order to unlock the full scene in section 9.2.1 and 9.2.2.

This stat is also used in conjunction with strength to increase your maximum amount of energy available to you.

10.2 Strength (0.04.03)

This stat is needed in order to break the lock on the bathroom door, see section 9.2.1 and 9.2.3.

This stat is also used in conjunction with agility to increase your maximum amount of energy available to you.

10.3 Intelligence (0.04.03)

This stat will increase the amount you gain when you increase your programming, see section 8.4.

It is also used to gain a bonus question for when you work at the school. You will also gain access to a new lecture at the appropriate time that this question appears.

10.4 Cooking (0.05.03)

This stat will enable you to make sandwiches in the kitchen when you have reached at least 10 cooking. You can make 10 of these sandwiches a day and they restore 3 energy each. As opposed to other consumables these can be stacked higher than 5 but you are only able to make 5 of them each day. If you make 5 of them in one day, but never use them then you will be able to make 5 more the next day.

10.5 Thesis (0.04.03)

This stat can be increased by going to the school and press "Work on thesis in the library". See section 9.1.12 and 8.9 for more information.

10.6 Website (0.04.03)

In order to increase this stat you need to work on the website in the "My bedroom" location, see section 8.6. After you have reached 5/15 this interaction will change and you will continue development in Sarah's bedroom.

10.7 Programming (0.04.03)

As mentioned in section 10.3 this will progress faster depending on your intelligence. Also see section 8.4 for more information.