

Guide

Character Customisation

As with most games of this genre, there is character customisation. Your choices are as follows:

“**Male body**” or “**Female body**”

Note that this does not refer to sexual organs. You can be a male and have a vagina or be a female and have a penis, if you so wish. This also does not refer to pronouns. There are few differences in the choices given depending on what body type you pick.

Male Body	Female Body	Extra Info
Chubby Thin Ripped Jacked	Chubby Thin Ripped Jacked	Body type has no effect on stats or performance. It is occasionally referenced in sex scenes.
Hairy Shaved	-	Ocasionally referenced in sex scenarios.

Sex organ (both male and female body can chose either option)

Choosing “**a pussy**” will not give you a choice of customization. Note that you cannot penetrate other characters (unless you count using a finger/toy) but they can penetrate you.

Choosing “**a penis**” will give you a choice of size. For SPH fans the smaller your penis the more you are ridiculed during some sex scenes. Here is a size chart:

Size (1"/2cm = 1 inch OR 2 centimeters)	Description
1"/2cm - 2.9"/7.37cm	“Tiny sized cock”
3"/7.62cm - 8.9"/22.61cm	“Normal sized cock”
9"/22.86cm - 10.9"/27.69cm	“Good sized cock”
11"/27.94cm - 14.9"/37.85cm	“Very big cock”
15"/38.1cm or above	“Monster cock”

While the idea of having a “monster cock” sounds appealing, it can make penetration harder and require some characters to have multiple tries before full penetration. The outcomes of sex with

characters is not affected by penis size, however it may take more tries to get the final scene if your penis is larger. If you have a smaller penis but don't want to be humiliated for it, you can turn off the 'degradation' kink in the kink menu.

The following choices for character customisation have little to no effect on gameplay or sex scenes besides hair length. As you would expect, sometimes for submissive players characters will pull on your hair if it is long enough.

Game Interface

We recommend exploring all the buttons, especially the ROLE, KINKS and RESPECT buttons found on the diary button, as we have options to modify which scenes of adult content we want to see in the game.

Image	Name	Purpose
	Eye button	Hovering over this icon will show you the interactable objects in the environment. Interactable/clickable objects will be highlighted yellow.
	Stats button	Clicking this icon will take you to a menu where you can see your current stats.
	Level up button	When a points are available, this button will replace the stats button. Clicking this button will take you to a menu where you can choose what stats you increase and what skills or magic you want to learn/improve. Note: Currently (public version 0.9) there are no magic skills learnable.
	Inventory button	This button does just about what you'd expect. You can find a tab for your consumables, equipables and key items.

	Diary button	Here you can find your diary, select your kinks, adjust your role, view (and lock from increasing/decreasing) respect, your relationship with characters and view characters, enemies and planets you have come across during your journey along with a brief description.
	Quest button	As the name suggests, here we can find an overview of our quests, completed quests and current as well as side quests and tasks that aren't mandatory to continue the story. The navigation of the quest menu is fairly straightforward. You can click on a quest to view the rewards and the next step you need, this is a good place to check if you're confused on what to do next.

STATS

Here is each stat and what it does.

Stat	Description
Strength	Enhances melee attack and melee damages
Constitution	Increases max health
Dexterity	Enhances initiative, evasion, melee attack and ranged attack
Perception	Increases the probability on finding resources, also enhances evasion and ranged attack
Appearance	Enhances lust attack and lust damage
Cunning	Increases max lust, enhances lust attack, magic attack, mental endurance and mental strength
Magic	Increases magic attack, damage, resistance and armor
Willpower	Increases max energy, also enhances mental endurance, magic resistance mental strength and magic armor

Status Effects

Here are the various status effects

Image	Name	Effect
	Bleeding	Causes the target to take damage over a specific number of turns (Damage over Time).
	Burn	Causes the target to take fire damage over a specific number of turns (Damage over Time).
	Defensive Pose / Shield	Increases defensive stats (Evasion, Armor) for a set duration. May reduce attack power.
	Offensive Pose	Increases offensive stats (Attack, Damage) for a set duration. May reduce defense or evasion.
	Freeze	Reduces the target's movement (Attack and Evasion) and deals damage over time.
	Stun	Incapacitates the target, preventing them from performing actions.
	Defending	The character takes a defensive stance, significantly increasing armor effectiveness (usually triples it) for one turn.
	Flying	The character takes a higher position, increasing Evasion.
	Horny	Represents the Lust status. Attacks or items can increase this gauge. If a character's Lust reaches its maximum, they are defeated and may enter a sex scene.
	Charging	Indicates the character is preparing a powerful attack for the next turn.

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