

CAMP MOURNING WOOD WALKTHROUGH

Version 0.0.6.4+

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1.0 Main story walkthrough

1.1 Starting the game

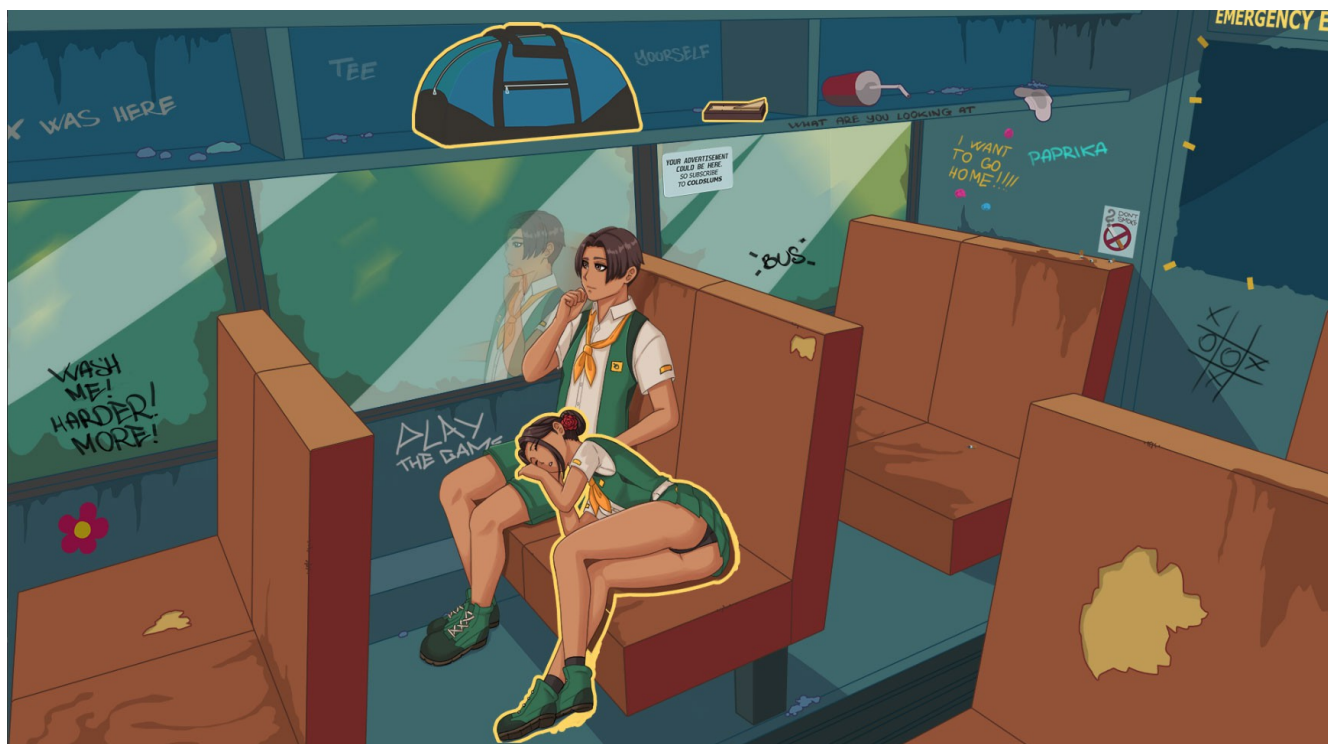
When you start the game, you will wake up on a bus heading for the infamous reform camp, Camp Mourning Wood. Straight off the bat, you will have the option to look around the bus. Here you can click on three things.

1. Lola
2. Picture frame
3. Bag

Click on the girl sleeping on your lap to get some additional dialog.

Then click the picture frame, located in the over head compartment to collect your first sexy photo.

Finally, click on the bag to continue the story.



1.2 Escaping the hellscape

After arriving at camp, your vision will begin to glitch and you will be greeted by a dark, red hellscape. You receive the message that you are being hunted. Click on the arrows near the center of the screen to run through different sections of the camp until you reach the player cabin.

Then click on the arrow icon, prompting you to enter your cabin. From here on, just let the story play.



1.3 Meeting Katey at the center

After the opening of the game you will be send back in time to the first day of June. Here you meet Counselor Katey who tells you to meet her at the camp center. Simple follow the path back the way you came. At the center, you will see her standing in front of the counselor's hut.

Click on her to continue the story. She will introduce you to Reform Points, give you your journal and map and will explain working around the camp for you.

1.4 First day of work

You are now given some freedom. You can explore around the camp and each time you reach a new area, your map will update. Click the map icon in the top right corner of the screen to open it. You can fast travel between areas by clicking the different icons on the map.

You can now choose to do a few different things, the order in which you do these is not important:

1. Work with Amber
2. Work with Penelope
3. Wait and do nothing

Work with Amber

If you want to work with Amber, then from the center take a left to head to the pool. Then simply click on the skate girl to open her dialogue screen and select "Work".

At the end of the day you will be rewarded with some Reform Points.

Work with Penelope

If you want to work with Penelope, take a right at the camp center, then head north towards the mess and then take another right to the theatre. Here you will find Penelope standing in front of the stage. Select her and then click "Work".

At the end of the day you will be rewarded with some Reform Points.

Wait and do nothing

You can decide not to do anything by clicking the Skip Time button in the top right corner of the screen. This will progress time. At dinner time you will be prompted to head to dinner. Later on in the game, you will have the option to skip dinner time.

After your first day, you will head to dinner with your fellow campers and the next part of the story plays out.

1.5 First monster encounter

After dinner you will run into an unconscious Emma lying on the forest floor. After hearing a beeping, the player will grab his camera and see a tentacle monster girl hovering over Emma, after which the player is giving their first timed decision.

- Help
- Run
- Wait

Help

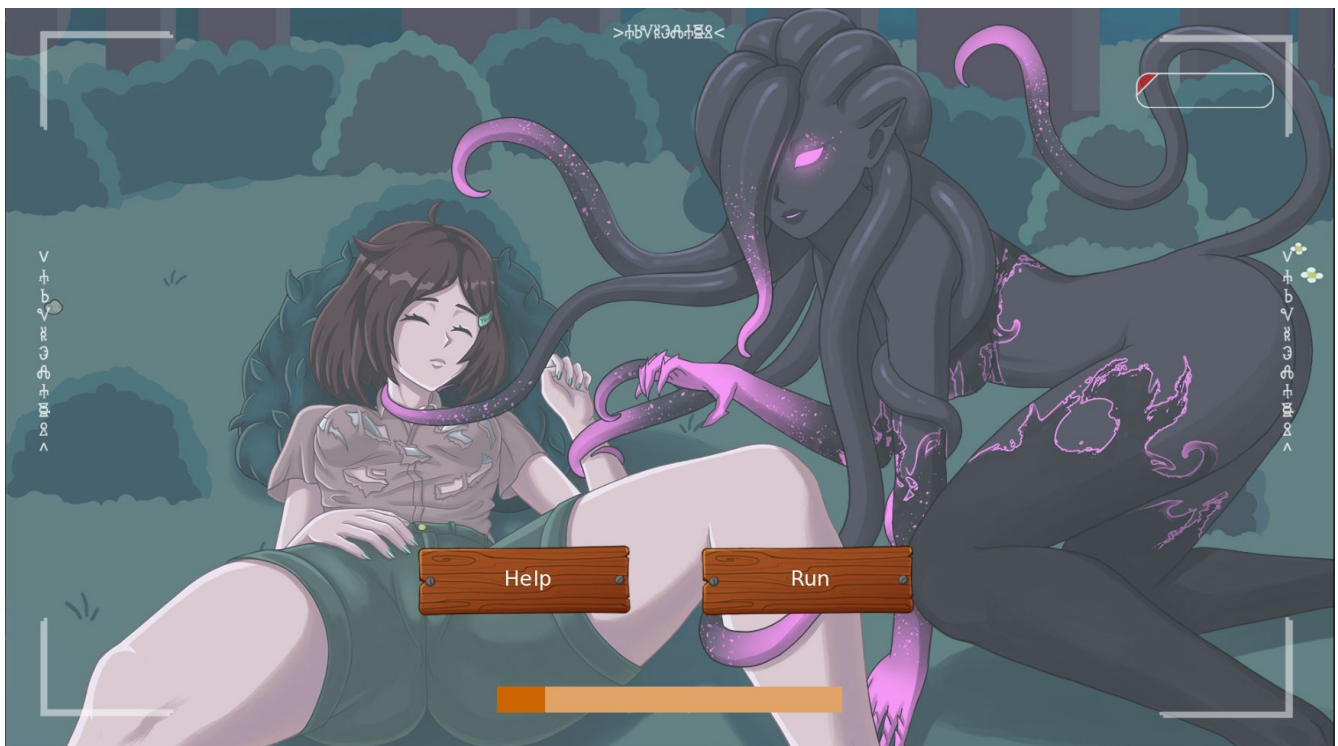
Technically you can pick either option, but choosing to help will give you 1 additional social point with Emma, used to progress her personal story line.

Run

You can run away for a bit of additional story, but it will not reward the player with any stats.

Wait

If you wait for the timer to run out, you will be able to skip some story and continue with the story straight away.



1.6 Camera introduction

After the encounter, Emma will wake up and will offer you to strip naked in return for reform points. You have the option to say:

- If you insist
- Please don't

Pick whichever one you want, it does not change the story. The player will then get introduced to the camera mechanic ingame. Your camera will start out with a maximum charge of 100. You can help fight off monsters you come across around camp by using the flash on your camera. However each time you use the camera, the charge will be reduced until it is recharged.

You can recharge your camera by preforming sexual acts around camp. The more advanced the sex act, the more the camera will charge.

At night you return to your cabin and your quest journal will be updated.

1.7 Rumors

You get more freedom on the second day. Do whatever you want. You can go work for reform points, look for secrets or simply wait around. From this point onwards, Emma will become a social contact. She will be at the mess hall.

To reach her, take a right from the camp center and then go up. Then simply click Emma to open her dialogue window.

Spend the day how you wish, and at night, make sure to go to dinner. You will notice a yellow exclamation mark next to "Rumors", indicating that it is part of a quest. Clicking on it will reveal a rumor of a girl who likes to bathe naked in the river at night. This will update your journal.



1.8 Sneaking out

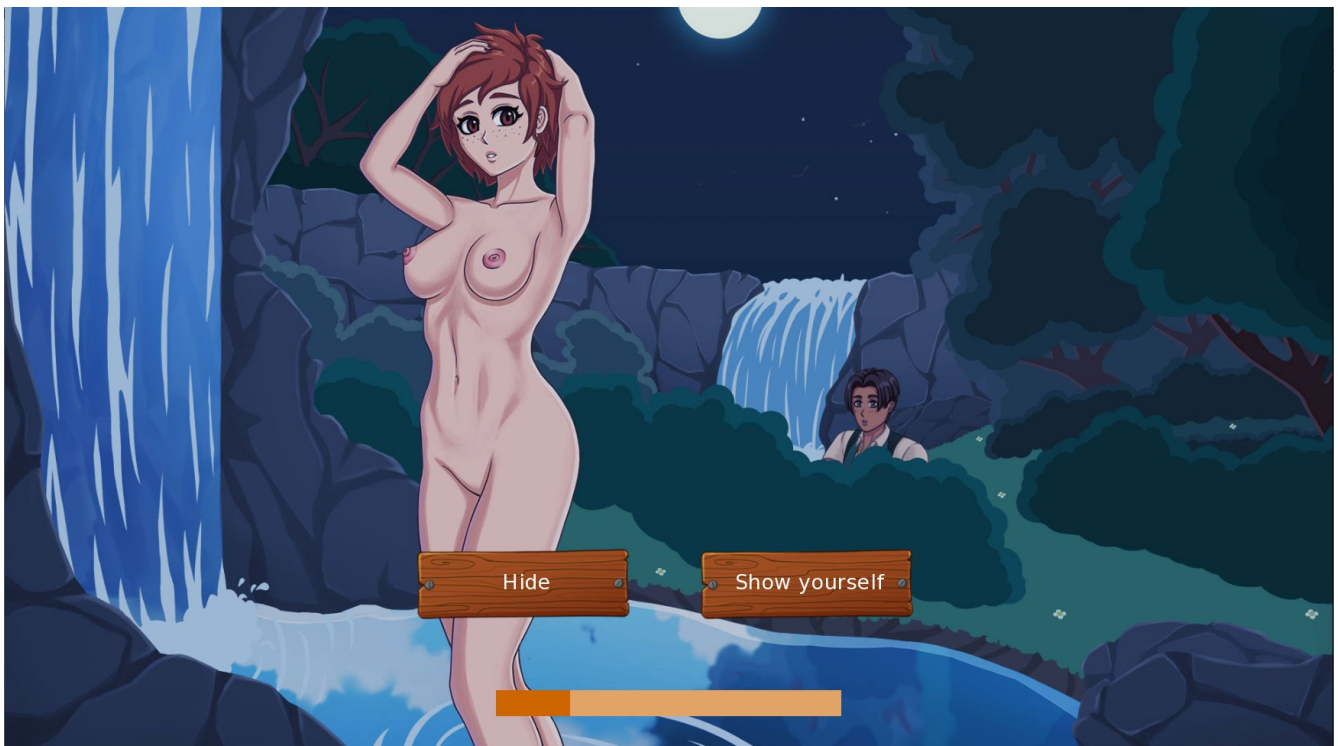
After dinner you will return to your cabin. It is night and if you want to find the girl bathing naked in the river, you're going to have to sneak out. Click on the door arrow to exit the cabin. You will now get a scene where a camp counselor is on duty, but will fall asleep. Guaranteeing that you can sneak out.

Sneak out and navigate your way to the river. You can reach it by taking a left from the center, then taking another left by the pool and then taking a north at the lake shop. Reaching the river will trigger the next scene where you will find Hazel bathing naked.

Here you will be given another timed choice.

- Hide
- Show yourself
- Do nothing

Each of these options give its own unique bit of story, but if you want to earn some extra social points with Hazel, pick the option "Show yourself".



Either way, story will play out and you discover Hazel's secret. The player will panic and run away, afterwards you can choose to:

- Return and apologise
- Return to your cabin

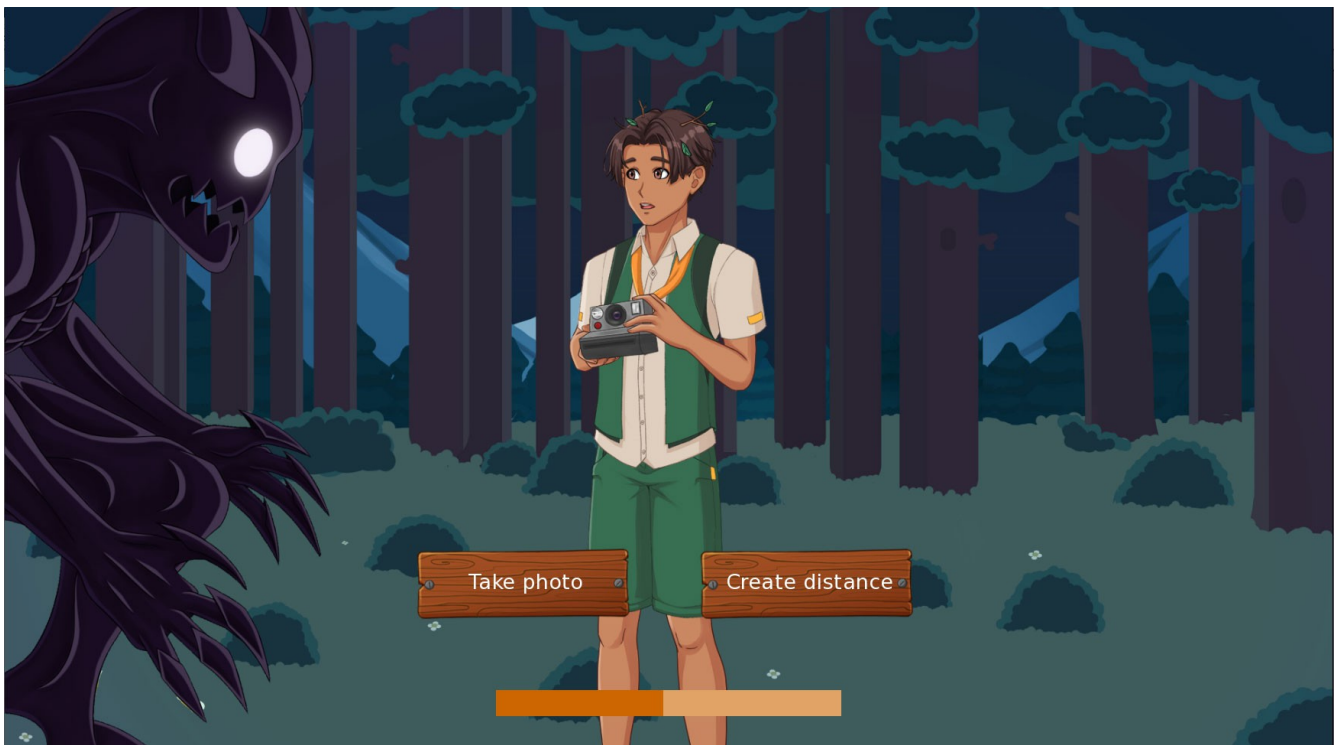
Choose to return to your cabin, otherwise you will be caught by a camp counselor and lose some reform points.

1.9 Look for Hazel again

The next day can be spend however you like, at night you are going to sneak out again. Like the night before, return to the river to find Hazel. This time she will take you deeper into the forest to a Runestone.

Click the camera icon in the center of your screen and you will get your first lesson in Archelean. A foreign language spoken by the monsters in the game. Communication with Hazel will be slightly easier now. When talking to her choose the “**Understand**” option from the list.

Afterwards, Hazel will take you even deeper into the forest and introduce you to the Tablet. You get attacked, but you are free to choose whichever option you like.



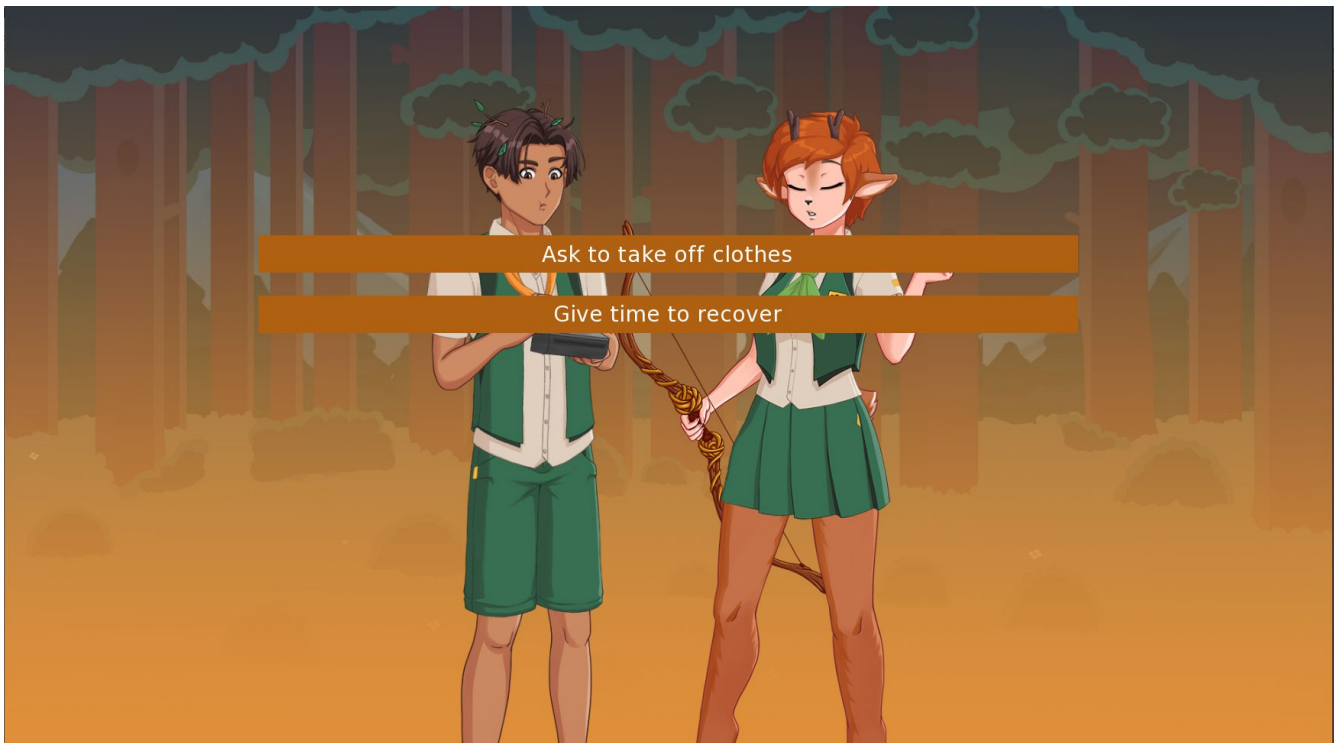
1.10 Ask to take off clothes

After the fight, you have two options.

- Ask to take off clothes
- Give time to recover

The first option will give you some extra social points with Hazel, but it's greatly suggested that you go for the “Ask to take off clothes” option. Doing so will make Hazel drop to her knees and unlock a blowjob CG.

If you have already chosen to give her time to recover, then you can get the blowjob CG later on in the game.



1.11 Exploring

After you return back to your cabin, you will be visited in the night by a gigantic towering monster. When waking up the next morning, you decide to go exploring around for more runestones so you can learn Hazel's language.

You can explore by looking at your map and clicking the explore button or by going outside your home cabin and clicking the north arrow. After finding **three runestones**, you should be proficient enough to try talking to Hazel again.

At night, sneak out of your cabin and return to the river to meet Hazel.



1.12 Communicating with Hazel

Having learned more Archelean, you can now ask Hazel some questions. She will tell you some stuff about the WAR, but some words are still untranslated. When you come across this menu:

- Short time
- Long time
- Dinner time

Select the **Long time** option.

Let the story continue and you will get a menu with the following options:

- You serve the WAR
- You worship the WAR
- You guard the WAR

First pick the option **You worship the WAR** to learn the Archelean word for God. Then afterwards choose the **You guard the WAR** option to continue the story.

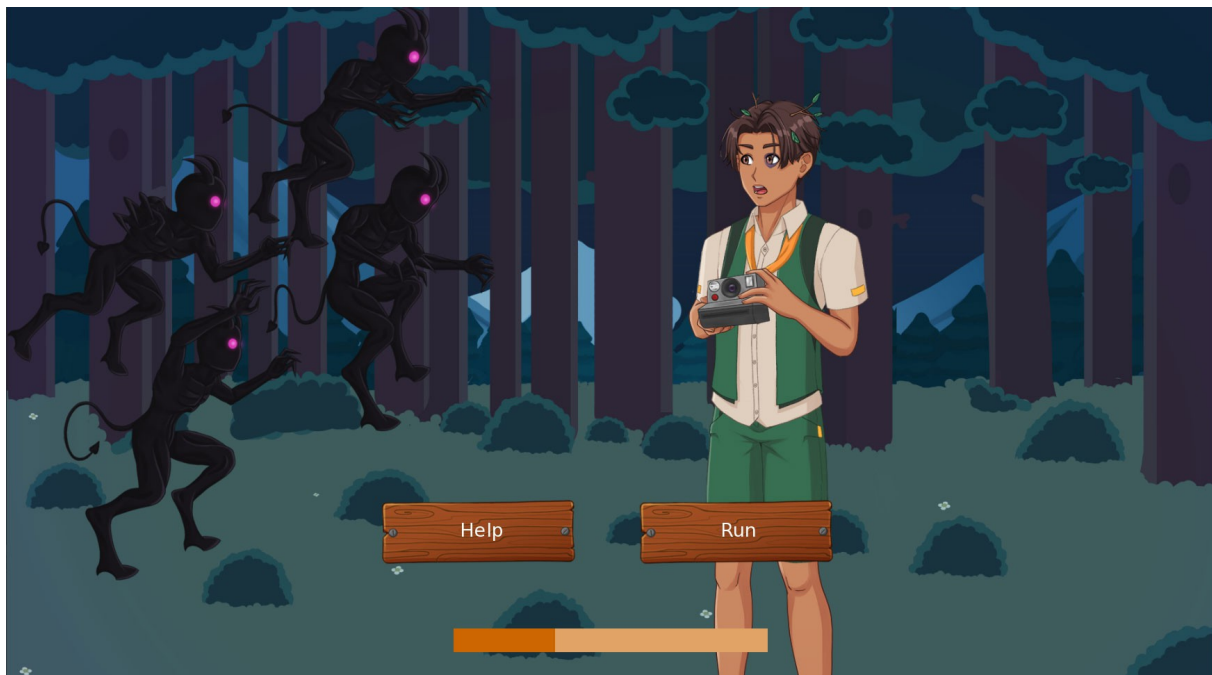
1.13 Meeting Scarlet

After the two of you return to the Tablet, you will be attacked by another monster girl. One that Hazel refers to as Scarlet and you will enter into your first combat encounter.

Simple click the white moving camera icon to attack the moving shadow ball on screen. After doing this a few times, Scarlet will appear in the center of the screen.

You can now use your chain attacks to try and capture Scarlet. However, your camera will run out of charge before then and instead you will be attacked.

More monsters show up and you have the option to help, run or do nothing. When doing nothing, you will wake up in the infirmary and lose one full day.



1.14 What happened to Hazel

You make your way back to your cabin to recap on what happened. The next day you go out and look for what happened to Hazel. Open your map and click on the tablet to visit it. The icon is towards the top right of the map.

At the tablet, you get attacked by Hazel in her corrupted form. When you wake up, the WAR is invading the camp again. You now have a few turns to get as much as you can before time resets.

1. First, open your camera at the camp center. Around the neck of the center statue is a necklace with a key. Click on the key to loot it.
2. Second, take a right to the Clinic, open your camera and find a pile of Reform Tokens lying near the door.
3. Third, go north towards the Mess, open your camera and look towards the left of the screen. Next to the burned out firepit, there's another pile of tokens.
4. Forth, take a right to the theatre and open your camera. Took forwards the right of the screen and you will find your final pile of tokens.

Eventually your turns will run out and you will be attacked by the WAR. You will then use your camera to travel back in time to the first day of camp.



1.15 Waking up in the bus

After travelling back in time, you wake up in the bus you came in on. If you've missed the picture in the overhead compartment, you can now collect it. Otherwise click your bag to continue the story.

1.16 Finding Hazel

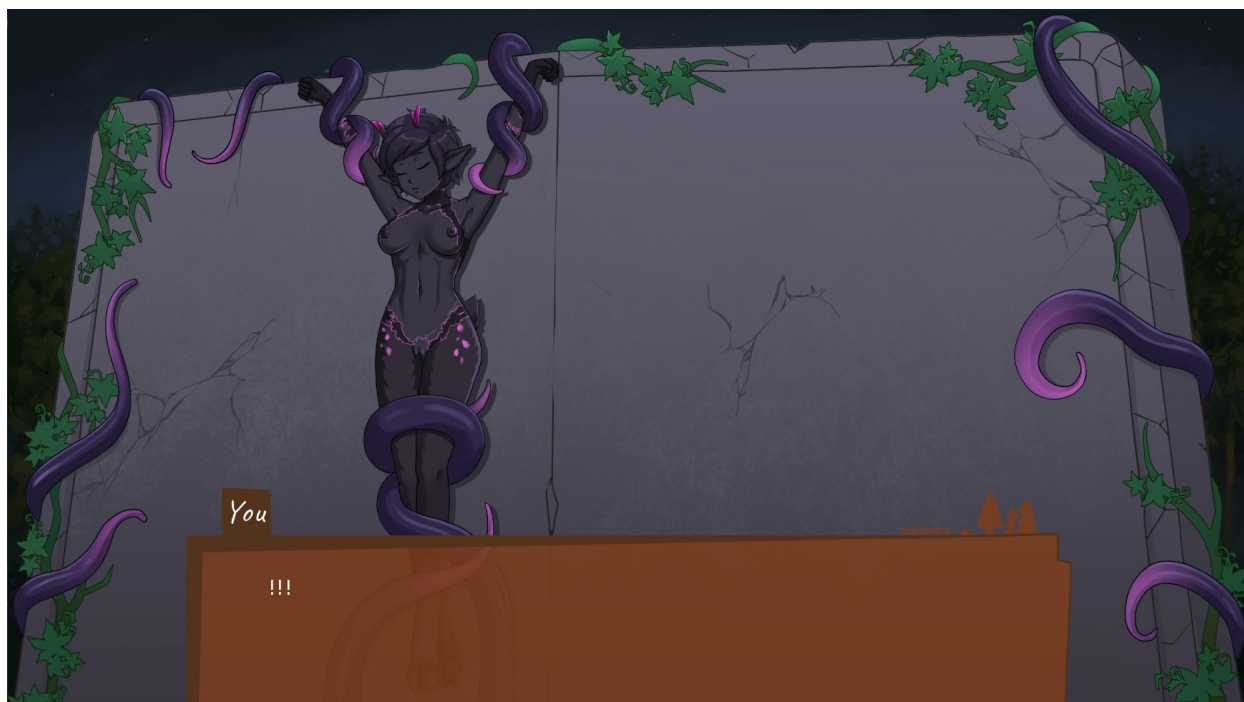
After getting off the bus, you'll find out that nobody in camp seems to remember who you are. Go up and talk to one of your friends. They will have the option to "Re-introduce".

After a failed re-introduction, you will be met with a new face. A green goblin girl, who laughs at your misfortune. After a short introduction she will take you into the forest to find Hazel.

Hazel is tied up to a wall by purple tentacles. Here you will get another timed choice. "Goblin" or "Attack". Picking either option will result in the player and the goblin trying to save Hazel. Alternative you can let time run out if you would like to see a tentacle scene with Hazel.

Let the story continue and you will get a blowjob scene with the Goblin. With some cum accidentally landing on Hazel, which seems to cure her corruption. With Hazel still being a threat, you return to camp with the plan of building a side-room to your cabin.

You say goodbye to the Goblin girl, and find out her name is Tess, who will let you keep her wrench. This can be used around camp to repair broken machinery.



1.17 Building the side-room

From here on you'll be able to build the side-room to your cabin. Simple enter the front door and click on the wooden planks stacked up against the back wall. It will ask you if you want to spend the day working and you choose "Yes".

Besides building the room, you will also get to talk to Lola again as she helps you with the construction. In total it will take 3 days to fully build the cabin and depending on if you're good enough friends, Emma, Penelope and Amber will come to help you.

Once the side-room is finished your journal will update and tell you to "Go visit the wall". Open up your map and you will see a exclamation mark moving towards the east of the map. Click the icon to fast travel there.

1.18 Uncorrupting Hazel

After you have rescued Hazel and tied her up in your side-room, you will jerk off to her. Here you have the option for either a blowjob or to jerk off yourself. Either option is fine. After cumming the glow in her eyes disappears and she seems to remember you.

You'll be able to communicate with Hazel and she'll tell you to create "*Black Sugar*". Not completely understanding her, you get the following options:

- Eat
- Drink
- Medicine

The correct answer is medicine, but if you click eat and drink, you will learn the Archelean words for those.



1.19 Potion brewing

Hazel gives you a list of ingredients for you to find. Both the lake and the archery range has a random chance to spawn WAR Lotus flowers, but if you want to guarantee finding the ingredients, then open the map and click on the EXPLORE button.

To reduce grind, you'll be able to find all of the required ingredients after exploring only once.



Click the bottom arrow to go back to camp. When you next enter your cabin, you'll be introduced to the alchemy mechanic at your desk. The tutorial will guide you through how to craft your first Black Sugar potion.

Once you've successfully made the potion, a cutscene will play where Emma will drink the potion and remember the previous time-loop.

1.20 Cleansing Hazel

With Emma cured you can focus on cleansing Hazel entirely. Don't forget to gather some ingredients in between cleansing sessions so that you can make extra Black Sugar potions for your other friends.

To cleanse Hazel, you can visit her in your side room once a day to have sex with her. First you will get a boobjob scene, then a sex scene and finally you get to decide which one you want to go for.

After the third time, Hazel will become fully cleansed. You untie her from the bed and try to have a conversation with her. Simple go through all of the menu options one by one. You will then take Hazel with you to go see the Tablet in the forest.

While in the forest, you will have another menu option. This time you can choose to head pat, butt slap or to ignore Hazel's request for pats. If you select the "Head Pat" option, you will be shown an extra CG picture.



Once back inside, Hazel will turn back into her human disguise and you unlock the ability to hang out with her at the Archery Range.

1.21 On the hunt for clues

Hazel has been cleansed by this point, but you're going to need more help to fight the WAR. Next up, it's time to find Scarlet.

Progress the day as normal until dinner time. Here you get the option to listen in for rumors and you will hear one of the campers talk about noises coming from the archery range at night. This will be your next target.

Finding the tools

Sneak out at night and begin making your way to the archery range. Along the way, you'll come across the theatre and receive a message that your camera is acting up. Take out your camera and look towards the lower right part. Here you will see something lying on the path.

Pick it up and you will find a set of thief tools. Your first clue.

Finding the mask

Continue on to the archery range and your camera will act up again. Take out your camera and again look towards the lower right and you will find a second item lying on the floor. This time a mask. Your second clue.

Finding the comic

Wrap up your nightly adventure and go to bed. The next day, go into the forest and choose "Random explore". This will trigger a scene where you find a comic about a sneaky raccoon lying on the forest floor. Note that you can read this comic later from your inventory to improve your sneak-out chances at night.

1.22 Finding Scarlet

Your clues seem to be leading you to the archery range. At night, sneak out once more. When leaving your hut, you will come across a "*Shadowy Figure*" sneaking off in the middle of the night.

You follow her to the archery range where you find her talking to someone. The Shadowy Figure is now revealed to be Emma who appears to be trading stolen goods with Scarlet.

Noticing you, Scarlet attacks and you get a new CG. During a small struggle Emma gets hurt and Scarlet flees the scene. Taking Emma to the camp's clinic, you will be given another choice.

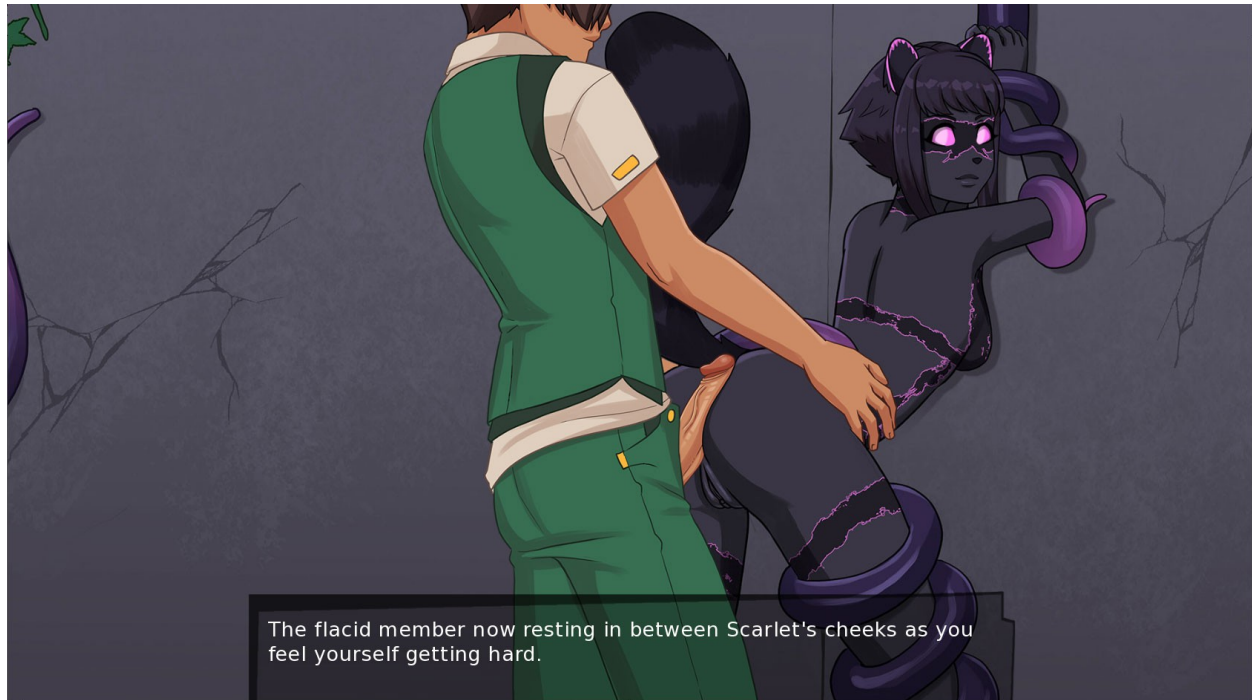
You can say "I was worried about you" to earn some extra love points with Emma. You can also just say "Are you okay?" if you don't want to pursue a relationship with the girl.

1.23 Sweet tooth

During your last conversation with Emma, you find out that Scarlet like to trade candy bars at night. Giving you the quest to collect five bars. Bars are free and you can pick 1 up every day at the store. However, you can also go by your friends one by one and get a candy bar from them, if you want to speed things up a bit.

Once you have five candy bars, sneak out again at night and head to the archery range and set a trap for her.

Things don't go entirely as planned and after a short fight, you chase Scarlet into the forest. Here you find her struggling against the tentacles on the wall, similar to when you found Hazel.



After a quick sex scene with the racoon girl, you smuggle her back to your cabin where you lock her up.

1.24 Cleaning Scarlet

Just like with Hazel, you now get to cleanse Scarlet. You do this by visiting her once a day and having sex with her.

Things get a little harder when Scarlet is refusing to cooperate. To help speed up the cleansing process you figure that you might be able to get her a sex toy from the shop at night.

If you sneak off to the shop now, you will be asked for a password, but won't be able to pick the right one. Instead, just sleep and during the next dinner keep an ear out for rumors.

One of the rumors mentions that there is indeed a secret shop at the lake at night, but that nobody knows the password. With this information, you can now sneak out at night and make your way to the lake shop.

When you're asked for a password, simply threaten to knock down the door and you will be allowed in. Here you will meet a new character, Sam.



When given the option, ask her to buy some condoms and you will receive the first one for free. You can ask if she has anything else, but she will say that she's still restocking. Finally ask her about buying a sex toy and you will receive the buttplug.

You can now make your way back to your cabin or simply click the time button in the top right to go to bed. The next day you can continue cleansing Scarlet.

1.24 Scarlet and Emma

The buttplug seems to help, cause after your sex scene Scarlet seems to be getting completely cleansed. Emma finds you two pounding away, but decides to ignore it when she sees Scarlet's corruption disappear.

Next day, you'll be able to fully cleanse Scarlet. This time even being joined by Emma for a nice three-way scene. Afterwards, Scarlet seems to be fully cleansed! At least until Hazel shows up.

Immediately, Scarlet attacks Hazel on sight. After a short struggle you try to confront Hazel, who runs away. Leaving you to interrogate Scarlet instead.

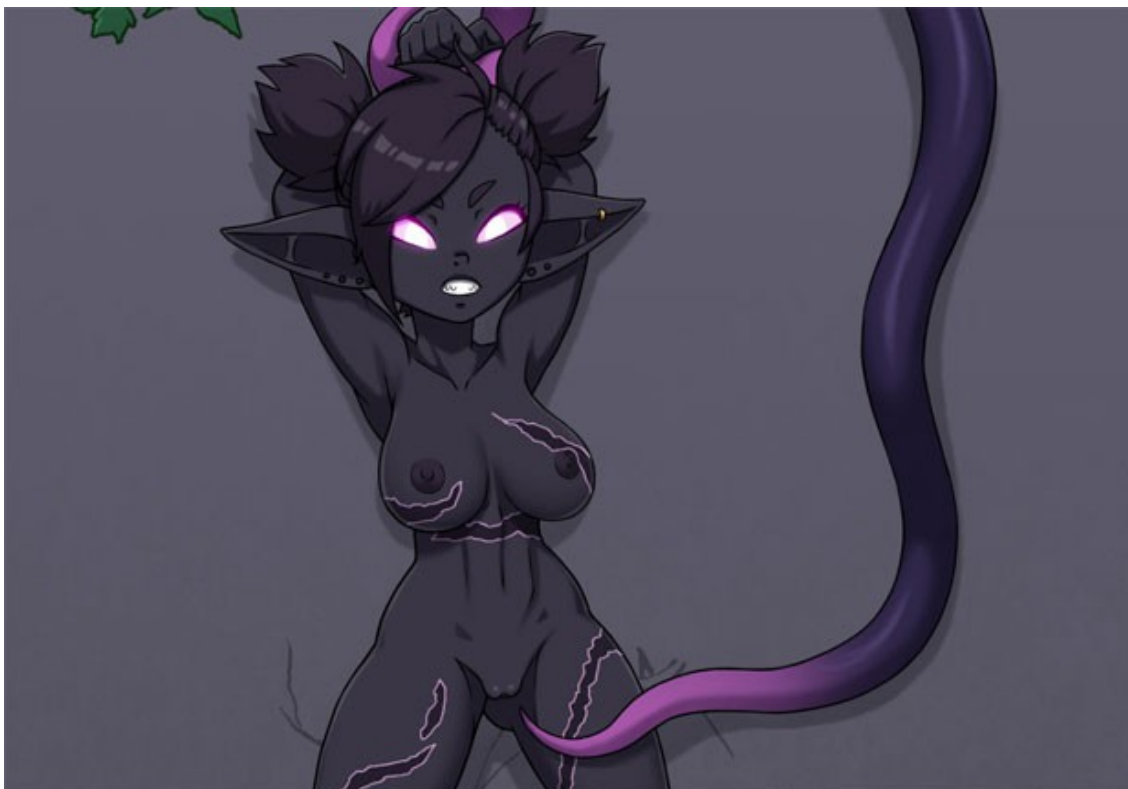
1.25 Return of Tess

When talking to Scarlet she'll try to explain some things to you in Archelean, however you won't be able to understand what she's saying yet. However, during the conversation Tess' name gets dropped which Scarlet finds shocking.

You follow Scarlet into the woods where you find a corrupted and trapped Tess hanging from the stone slab in the forest. You and Scarlet try to save her, but she soon disappears. You are attacked by tentacles, but Hazel comes to the rescue.

You quickly return to your cabin and after a short fight between the monster girls, Scarlet points out that she might know what can save Tess. She marks a new location on your map.

During the day Explore the forest, click Visit... and then click the "???" to visit the location that Scarlet gave you. Here you will find Tess' workshop and some kind of machine that she was building, however it's missing some parts.



1.26 The missing parts

There are a total of three parts that you need to find:

1. A lawnmower engine
2. A power source
3. "The Biggest Dildo in the world"

Lawnmower engine

For the lawnmower engine you should visit the storage shed at the Pool. Clicking the lawnmower will prompt an encounter with Lola preventing you from taking the engine. At night, sneak out of your cabin and make your way back to the shed. Break in and click the lawnmower.

Here you are given a choice. Sabotage the lawnmower or wait for the next time reset. For this guide we suggest sabotaging it, because it will earn you a new CG. After sabotaging it, go to bed and return to the shed the next day.

When click on the lawnmower the next day, Lola will show up again and after a short fight with a run-a-way lawnmower, you will earn a new sex Lola picture for your album. After which you will also receive the lawnmower engine.

Lawnmower engine

On day 8 of camp, new campers will arrive at the front gate. This is the only time you'll be able to leave the camp. Go to the gate and you'll receive the option to either:

Visit new campers or "Steal Bus Battery", choose the latter. A short cutscene will play out of you stealing the battery, thus giving you the second item you need for Tess' machine.

The MoAD

The Mother of All Dildos can be found by visiting the lakeshop at night and talking to Sam who's willing to sell you the MoAD for 80 reform tokens at her shop.

With all three parts gathered, you can return to Tess' workshop via the Explore > Visit... button to install them. Once installed, click the X button for the next story part to happen.

1.27 Cleansing the Goblin

When returning back to your cabin you are welcome by Scarlet and Hazel. You let them know about Tess' corruption and how you're going to need help collecting enough cum for her sex machine. Scarlet suggest an 'Enhancement Potion'.

You receive the recipe, but will need to gather the ingredients for it first. Some of these you have already seen, but you'll need some dongshrooms. To find these, wait till dinner time and then listen to rumors. Two campers will be talking about penis shaped mushrooms and where to find them.

The next day, click on the Explore button and then the "Search for..." > "Potion ingredients" > "Search forest caves". You have a one-in-three chance that the mushrooms will spawn here. If they don't, wait until tomorrow and try again.



Once you've collected all your ingredients, visit your alchemy station at your desk in your cabin and brew up the potion according to the instructions. This will put the potion in your inventory. Next up, visit your sideroom and talk to Tess. Another sex scene will play out. Afterwards click on Tess in your sideroom again.

1.28 Ghost El Presidente

Choose to untie Tess and a short cutscene will play out during which you'll be able to flirt with Hazel. Choose the ♥ option if you want to earn some extra 'love' points and possible start a relation with her. Else just brush it off.

You are a ghost

When going to bed, you'll be woken up in the middle of the night by a voice. The game will simply be a cutscene for a while while you navigate the camp as a ghostly version of yourself while following your double around.



1.29 Time to get some answers

- This is the end of version 0.0.7.0 --
- The walkthrough will get updated each time a major update hits. -

2.0 Social links

2.1 General gameplay

Ingame, you raise your social link with your friends by rennovating the broken down amenities of the camp. After each social encounter, you will need to increase your relation before moving on to the next. You can earn reputation by:

- Working together
 - Simply visit the project that you are working on together. It takes a full day, but you will earn both reputation and reform tokens.
- Giving gifts
 - Visiting the shop in the afternoon, you can purchase gifts for your friends. Giving these raises their social level slightly.
- Eating dinner together
 - In the evening, you can decide to eat dinner together with one of your friends to slightly boost their relationship level.

2.2 Emma

Rank 1

After Emma steals your sandwich you get the option to:

- Chase after Emma (+5 reform tokens)
- Get back to work (+15 reform tokens)
- Share your sandwich (+10 reform tokens, +1 Emma social point.)

If you want to level your social score with Emma quickly, you can pick the third option or if you want to make some more tokens, you can pick the second.

After a counselor rewards you your tokens, Emma will make you a deal. Trade 5 tokens in return for her flashing her tits. Spending your tokens will result in Emma showing you her tits, but it does not reward a new photo for your album.

Alternatively, if you rather save up some Tokens, you can decline the offer.

The Make-up box

At rank 6, Emma will get in trouble with her fellow campers for having stolen a make-up box. After stealing it, she has lost it somewhere in the forest. So you will need to go out and explore to get it back.

Note that exploring the forest becomes available after completing early parts of the main story. If Explore is not yet available for you then you can choose to do the main story first, or to simply not go looking for the box. The story will still continue.

The next time you talk to Emma, she will have gotten in trouble with Katey. If the player has found the make-up box, then you will get an increase with Emma's social level. You can then choose between telling them about the hairclip or not.

Not telling them increases Emma's social level by another point.

To flirt or not to flirt

When you reach the next stage of the social rank, the mess hall will be fixed up. After the celebration, Emma and the player will take a moment to talk to each other at which you have the option to flirt with Emma.

If you intend to start a romantic relationship with Emma, this is a good way to earn some Love points towards her. If you are not interested, then select the other option.



Emma gets a dog

After the Mess hall has been fixed, you'll be able to continue Emma's story. Here she will introduce you to a new friend she found, a dog named Garfield. From here-on the story is quite straight forward up until the third new event.

Eventually you'll come across the option to go back into the forest together, go alone or say "We have mess duty." Picking the last option will skip you over another scene with Gibbly, but earns you 5 extra reform points. Picking either of the other options will lead to more lewdness between the three characters.



Emma and the werewolf

Eventually you will discover that Garfield has been the werewolf all along and you need to choose an option. You can either ask Gibbly for help, which will result in the player suffering a wound. You can also choose 'Camera' which is the correct option to go with.

As a secret event, you can wait for the timer to run-out and watch the werewolf fuck Emma. Continue the story and you'll be able to defeat Garfield and cleanse him. Afterward Gibbly rewards you with her summoning stone, allowing you to summon her for the threesome event again later.

2.3 Amber

Rank 0

At rank 1 with Amber, you will be prompted to select one of these options:

- I would rather work (+15 reform tokens)
- Si, show me (+10 tokens, +1 relation increase with Amber)
- Let El Presidente try (+5 tokens)

You can choose which of these rewards you would like the best.

Peaking...?

At rank two, you will have the options:

- Offer 1 reform token
- Offer 5 reform tokens
- Make her go change

Pick option 2 if you have enough tokens. This will lead you to a follow up menu allowing you to either peak on Amber (see her without her bra on) or respect her privacy and increase your social rank with her.

Topless Amber

At rank three, Amber will get her hair stuck for a second time. This time while in her underwear. Before freeing her, you have the option to undo her bra. Do this to have a good view at her naked boobies. There is no down-side to this.

See-through bra

At rank four you will have the option between:

- Yes please (no reward)
- I'd rather work (+relation increase)

Later on in the story, Amber will have gotten sweaty as her bra becomes see-through. Here you have the option:

- Might as well take it off (amber take off her bra)
- Go get change Amber (no effect)

The stolen diary

Amber will tell you about how her diary got stolen. It seems to upset her greatly, and you offer to help find it.

The Diary is located in a hidden area at the camp center. Hover your mouse to the right of the toilet stall and a hidden arrow will pop up. Click it to be taken behind the toilets into the trash alley. There you can find the diary inside one of the trash cans.

When you find the diary, you will get the option to read it or not.

Note: Finding the journal will open up a new nude pin-up for Amber.

Returning the diary

At rank six you'll be able to hand Amber back her diary (if you found it) in return for a relationship increase.

Restoring the pool

The next time the story continues you and Amber will finish renovating the pool. During the conversation the player will have the option to Flirt with Amber. If you intend to pursue a romantic relationship with her, then you can earn some extra Love points.

Else, pick the “My pleasure” option.



Reaching Rank 8 with Amber unlocks a new option when you talk to her. “Life guard on duty”. When you talk to her, you will receive a new scene where Amber and the player have sex with each other for the first time by the side of the pool.

Amber and Arsenic

After the pool has been restored, you'll be able to continue Amber's social link with her as a life guard. Soon the player will begin getting visions of an angel, asking him to help free her and you, together with Amber will start to investigate.

The first few social interactions are pretty straight forward, simply just continue the story. Eventually you will get to the point where you have to start saving Arsenic, the imprisoned angel.

When trying to free her, you get a vision of strange symbols flying before your eyes. You figure that you cannot help her yet and instead need to find a way to upgrade your photo camera. You do this by visiting the Captain. If you have not unlocked the Captain yet, make sure to progress the main story until you meet Scarlet for the first time. Then ask around for rumors around the campfire).

After visiting the Captain, he will promise to teach you how to free Arsenic, but not before he gets something in return. His beautiful golden locks of hair. This will start a side quest where you have to collect the needed materials to craft a hair growth potion.

The materials are easy to find by simply exploring the forest a few days in a row. Once you have what you need, visit your cabin and click on the desk. Then click on the mortar and pestle to begin crafting. When you cycle through your known recipes go for the Hair growth potion and craft it. Once this is done, return to the Captain and he will teach you a new skill for your camera, allowing you to do the tile mini-game puzzles.

Saving Arsenic

With your new upgrade, go and visit Amber again and work at the pool. Together you will find Arsenic under attack. Simply continue the story and enjoy the three-some CG. After that solve the tile puzzle and then free Arsenic.

As a reward you will receive Arsenic's summoning stone, which can be used to summon her in case you ever wanted to repeat the threesome with her and Amber. Reaching a new rank with Amber will also give you the extra help during end of the month invasions.

2.4 Penelope

Rank 0

When first meeting Penelope, you get the options to say the following:

- Teach me magic (+5 reform tokens, +1 relationship increase)
- Come help clean (+15 reform tokens)
- Burn the witch (+10 reform tokens)

Mysterious mage

Skipping forward a few ranks, you will encounter a robed figure in the forest, setting stuff on fire. Putting out the fire, you return to camp and receive a bonus reform token reward. When Katey asks you who might've been responsible you can select:

- [Lie] No idea (+1 Penelope relation)
- Hooded figure (no bonus)

A second dip

Skipping forward a few more ranks, the player finds Penelope's fireball device and begins playing with it until he catches fire. The two of you land in the pond once again and you get the option to apologise or the blame Penelope. Choose to apologise to get a relationship increase.

When the two of you leave the pond you get the option to say:

- Let's go (no reward)
- Show me once more (-10 reform points, Penelope strips naked)

Finishing the theatre

At rank 8, you and Penelope finish up the theatre at which point you can say:

- Play something heroic
- Play something evil
- Play something sexy

Pick the last option if you intend to pursue a romantic relationship with Penelope and you will earn boost of Love points towards her.



Reaching rank 8 with Penelope will unlock a new option when you talk to her "Backstage pass". Here Penelope and the player will have sex with each other for the first time.

Witchcraft

At rank 9, you will revisit Penelope at the stage where she will be performing in a witch outfit. Being suckered into playing a tree you quickly get bored, which leads to a new sex scene, much to Penelope's chagrin.

Follow the same steps next day and you will get to fuck Penelope on stage while she's performing.

The rank after that has the theatre being attacked by a green slime monster. You won't be able to do anything about it now, but at the next social event you and Penelope (and Amber if she's high enough social rank) will join you in hunting down the slime.

In this scene you will be asked to have a short fight with the slime creature using your camera. Afterwards you'll be able to find some kind of egg on the remains.

Together with Penelope you head back to your cabin to explain the situation to her. You will now unlock Penelope during the invasion where she can give you special boosts. You will also receive the transform potion recipe for Slime monster! Allowing you to change yourself into the slime monster from before to have sex with Penelope in monster form.

2.5 Katey

Rank 0

Katey's social rank can be increased by working for her at the lake shop in the afternoon. Simply visit the shop and select "Work".

Working for the first time with Katey has you cleaning up the lake area. During which you will find a torn up photograph amongst the trash. If you continue working for Katey you will eventually find the other pieces as well.

The second piece

During the second scene, you will find the second piece of the photograph, but it will be confiscated by Katey before you can find the third.

The third piece

Simply continue the story as normal. Eventually you'll be prompted to ask if Katey was ever in a band or not. Either option is fine to pick.

The story continues

When returning to work it will be busy in the store and you help Katey with the inventory. She will ask you to get something from the back and find a desk in the corner. First of all you see a large pile of Reform Tokens. Click on these to get some free tokens.

Then open the right drawer of the desk to find a crumpled up note containing a code. Now if you want to continue the story, you're going to have to sneak out and visit Katey's room at the counselor's cabin at night.

Sneak into the counselor's cabin, go upstairs and visit Katey's room. Inside you will find a chest which you can click on. You'll gather the three photo pictures together and then get caught by Katey.

Katey offers you bribe you to avoid letting others know about her past. You can choose to accept this deal or to decline. Both lead to the same sex scene.

After this just keep working for Katey at the lake shop.

Fighting with Katey

You will eventually get into a fight with Katey. The next time you work with her you can choose to help or refuse to work. If you agree you will earn 5 reform tokens. If you refuse you manage to press Katey a bit, but get no real answers.

Either way you are prompted to visit Katey again at her room during night time.

The WAR Counsel(or)

Visiting Katey at night reveals that she has been corrupted by the WAR! Luckily there is a fix. Like always keep sleeping with Katey until her corruption gets less. You will have to visit her at her cabin at night a few more times.

When she is cured, she will return to her duties in camp and in the lake shop.

2.6 Samantha

Rank 0

You will be able to start Samantha's personal story a little further on in the game after you have cleansed Scarlet of her corruption. At night, sneak out and visit the lakeshop. By now you should have access to Sam's black market.

She will come up to you and ask you for a favor in return for the free buttplug she gave you before. Turns out Sam has been working on a gloryhole which she wants to use to help summon her demonic overlord, however she needs the girls in camp to know about it. This is where you come in.

During the day walk around the camp and talk to any campers you see. Some of them you'll be able to talk to to spread rumors. In total you need to spread rumors three times. If you do not see anyone to talk to, try skipping ahead in time or wait until the next day.

After spreading a minimum of three rumors, sneak out again at night and visit Sam. When prompted, tell her to "How about a test run?". She will agree and you get to choose if you want a blowjob or a sex scene.

Gathering magic

This part of the story is not included in version 0.0.7.0 and will be continued in a later update.

3.0 Side quests

3.1 Archery range

This quest is only available during the first 4 days of the month. If you fail to get it then, you'll have to wait for a time loop to happen and try again.

Visit the archery range where you'll find a morose girl. When talking to her she reveals that she's looking for a unique gift for a friend of hers. After accepting the quest, head to the pool.

When at the pool, enter the small storage cabin in the back. You will find a bucket here with a gnome garden tool. Pick this up and take it to the morose girl and she'll reward you with a topless photo.



3.2 Flower girl

When you visit the lake, there will be a girl sitting in the grass. Talk to her and accept her quest for three blue flowers. You'll have to go around the camp to find these. They are located in:

- Camp Center
- Mess
- Theatre

Click them to pick them up. When you have 3 flowers, return to the lake and hand them in for a pin-up picture.

4.0 Secrets

4.1 Lola shower scene

There is a secret area in the showers. Hover your mouse next to the right shower (over the bush) and see an arrow appear. Click on it to check the back of the shower stall. Click here on the peak-hole. If it's during the afternoon, you will be able to get a picture of Lola showering here.

4.2 Locked chest

In one of the cabins you'll find a locked treasure chest. To open it, you will need the key which can only be gotten during an invasion event at the end of the month. During the invasion, go to the center, open your camera and look at the center statue. She will have a key around her neck. Click it to collect it.

Inside the chest is a new photo to collect.

4.3 Lesbian peek-hole

While at the camp center, go north once. Then hover your mouse in between the two left cabins and a hidden arrow will appear. Click it to go into the alley between the two cabins. Here you can find a drill that drills peek holes. You can drill your first one in the side of the cabin.

If you **visit at night**, you will be able to see two girls going down on each other here.

Once this is done, leave the alley and knock on the front door of the cabin. The girls inside will agree to let you watch on the condition that you'll bring them a TV remote.

The TV remote can be found inside the Counselor's cabin, accessible via the camp center. The remote is only available at night. Sneak into the building and enter the door on your left. This will take you to the Head Counselor's office. Here you will find the remote lying on the desk. Click on it to pick it up.

Return back to the cabin from before and the girls will invite you in and treat you to a little girl-on-girl action. This will unlock a new photo in your journal.

4.4 Penelope fables book

To gather the hidden picture of Penelope holding her fables book, start the social story of Katey at the lake. This job can only be done in the afternoon. Simply head to the store and choose to “Work”. After reaching social rank 6 with Katey, the lake will have been cleaned up and you can find a purple book floating in the water.

Pick up the book and then return to Penelope to unlock the picture.

4.5 Veronica peek hole

First you will need the drill tool from 4.3. Then head to the camp center and look for the hidden trash area. It's a hidden arrow towards the right of the toilets. Click it and you'll be taken into the alley. Here you will find another peek hole spot. Drill it and then return in the afternoon. You will find Veronica inside riding a dildo.

4.6 Demonic squirrel

If you visit cabin 4 during the afternoon, you will see a girl lying on her bed reading a magazine. Talk to her and she'll mention being friends with a squirrel that has turned mean. With this information, you can wait till night time and then visit the Observatory.

Your camera alert will go off, so take out your camera and fight the WAR creature you find there. Make sure you have enough camera charge. Once defeated, the war imp will turn back into a normal squirrel.

Next day, return to the cabin in the afternoon and talk to the girl who will give you a naughty picture as a reward.