

# Ripples 0.6.0 Walkthrough rev 1.2.1

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## Ripples

By Jestur

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This walkthrough intends to show all the paths through the game in an objective way. Colors and styles are only meant to highlight elements, not influence your decision. There isn't a right or wrong way through the game, only you should decide.

Only decisions that have an impact on the story or your character are shown. There are obviously many scenes that can play differently based on your choices, but "cosmetic" differences or small alterations in the dialogues are not part of this walkthrough.

The PDF is best viewed on a touch screen where it is easy to drag, zoom in and out with the fingers.

On a PC with Acrobat Reader, make sure to use the "hand" icon to easily drag with the mouse. Use *Control* + Mouse wheel to zoom in or out.


## Legend

Character and game related attributes that can be increased/decreased (i.e.: a number value) will be represented with an icon followed by the character/description name:  *Bubu* or  *Bubu*


More complex values will be written as text instead:

**girls kissed +20**














Reference to these values will reuse the same icon or text:

**Bubu  is at least 5**  
**girls kissed is at least 25**

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

 *Granny*  
*grandmas kissed +20*

## Icons

- |                                                                                                                                                                                                           |                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
|  : +1 Assertive point                                                                                                   |  : +1 Passive point     |
|  : +1 Dominant point                                                                                                    |  : +1 Submissive point  |
|  : +1 Deviant or BDSM point<br><i>Actually there are 2 different variables, possibly tracking the same thing?</i>       |                                                                                                            |
|  : +1 Polyamorous or Harem points<br><i>Actually there are 2 different variables, possibly tracking the same thing?</i> |                                                                                                            |
|  : +1 Affection point                                                                                                   |  : -1 Affection point   |
|  : +1 Lust/Seduce point                                                                                                 |  : -1 Lust/Seduce point |
|  : +1 Professional point                                                                                                |                                                                                                            |
|  : +1 Action point                                                                                                      |  : -1 Action point      |

## Flow Symbols



Skip until the next section

## Decision labels

When something you do can have an impact later on in the game, a label will be visible where it happens like this  
**decide something #123**

In some rare cases decisions can be reversed, to distinguish it more easily the label will look like this  
**did not decide something #123**

References to this label will also include the same number so it is easy to track it down to where it happened (could be multiple places).  
**decided something #123**

Some decision labels can denote a progression and sometimes we must check if the current value is above or below a certain threshold. To keep it succinct, all accepted values will be listed in brackets.

For example let's define some karate belts and assign each one to a numerical value:

**0 ⇒ white belt #78, 1 ⇒ yellow belt #78, 2 ⇒ orange belt #78**

If in the code the condition checks that the value must be at least 1 (`karate_belt >= 1`)

It will be listed like this: **karate belt: [yellow, orange] #78**

While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:

***agree* #55**

Reversed decisions that do not impact the story (yet) will be displayed like this:

***did not agree* #55**

Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: ([link](#)).

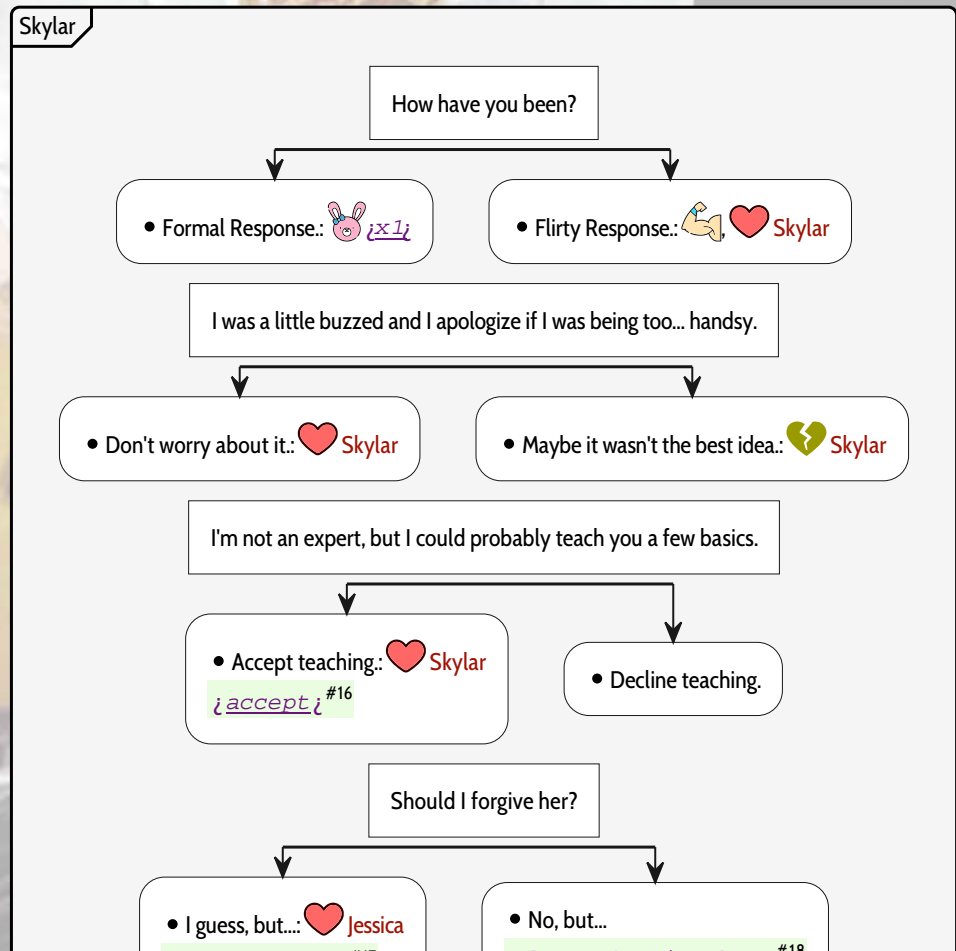
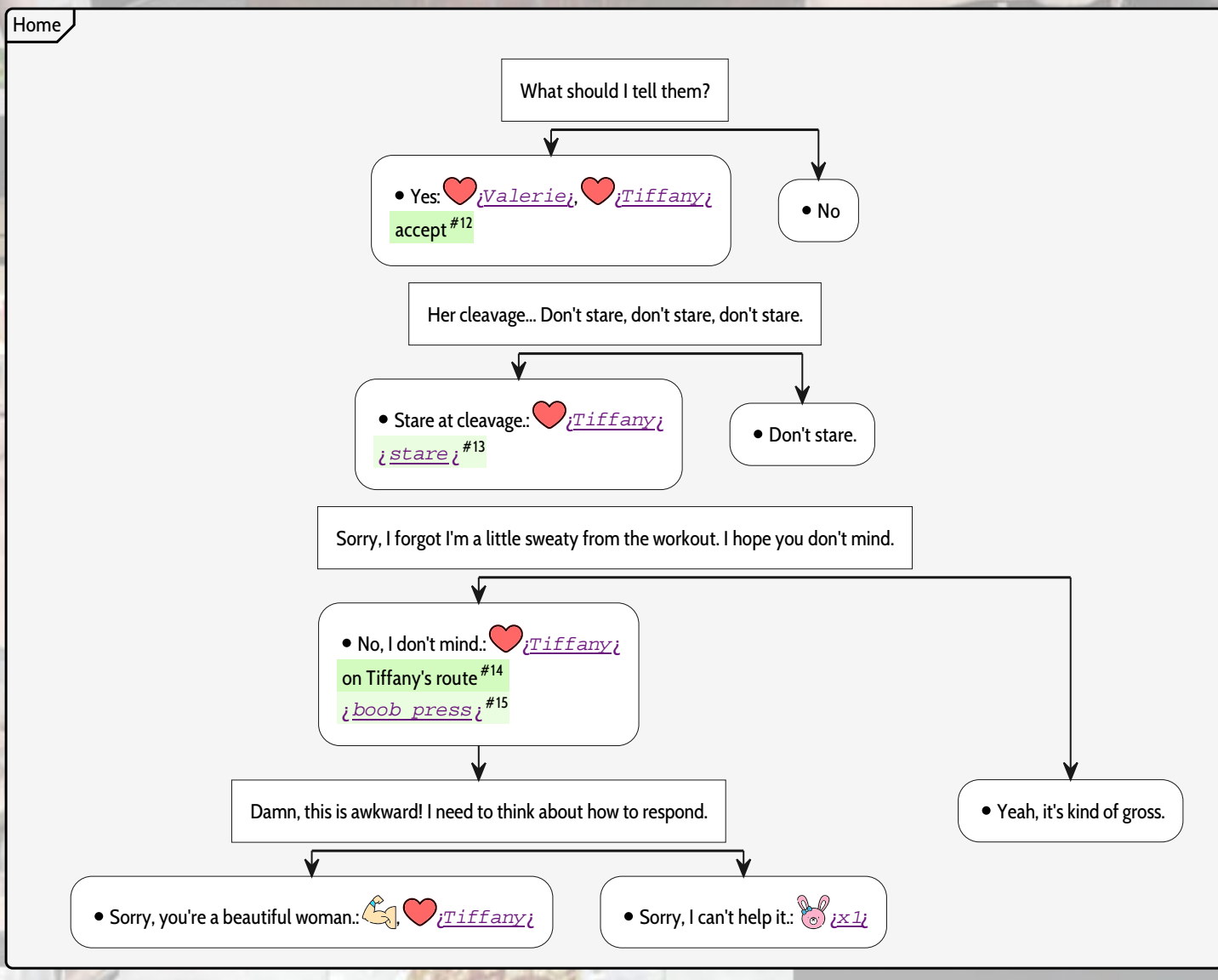
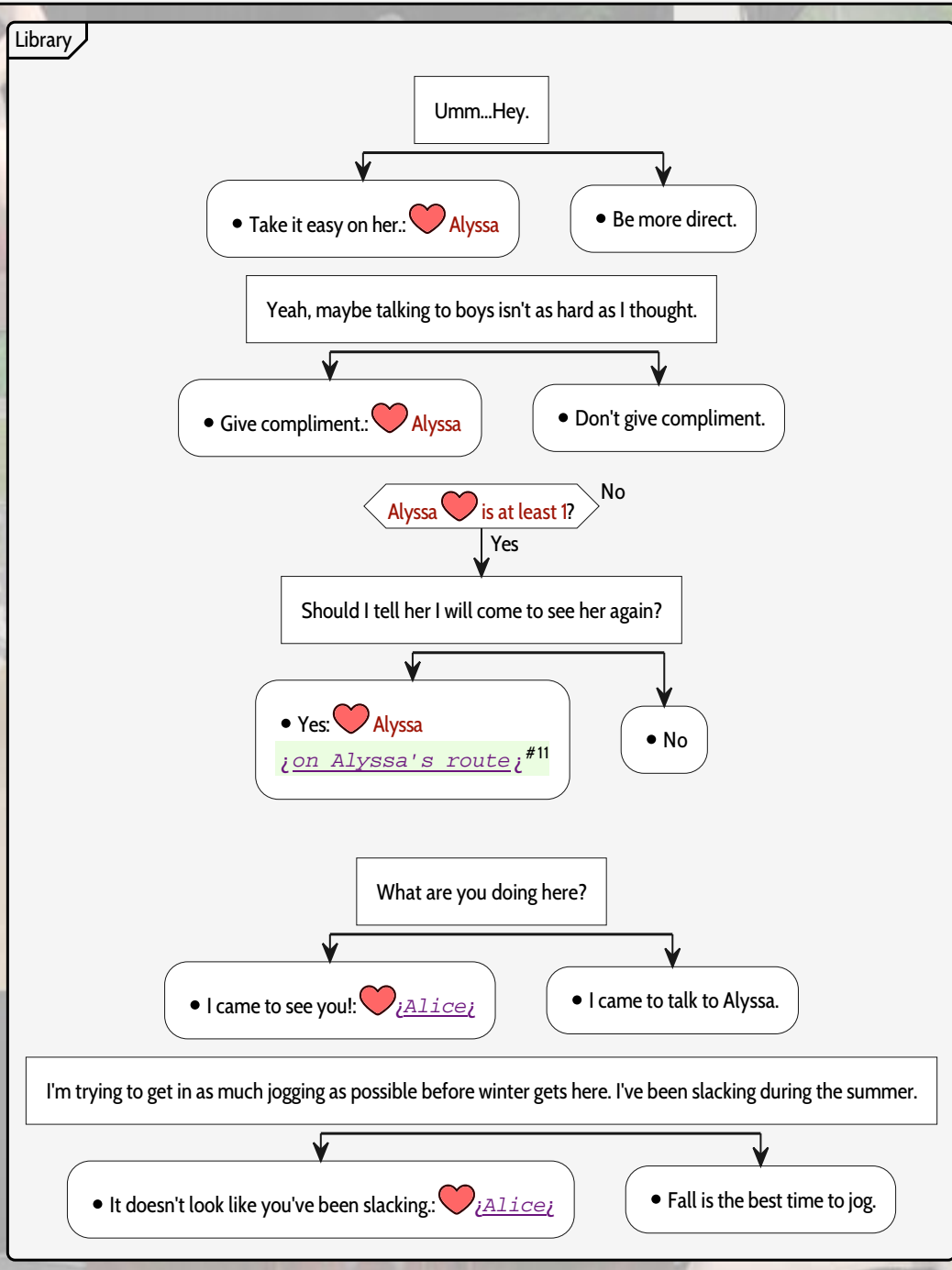
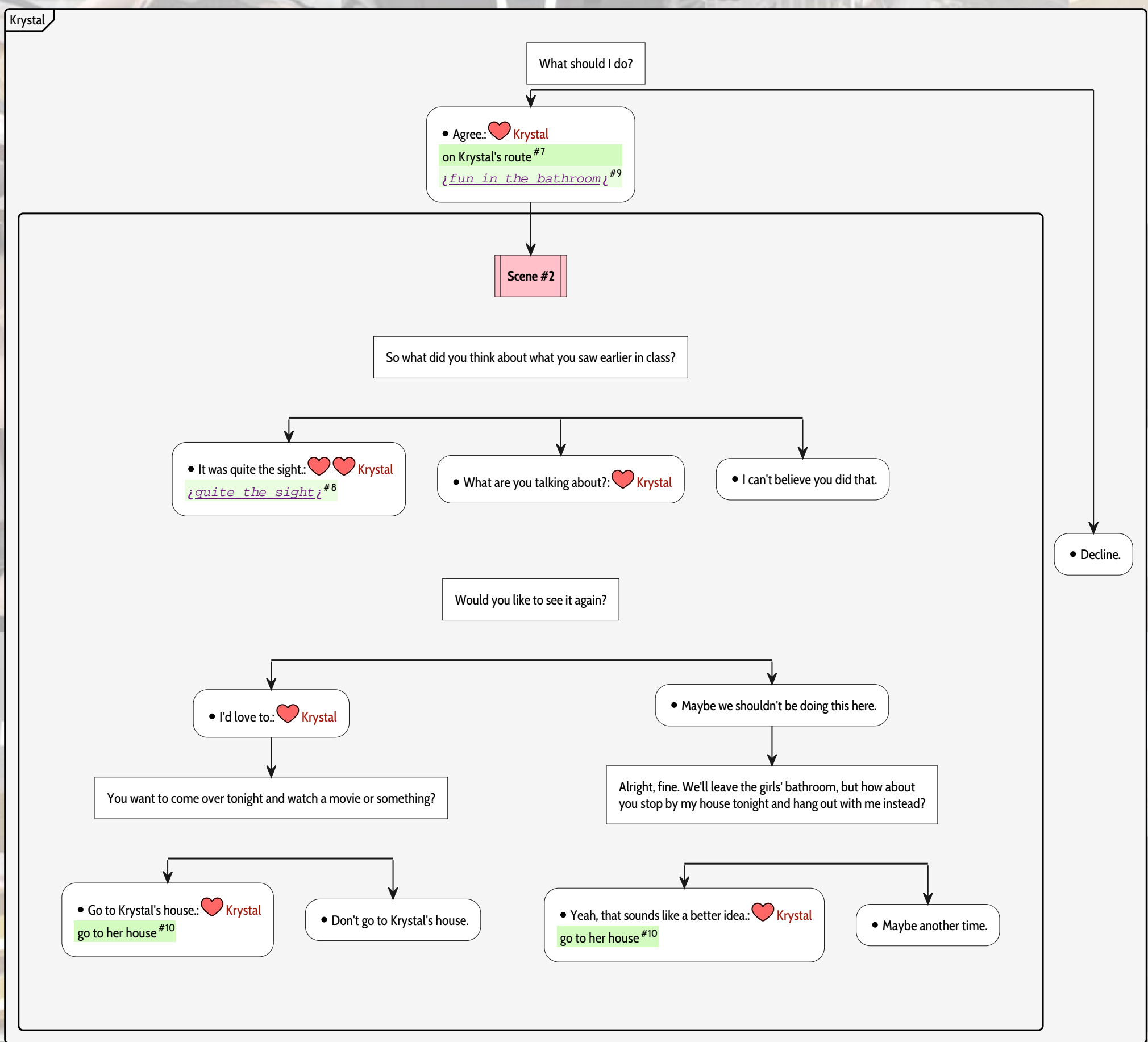
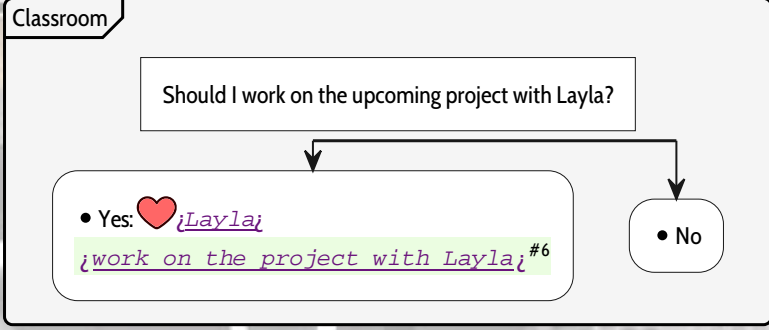
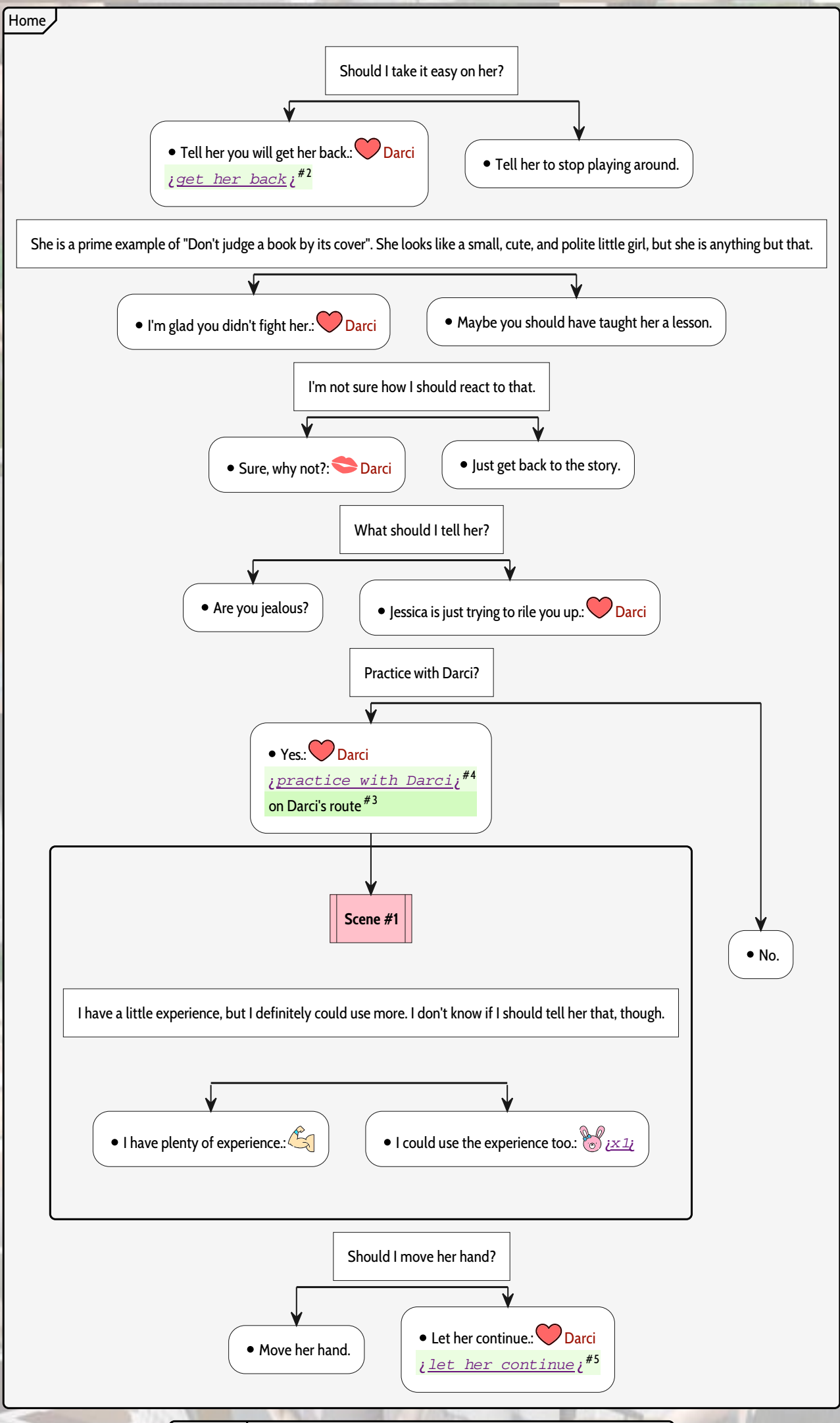
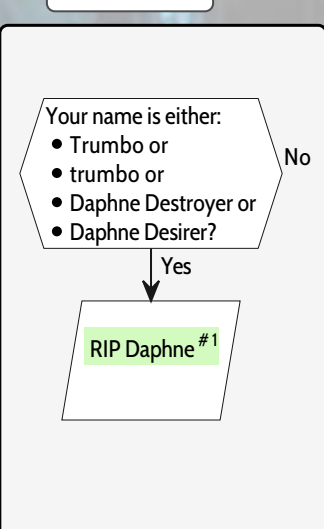
Enjoy the game!

# Table of Contents

Introduction .....	1
Table of Contents .....	2
Episode 1 .....	3
Episode 1 - Part 2 .....	4
Episode 2 .....	5
Episode 3 .....	6
Episode 3 - Part 2 .....	7
Episode 4 .....	8
Episode 5 .....	9
Episode 6 .....	10
Secret Locations .....	11
Cheat without a MOD .....	14

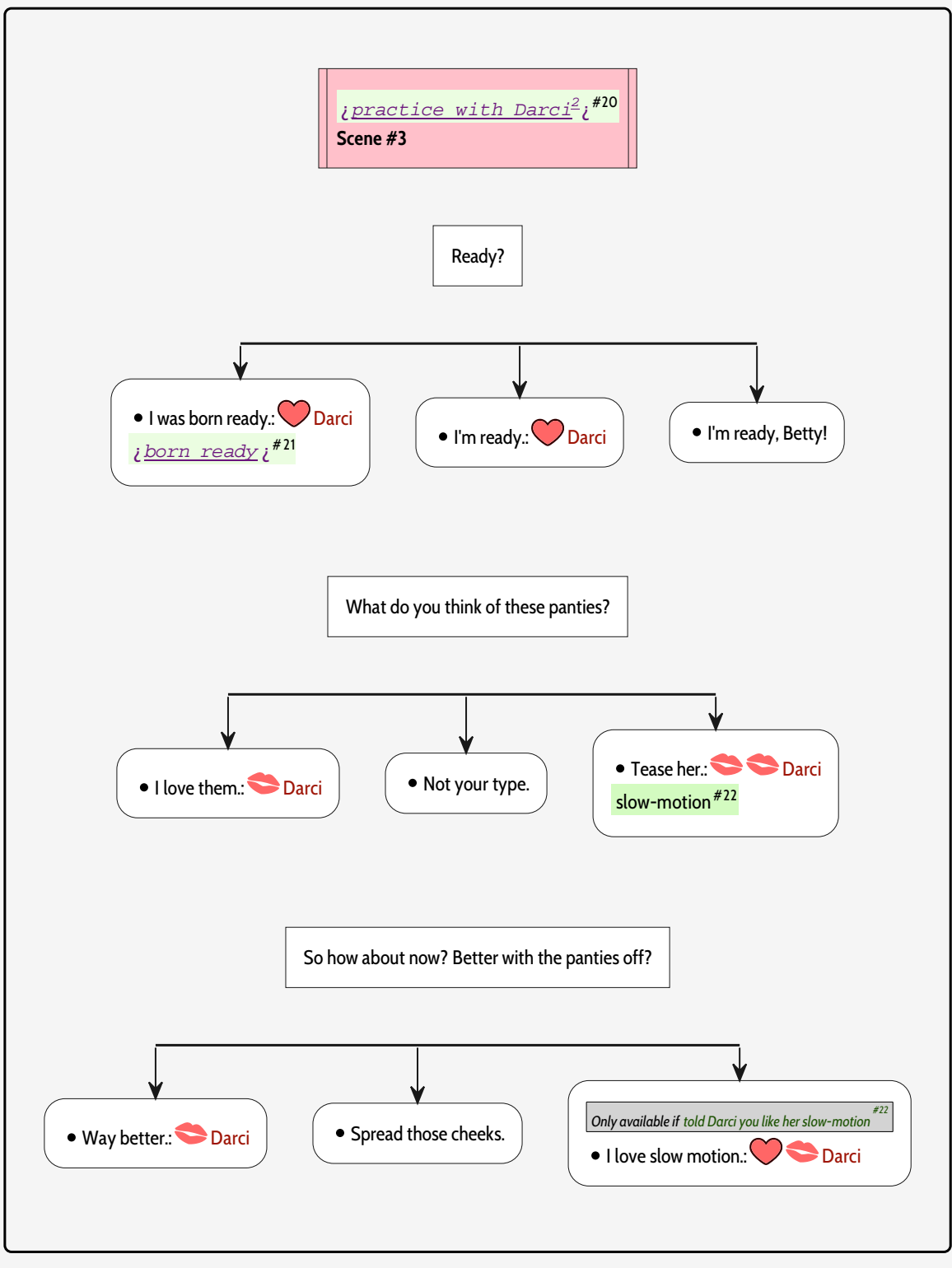
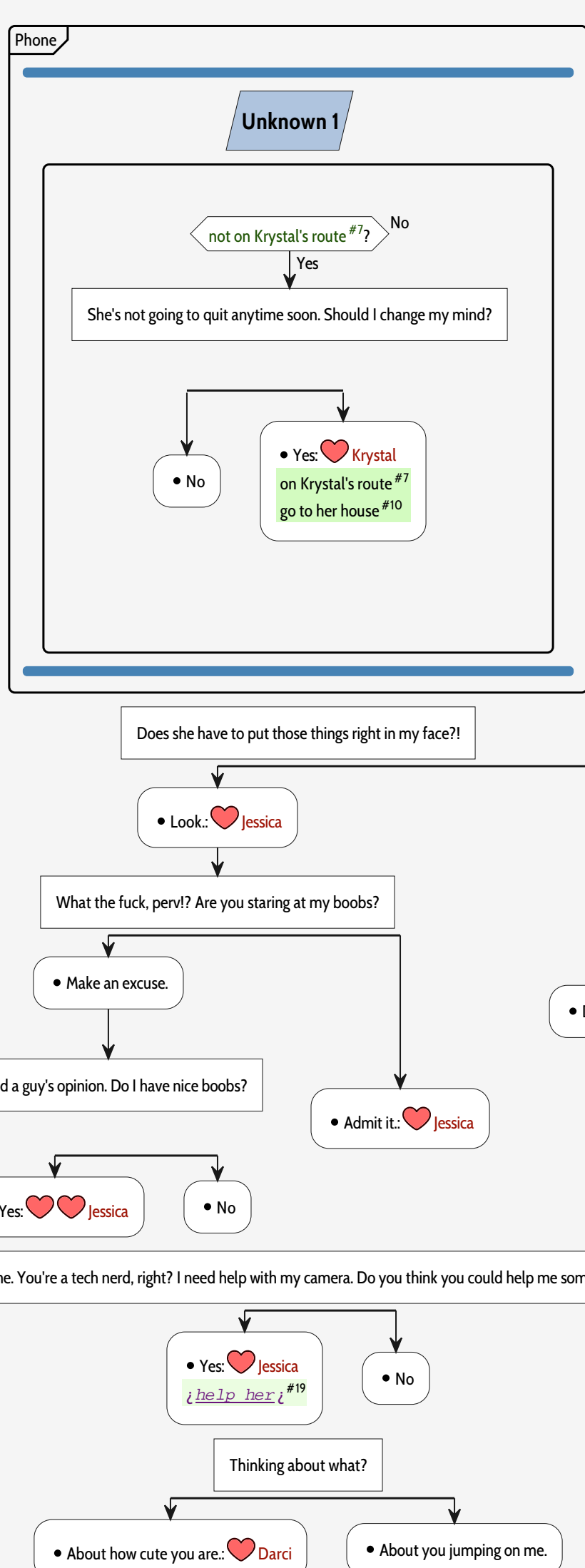


# Ripples Episode 1



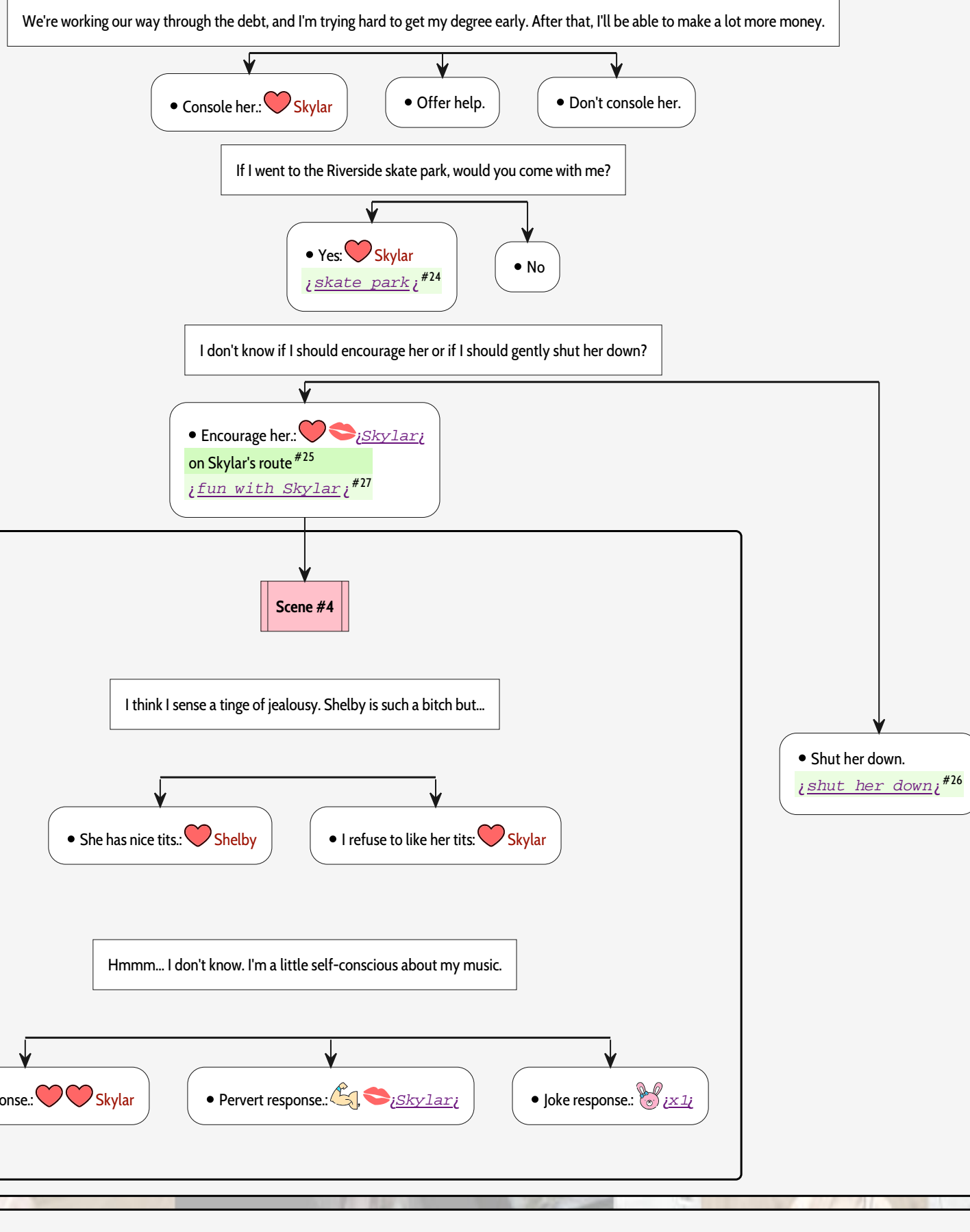
# Ripples Episode 1 - Part 2

Bedroom

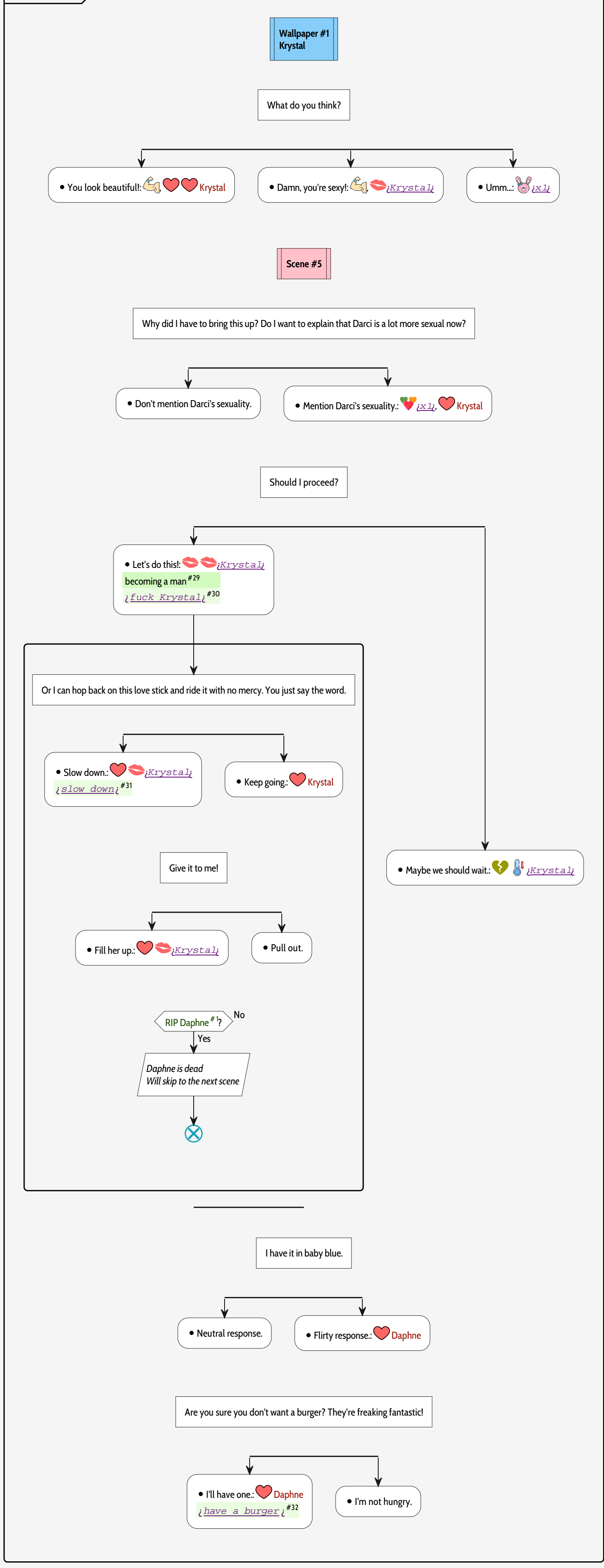


not on Darci's route #3 or Darci ❤️ is 2 or less

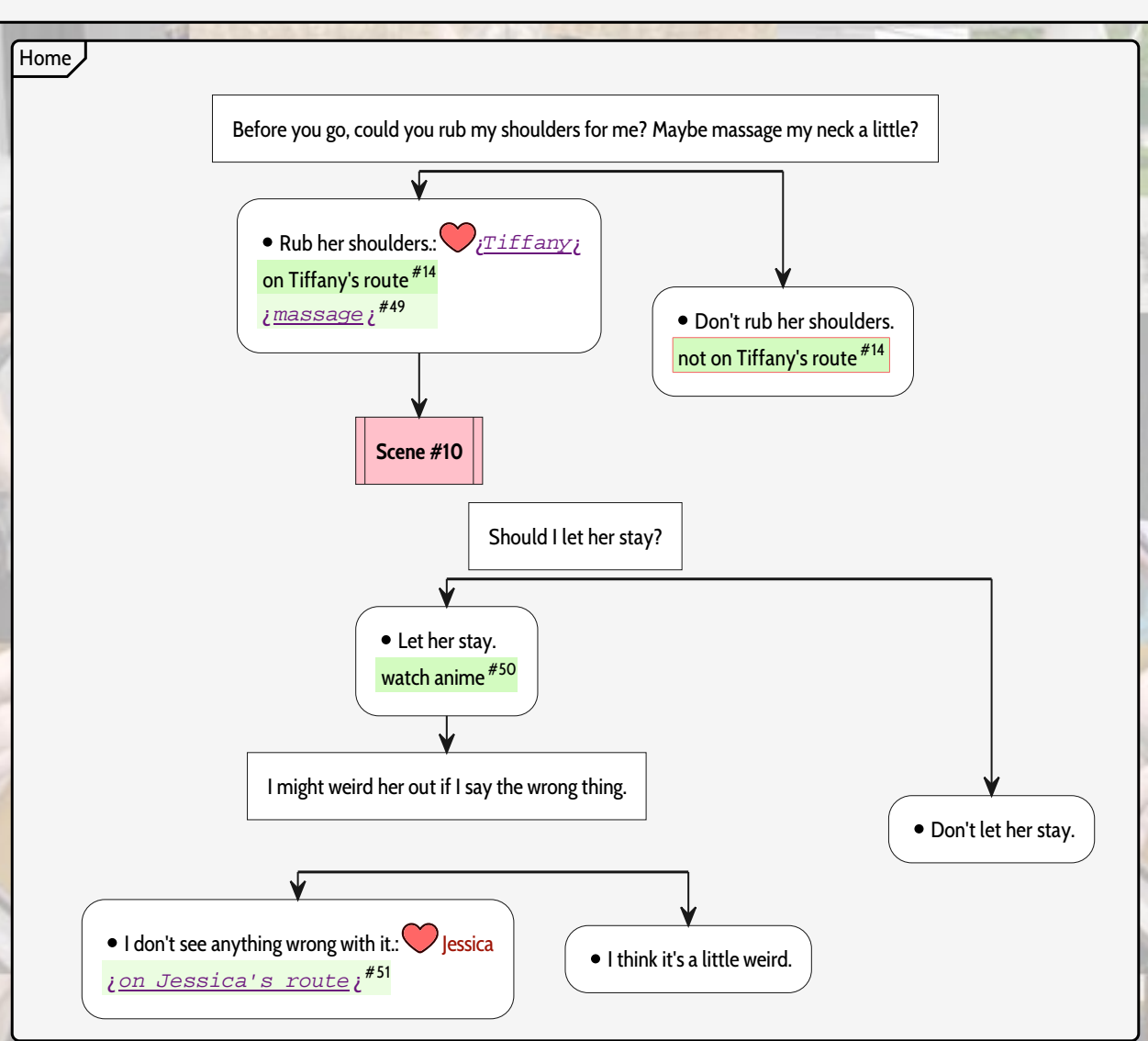
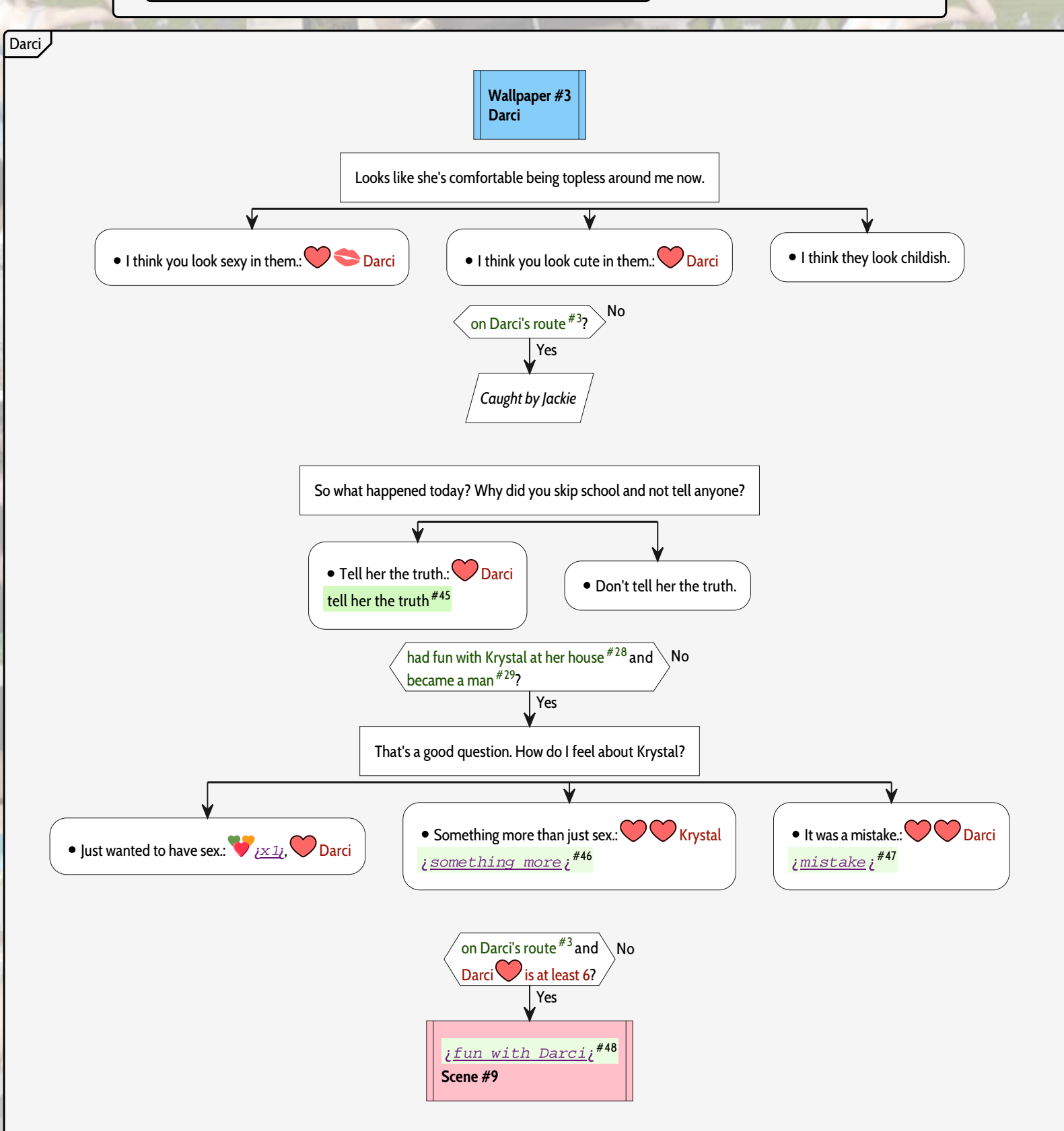
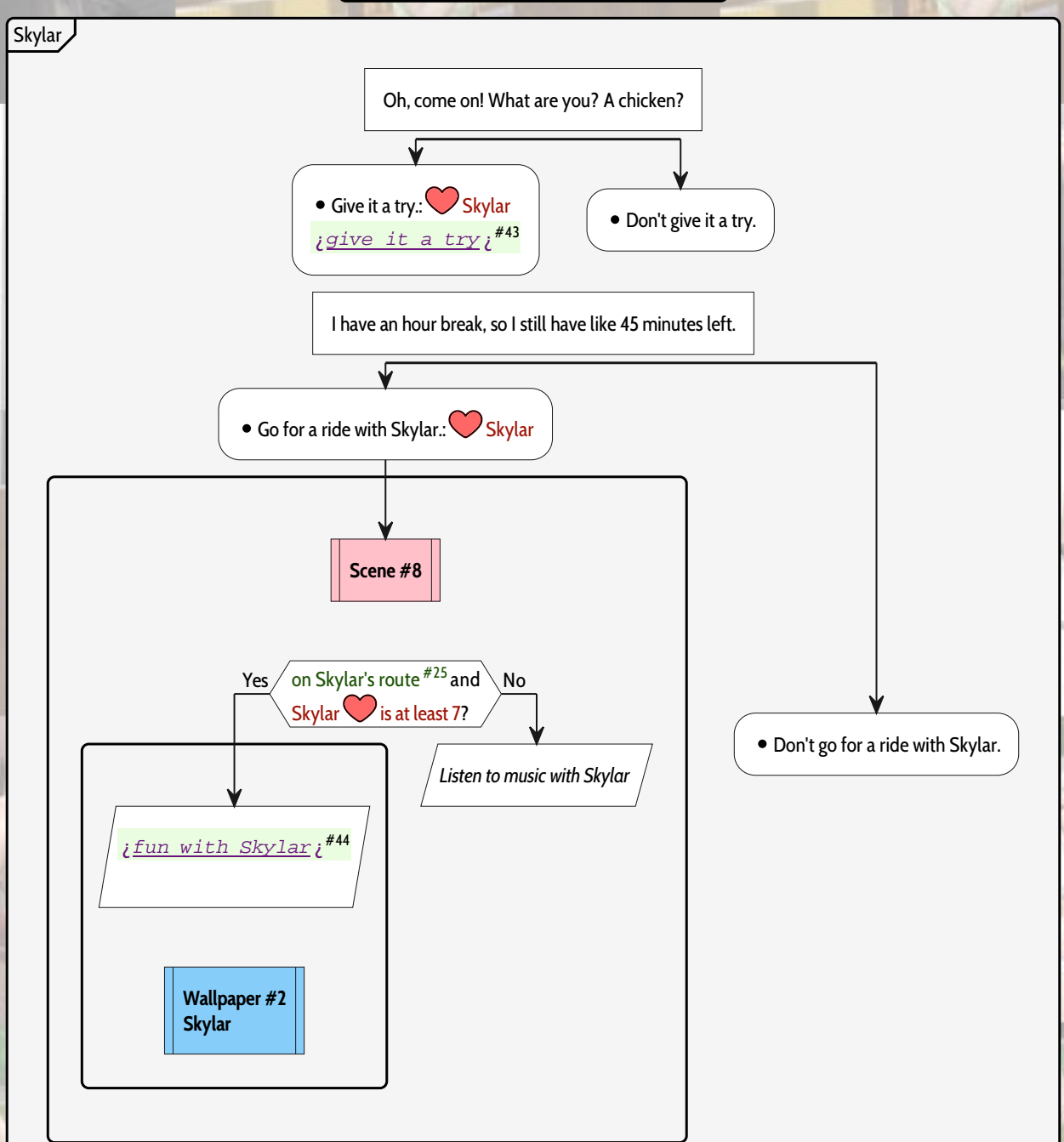
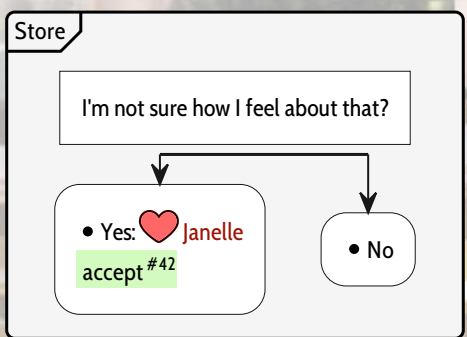
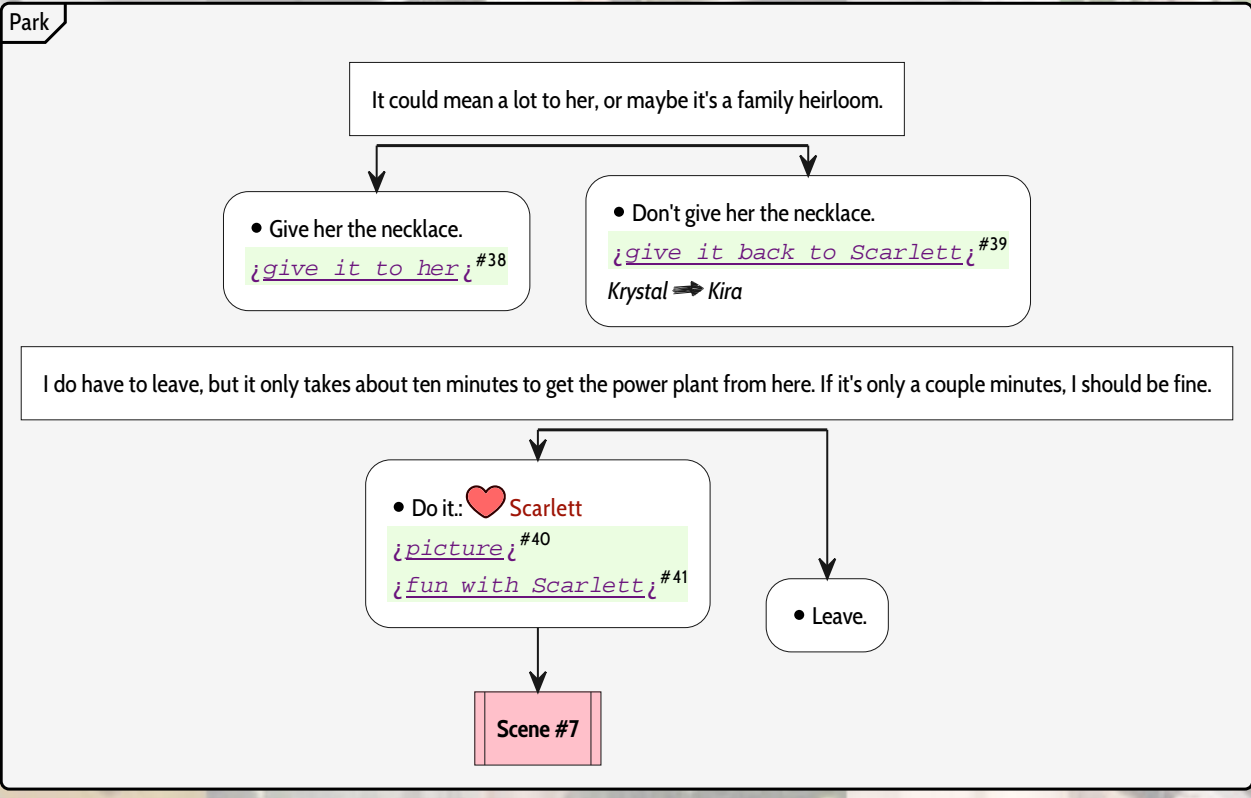
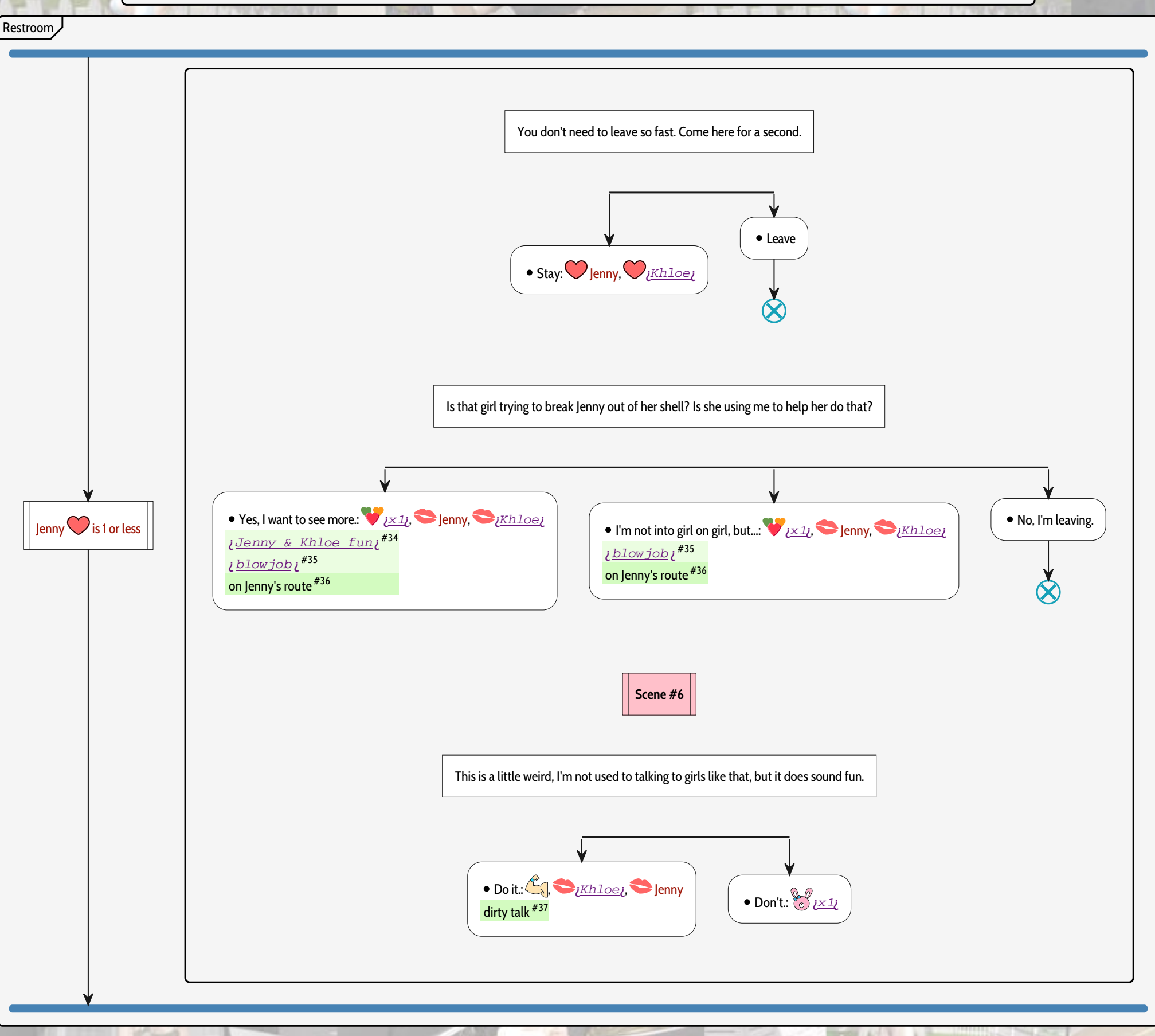
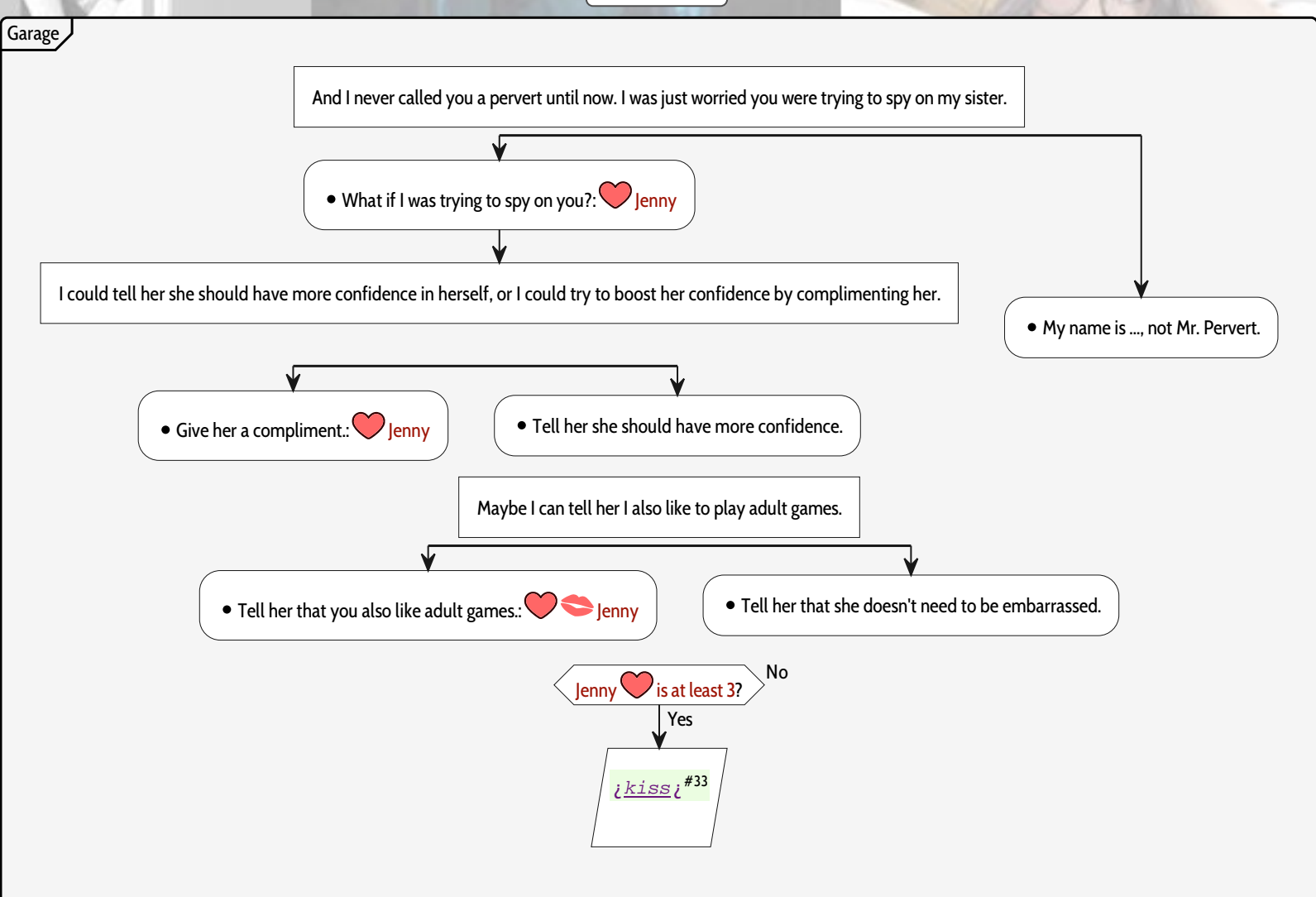
iwith Skylar in the parki #23



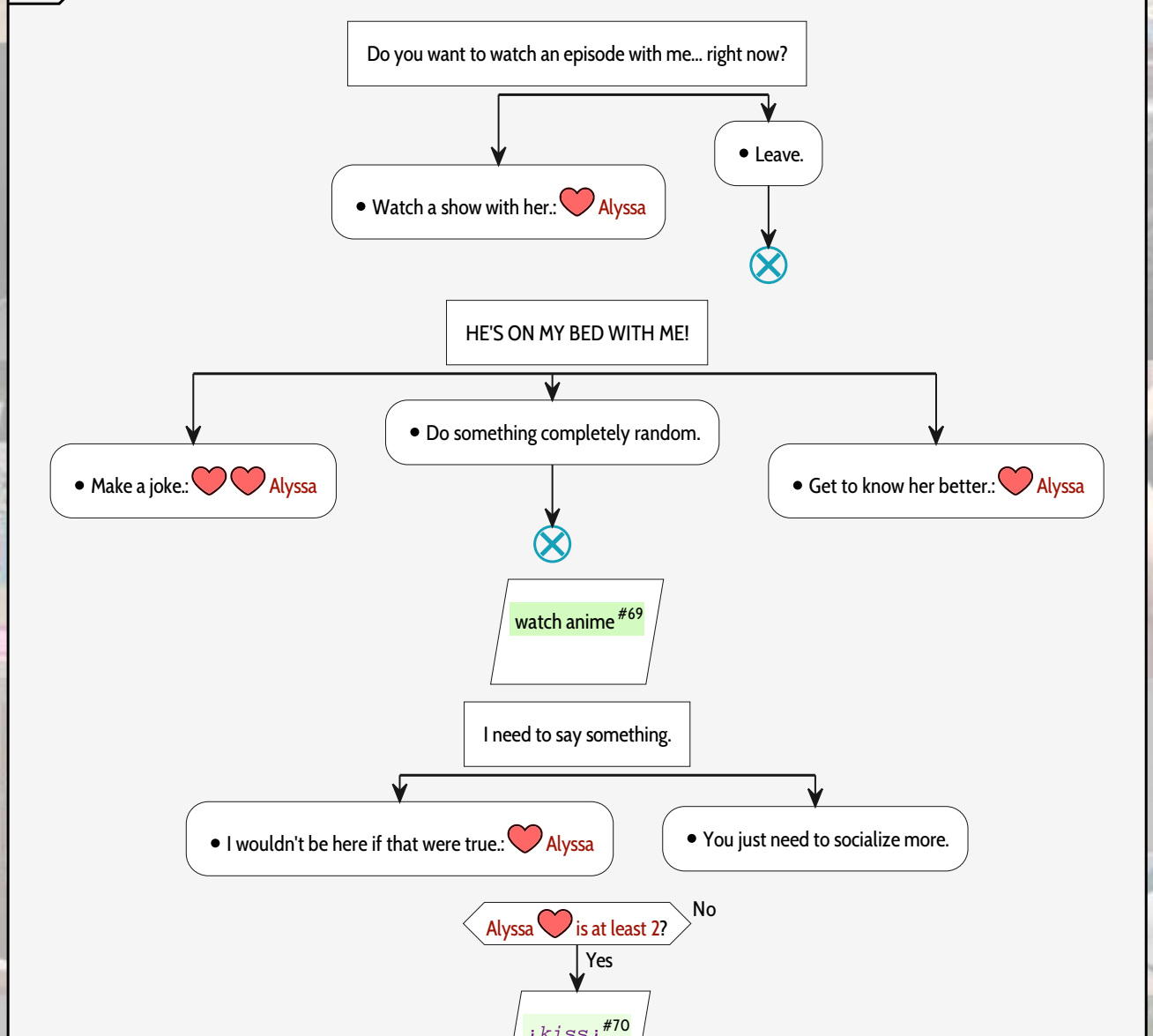
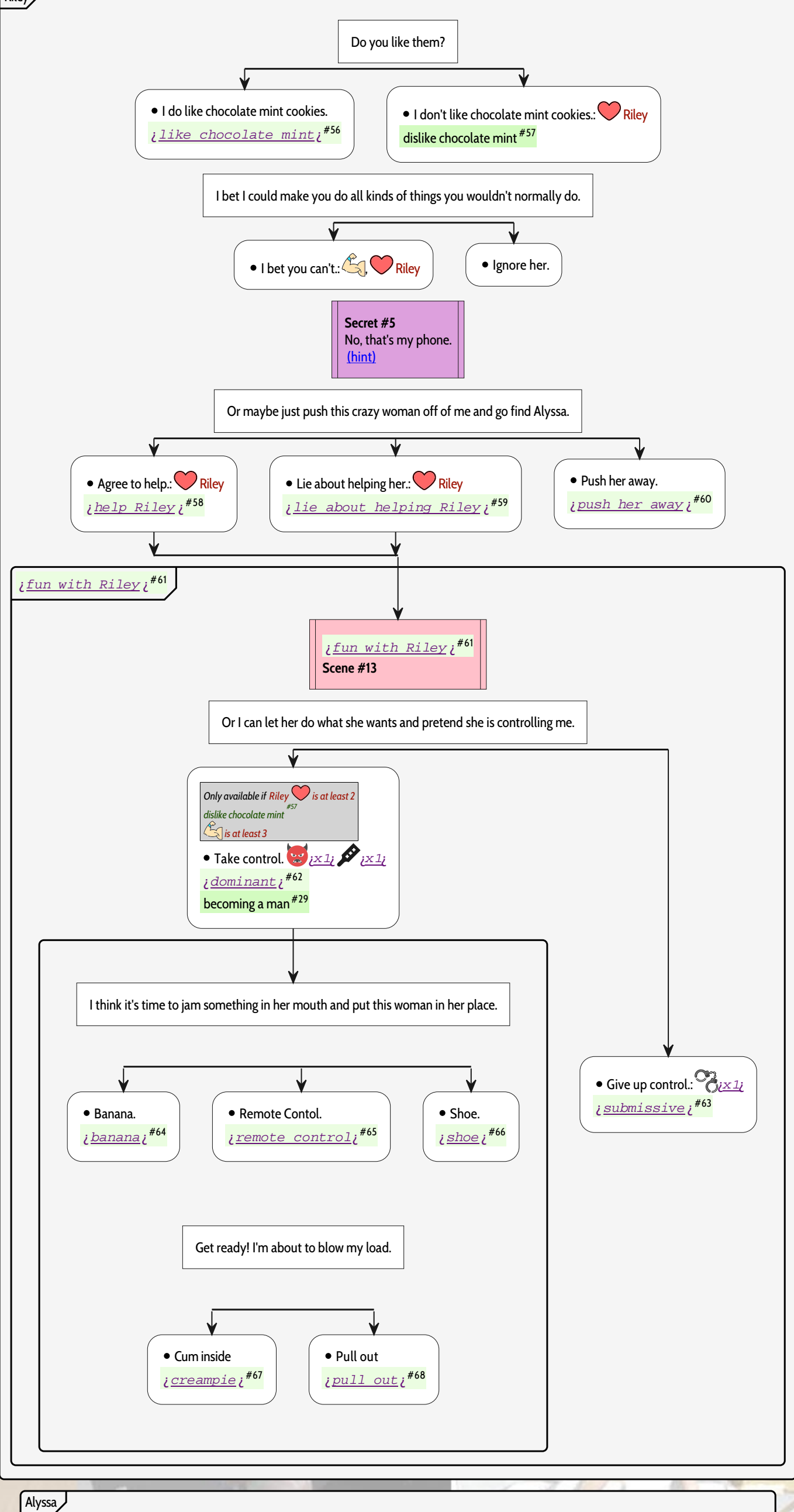
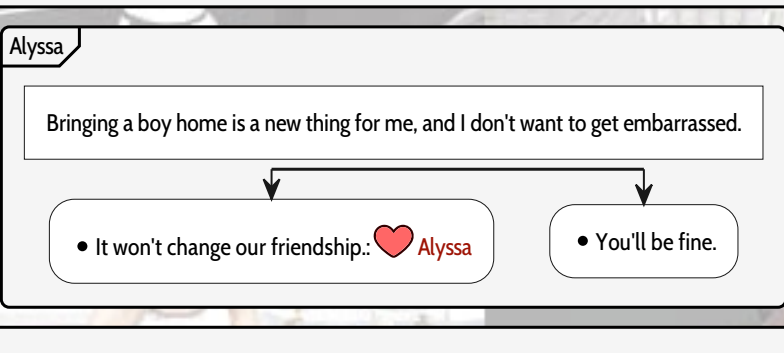
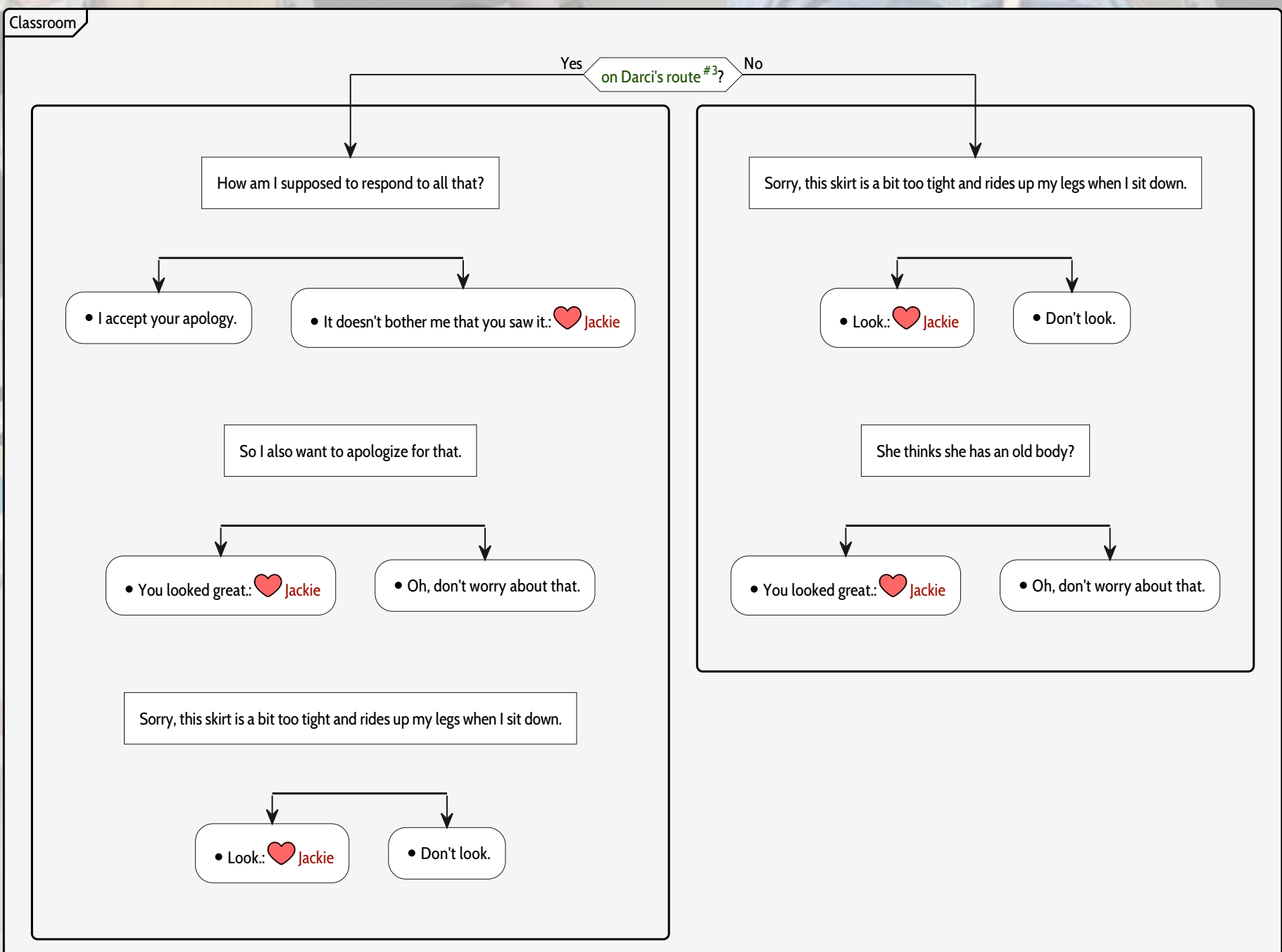
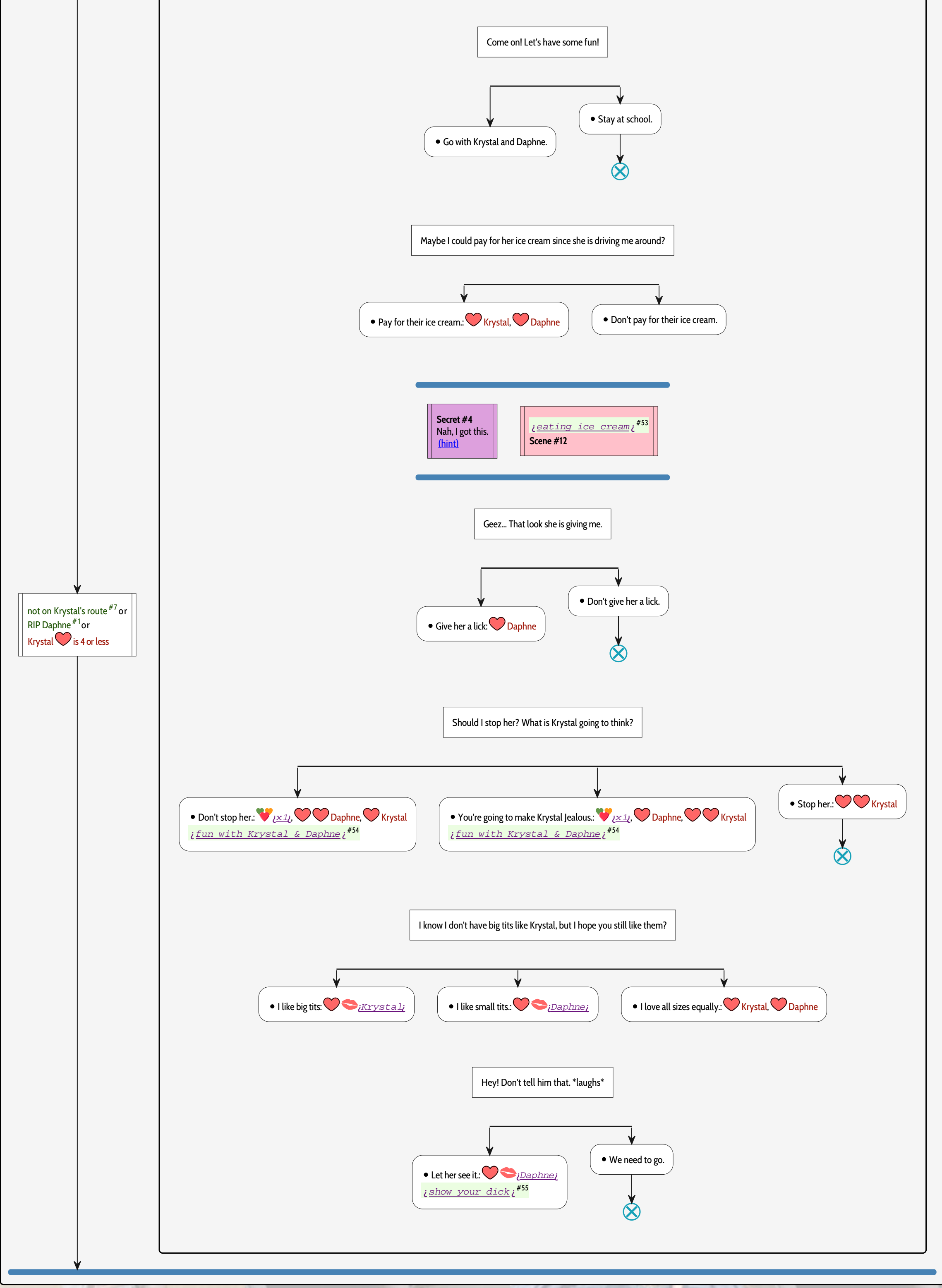
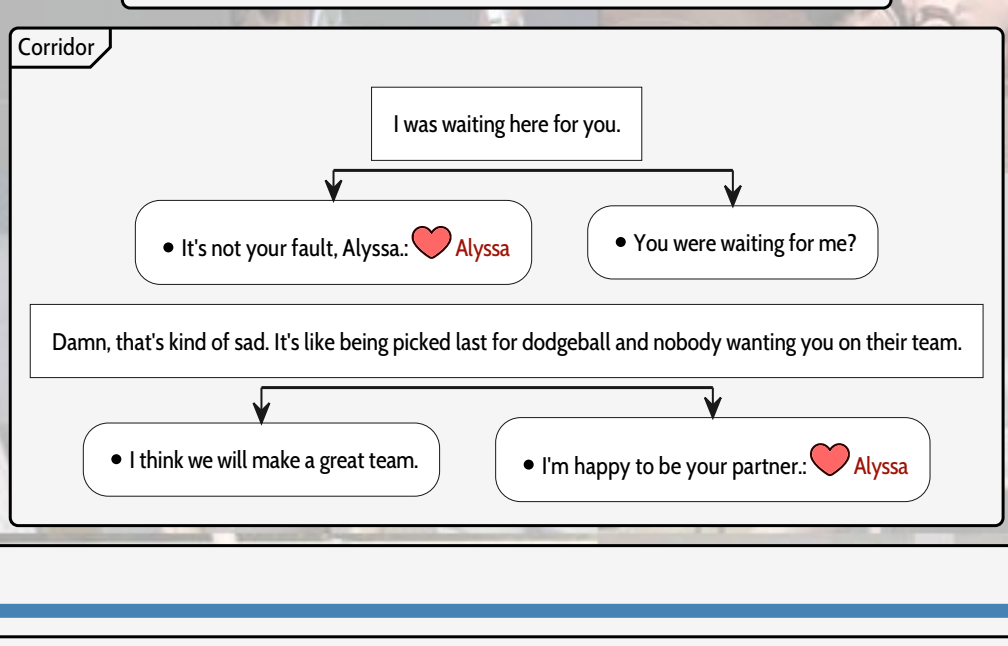
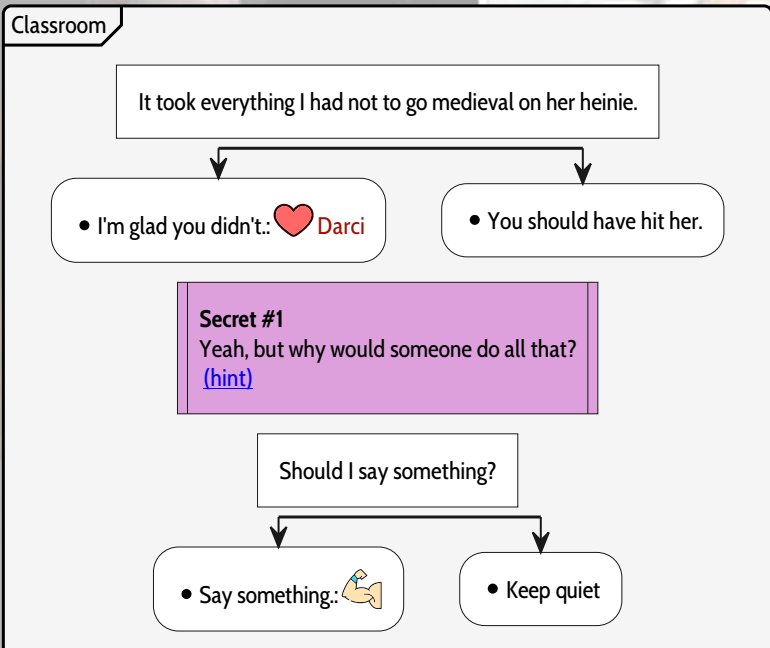
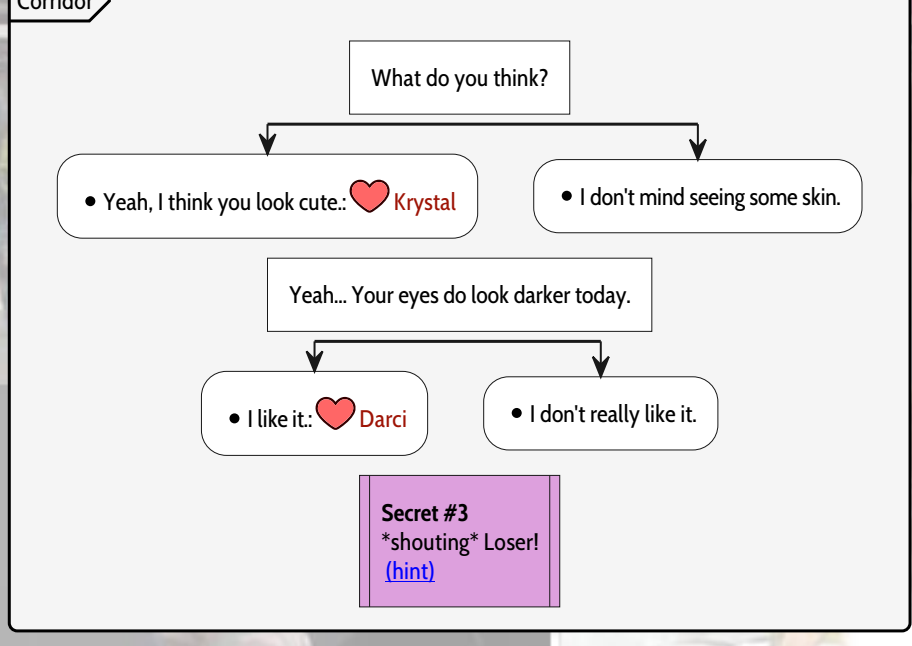
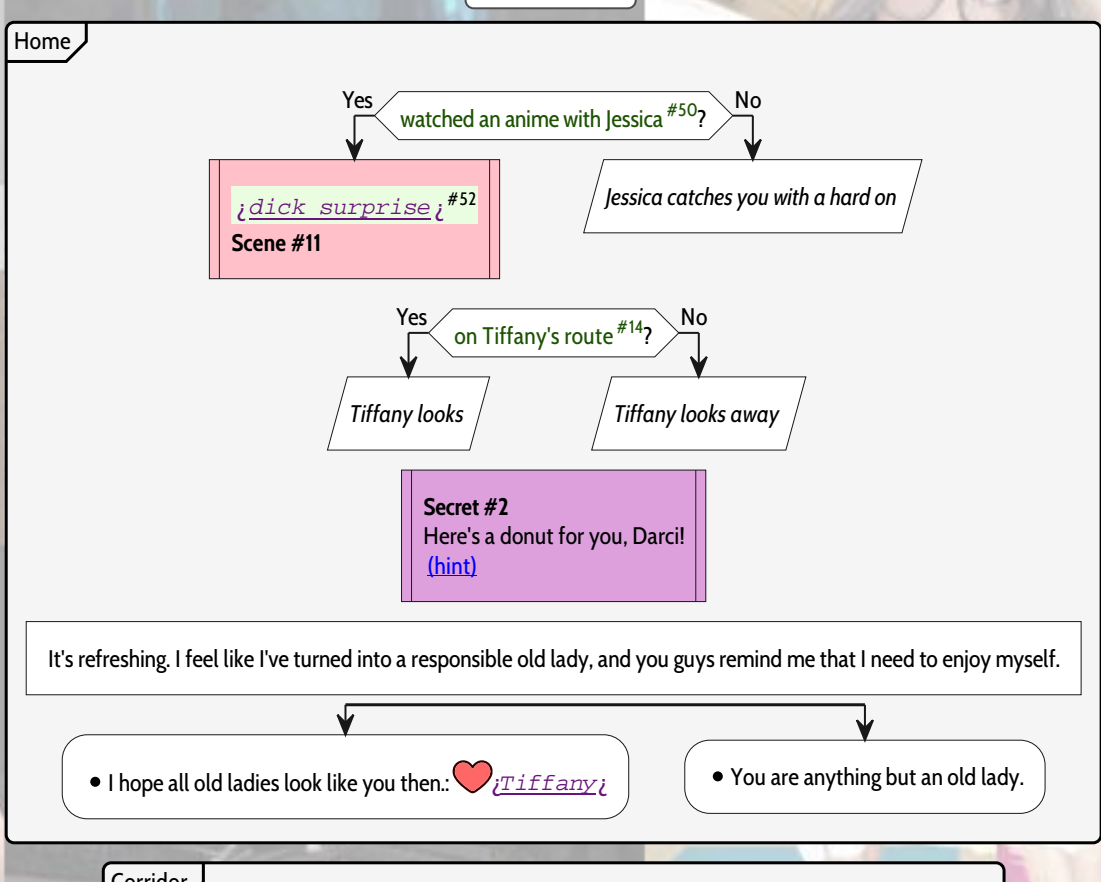
not going to Krystal's house #10



# Ripples Episode 2

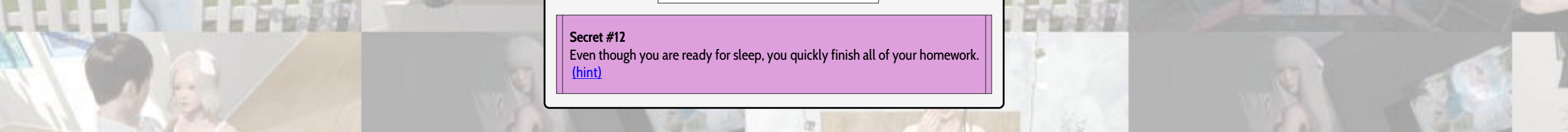
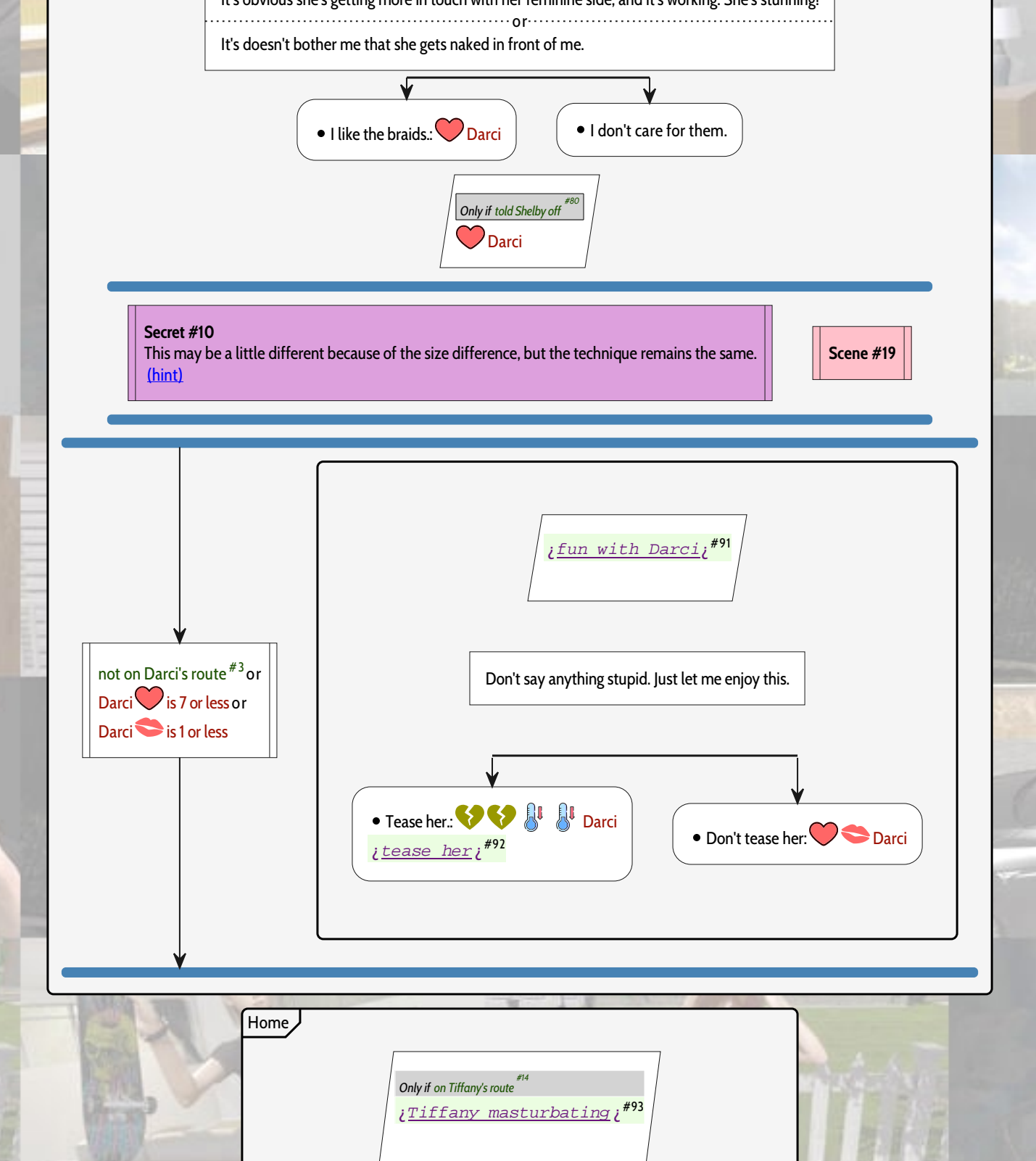
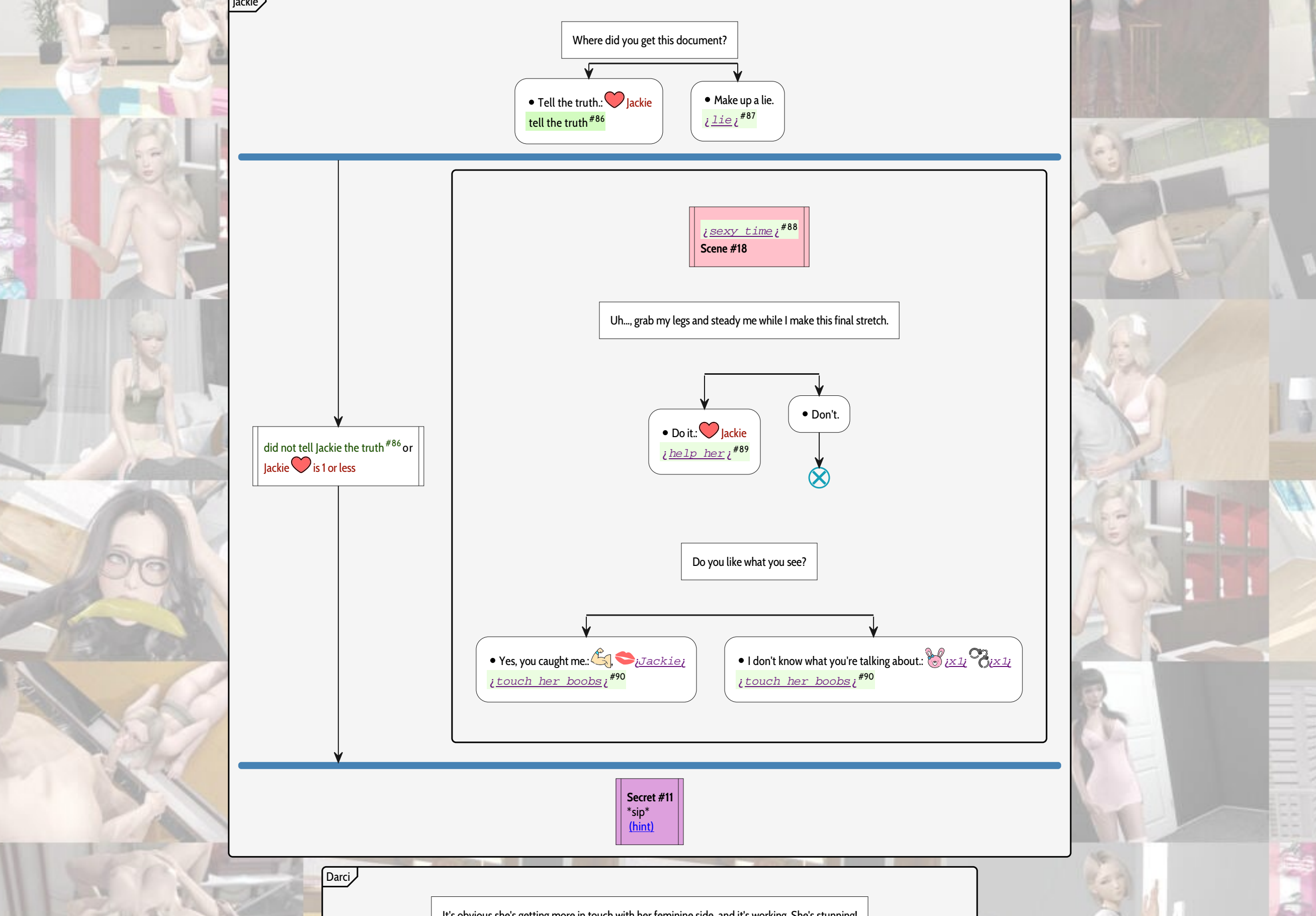
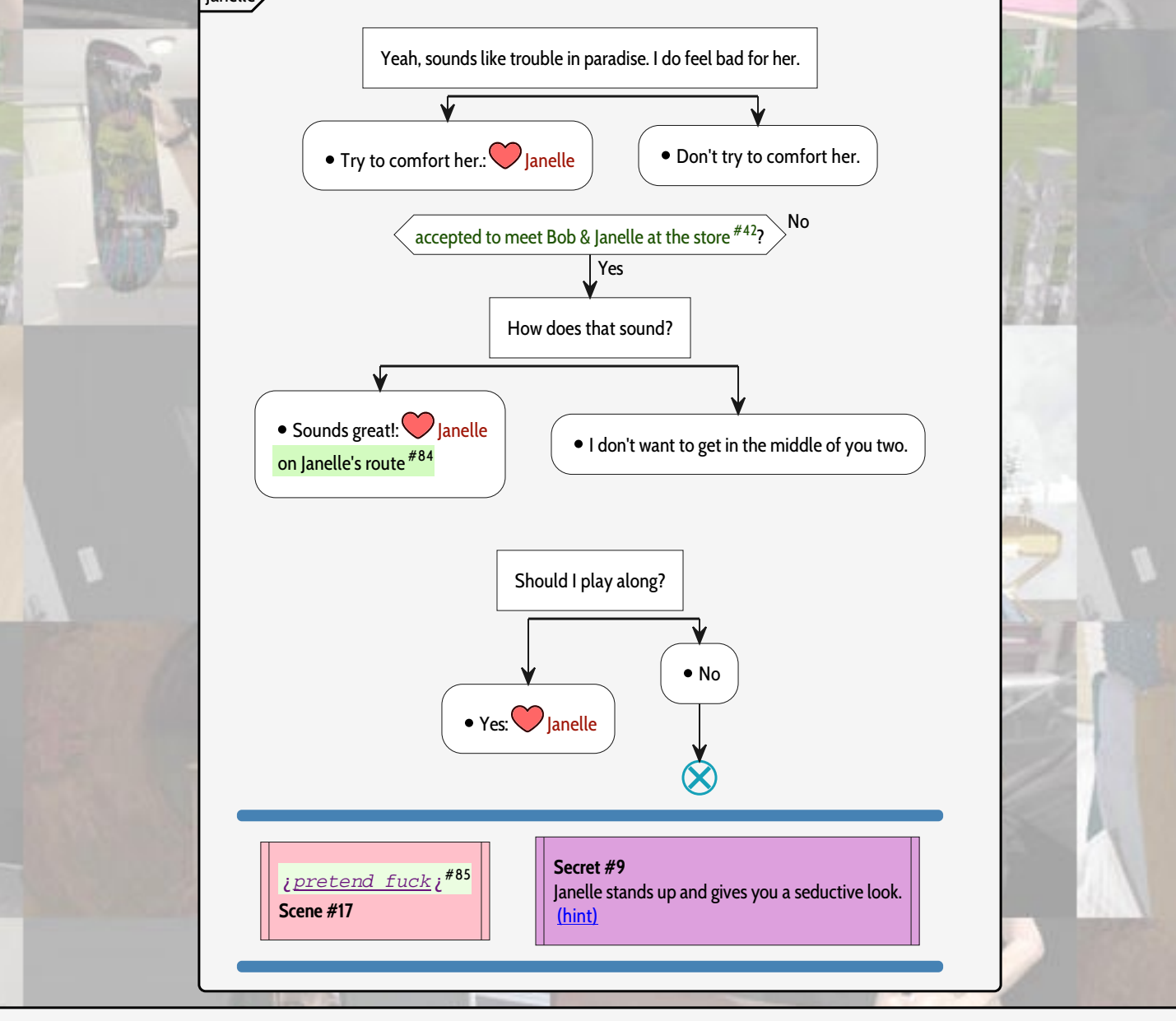
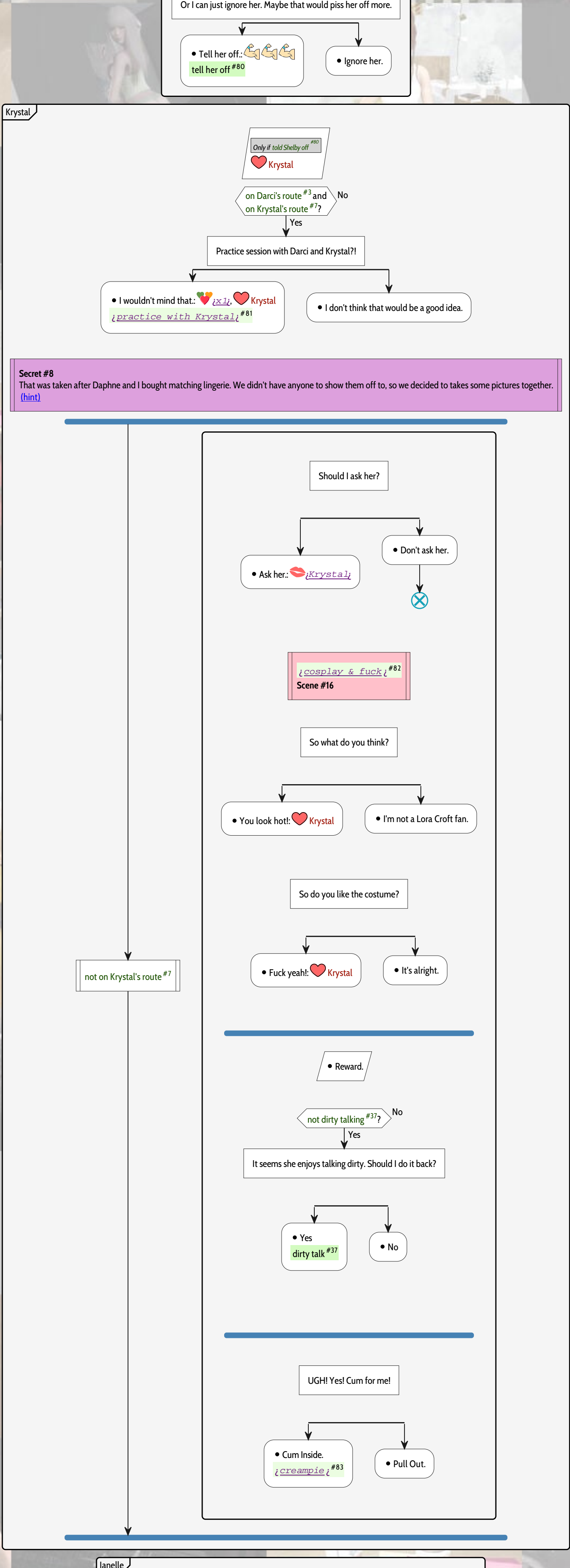
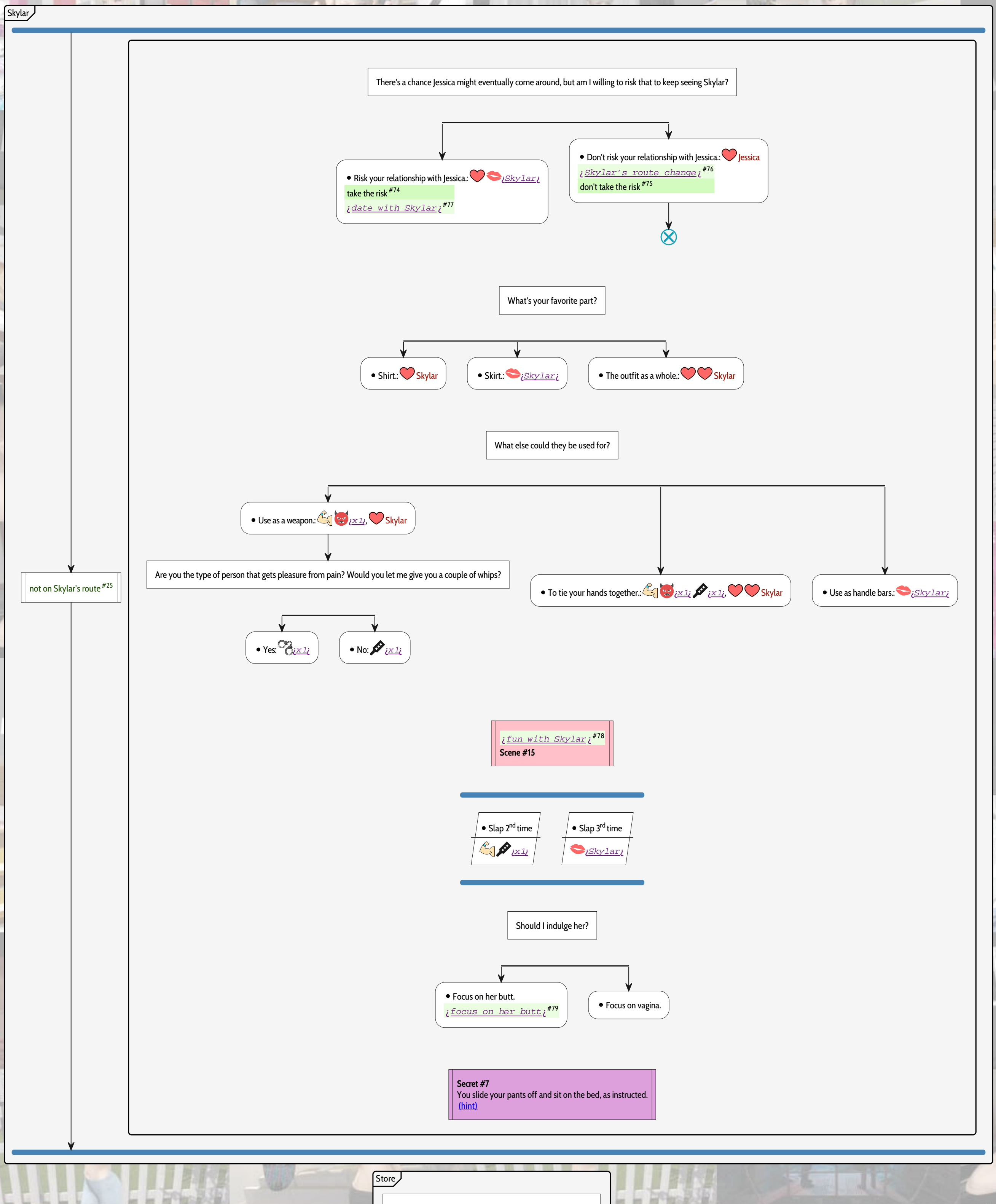
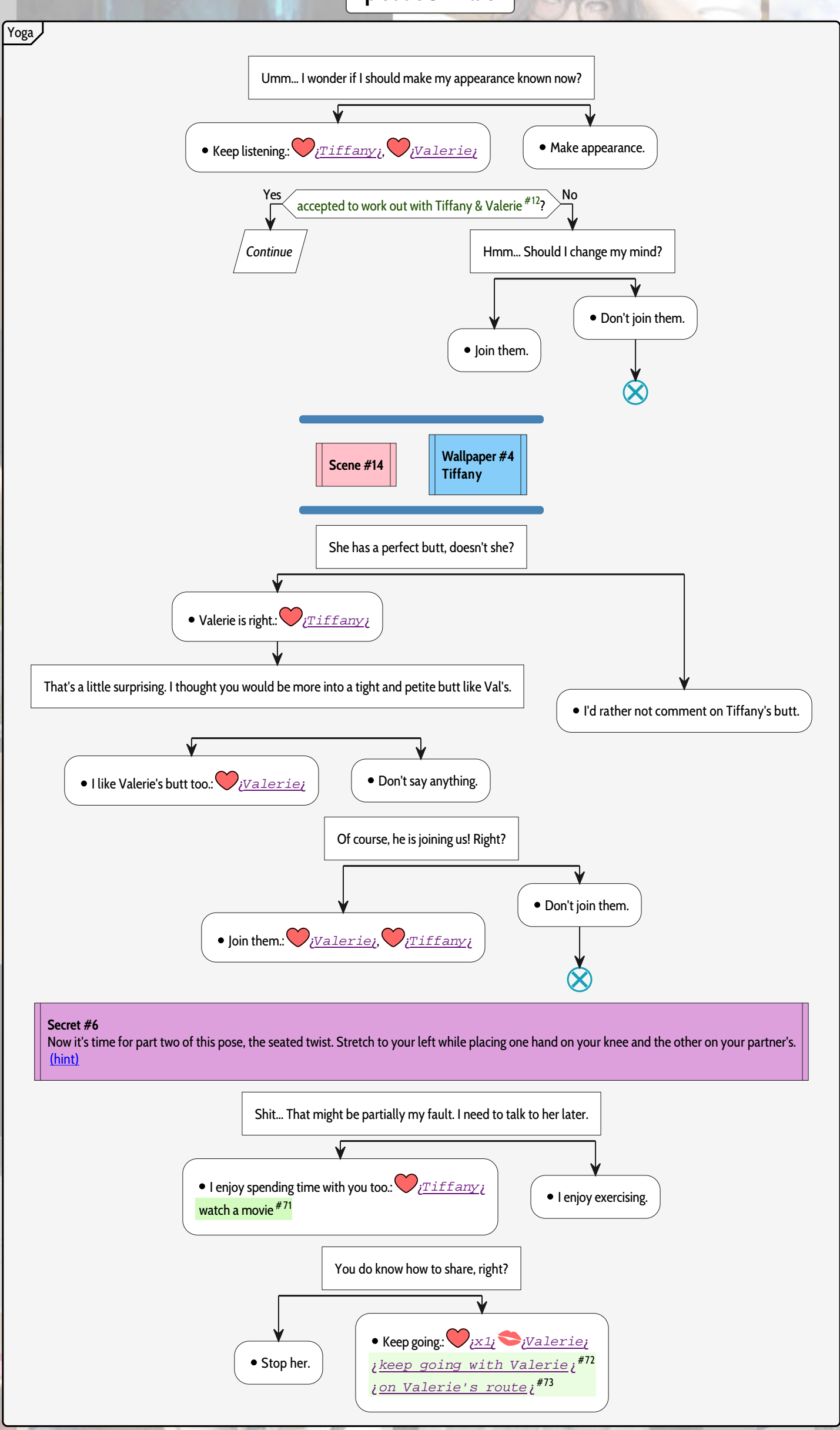


# Ripples Episode 3

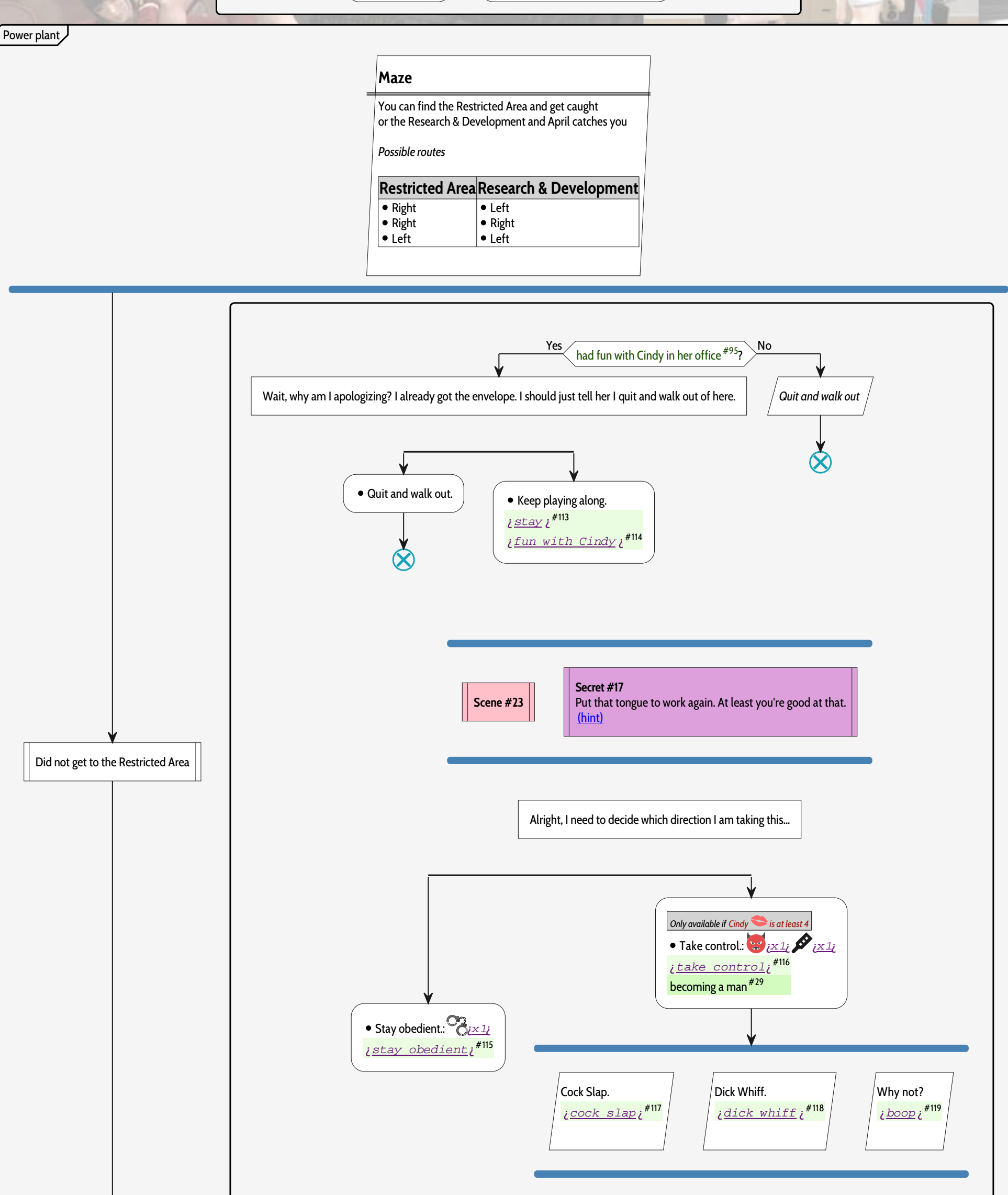
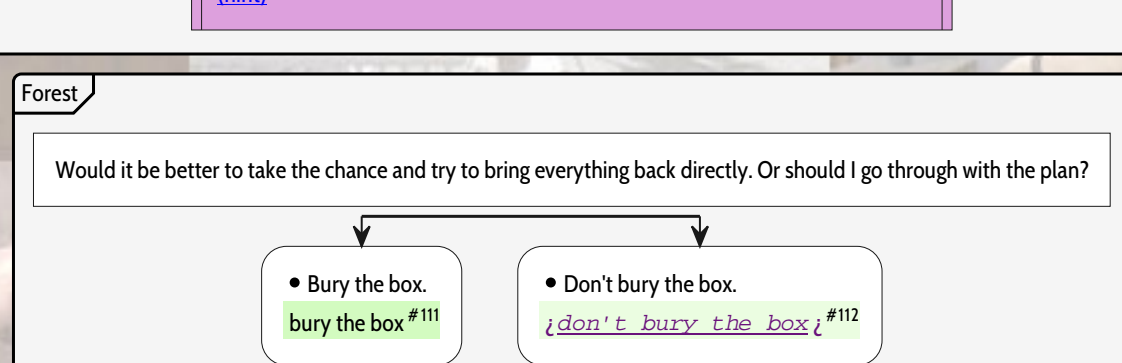
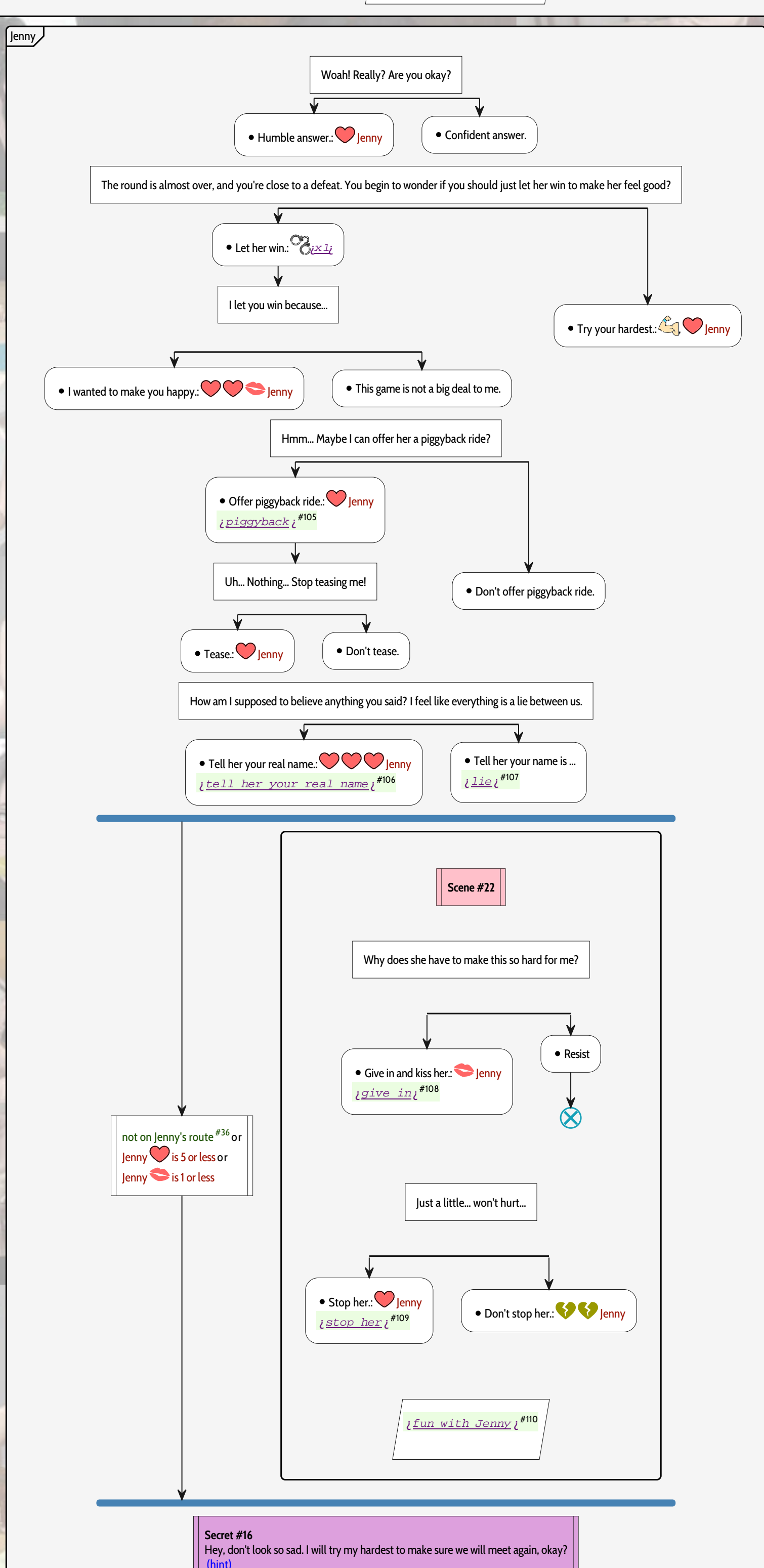
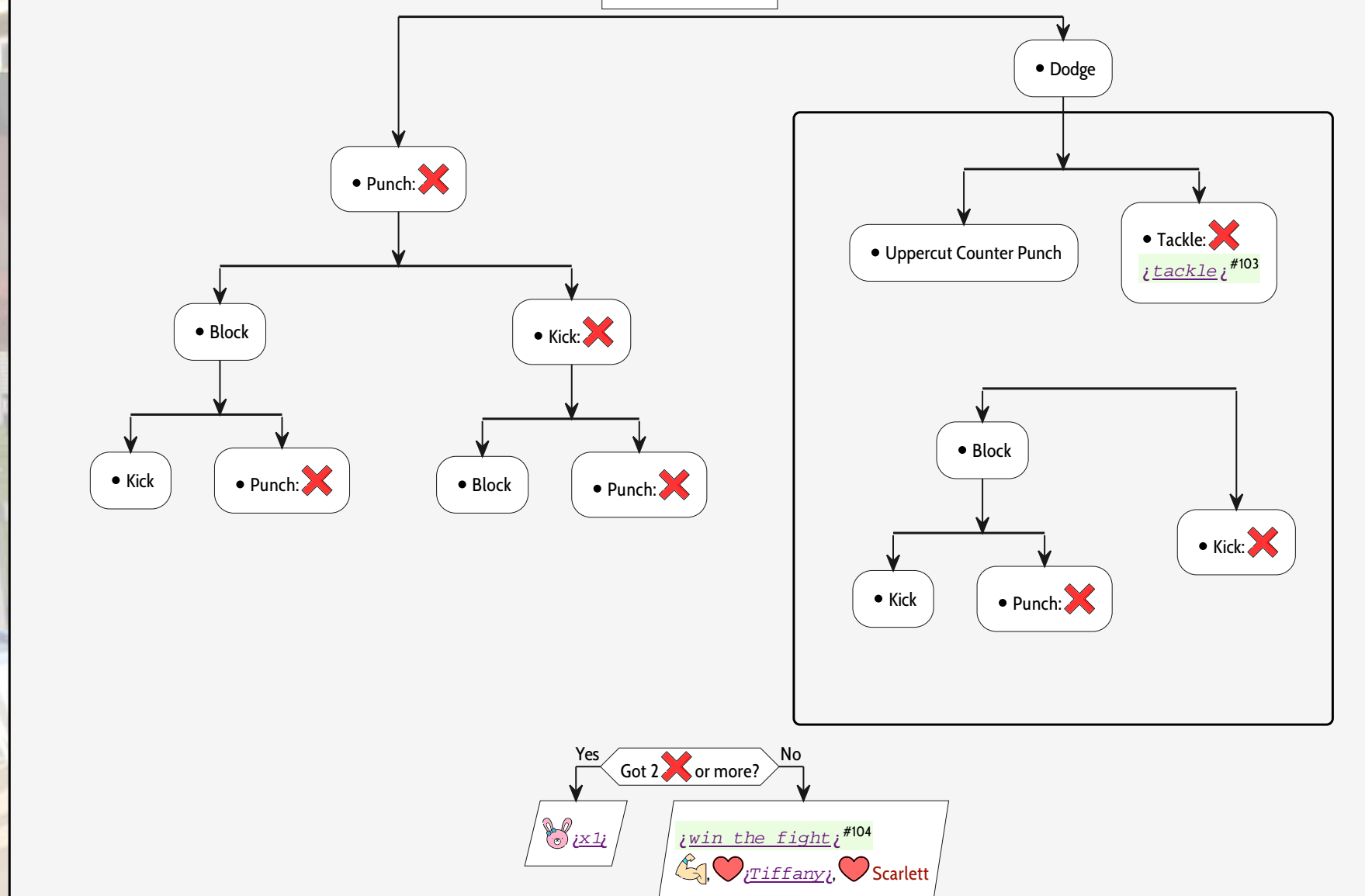
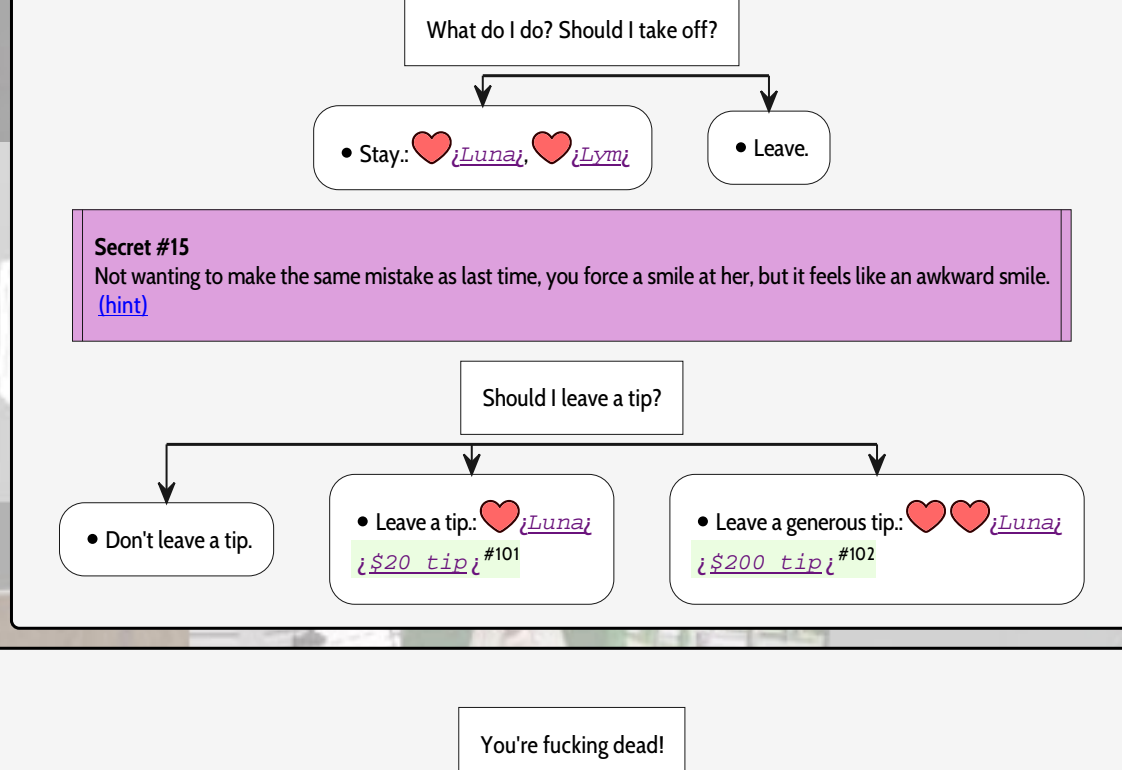
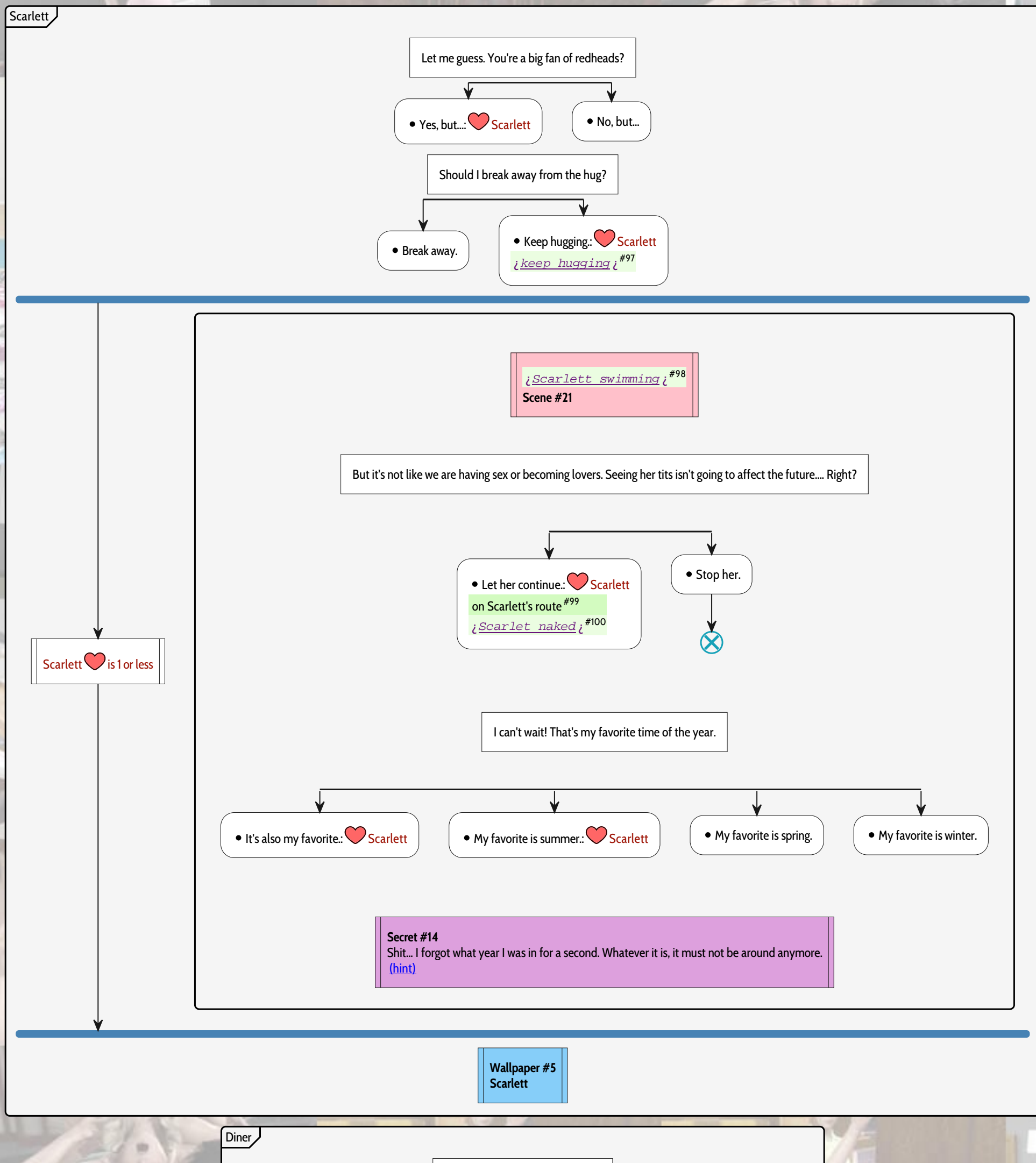
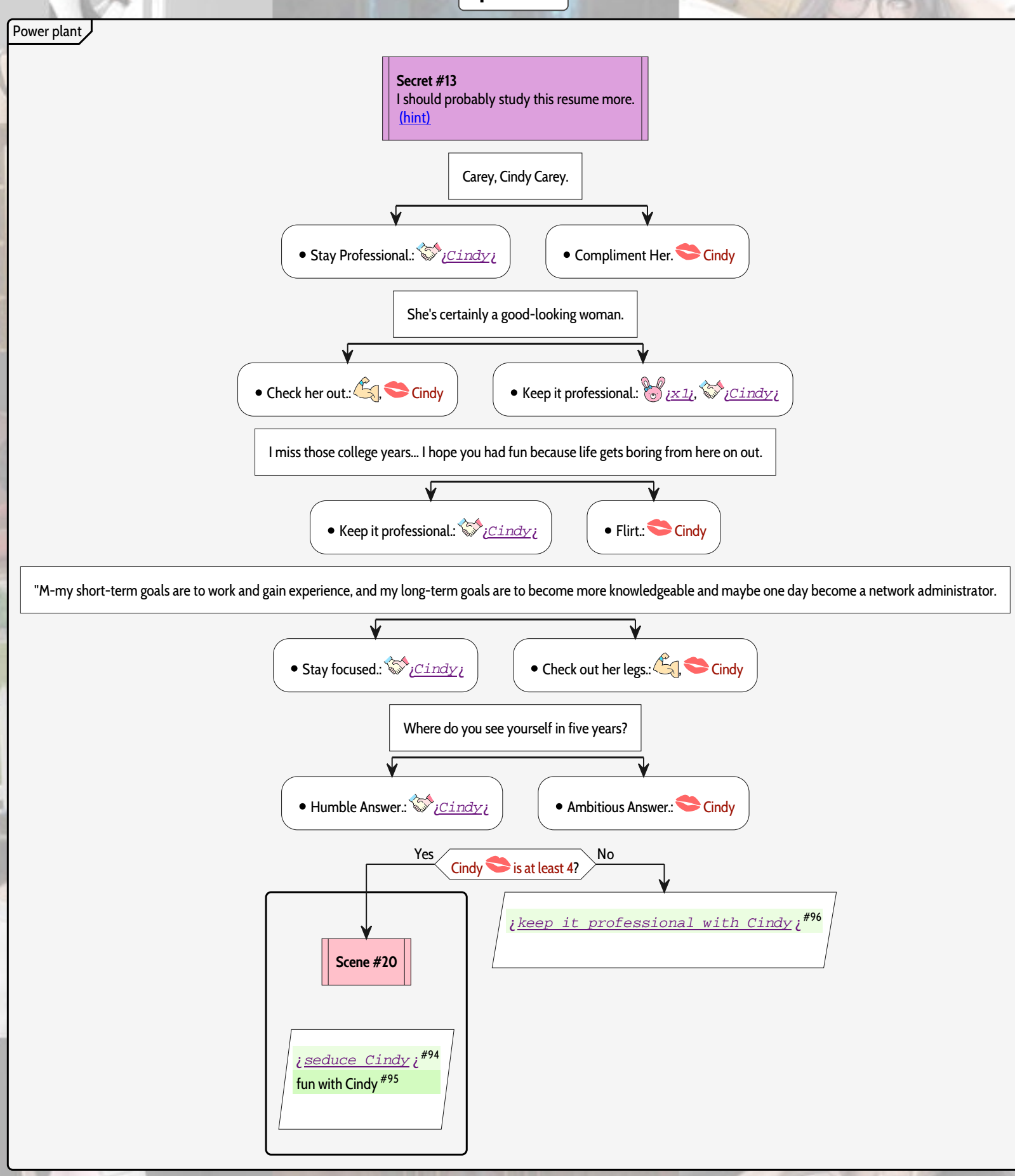


# Ripples

## Episode 3 - Part 2

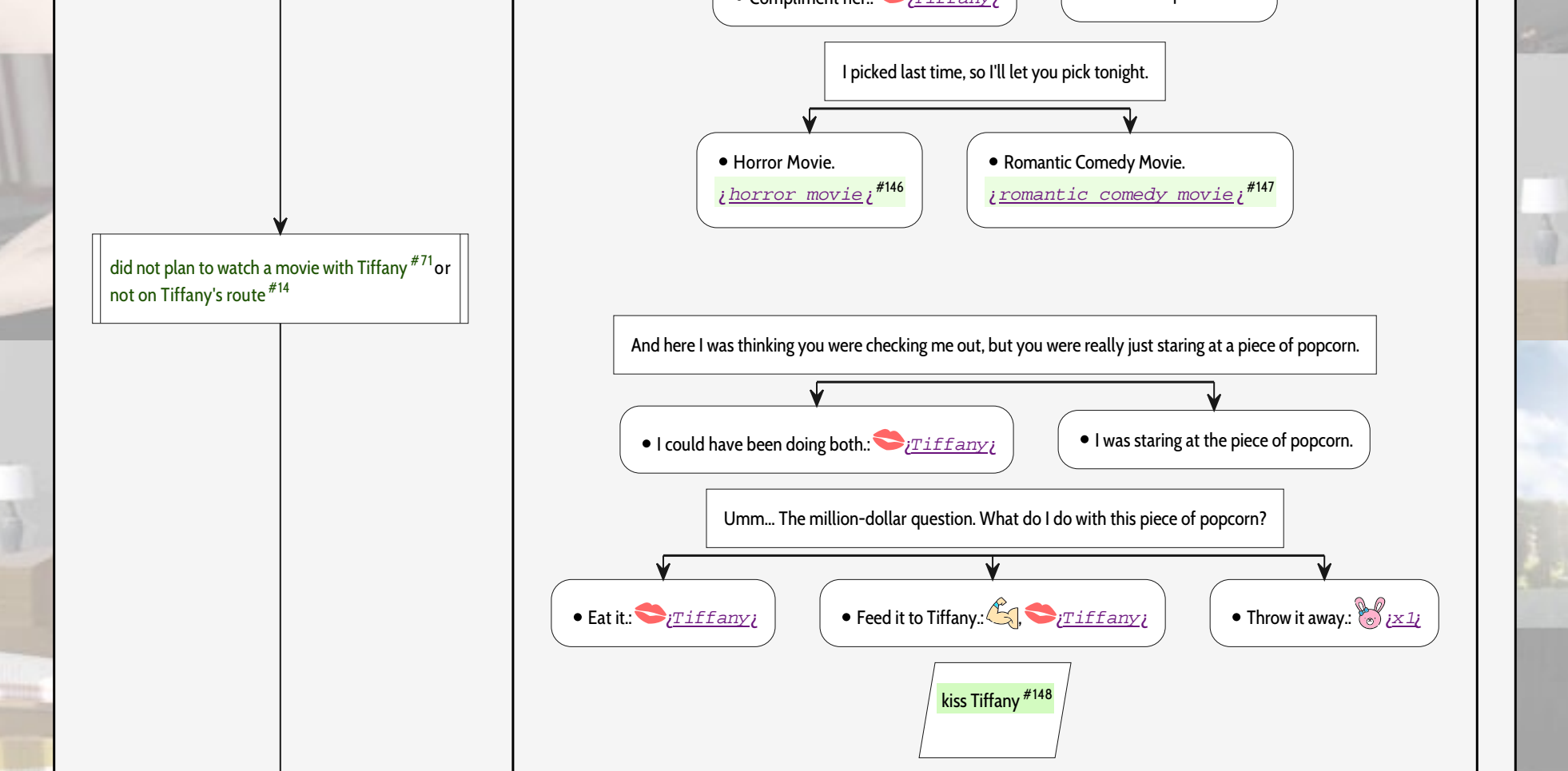
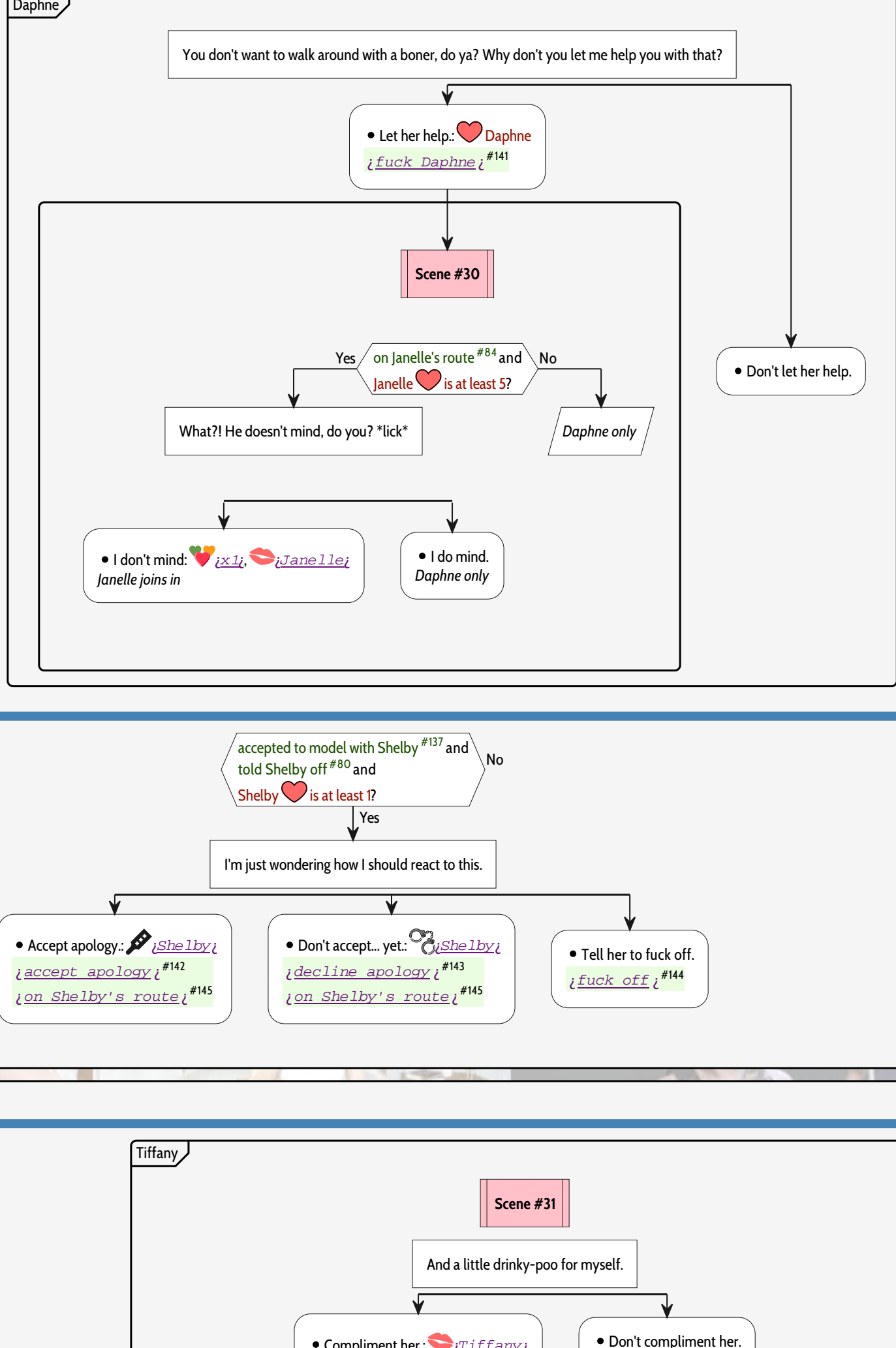
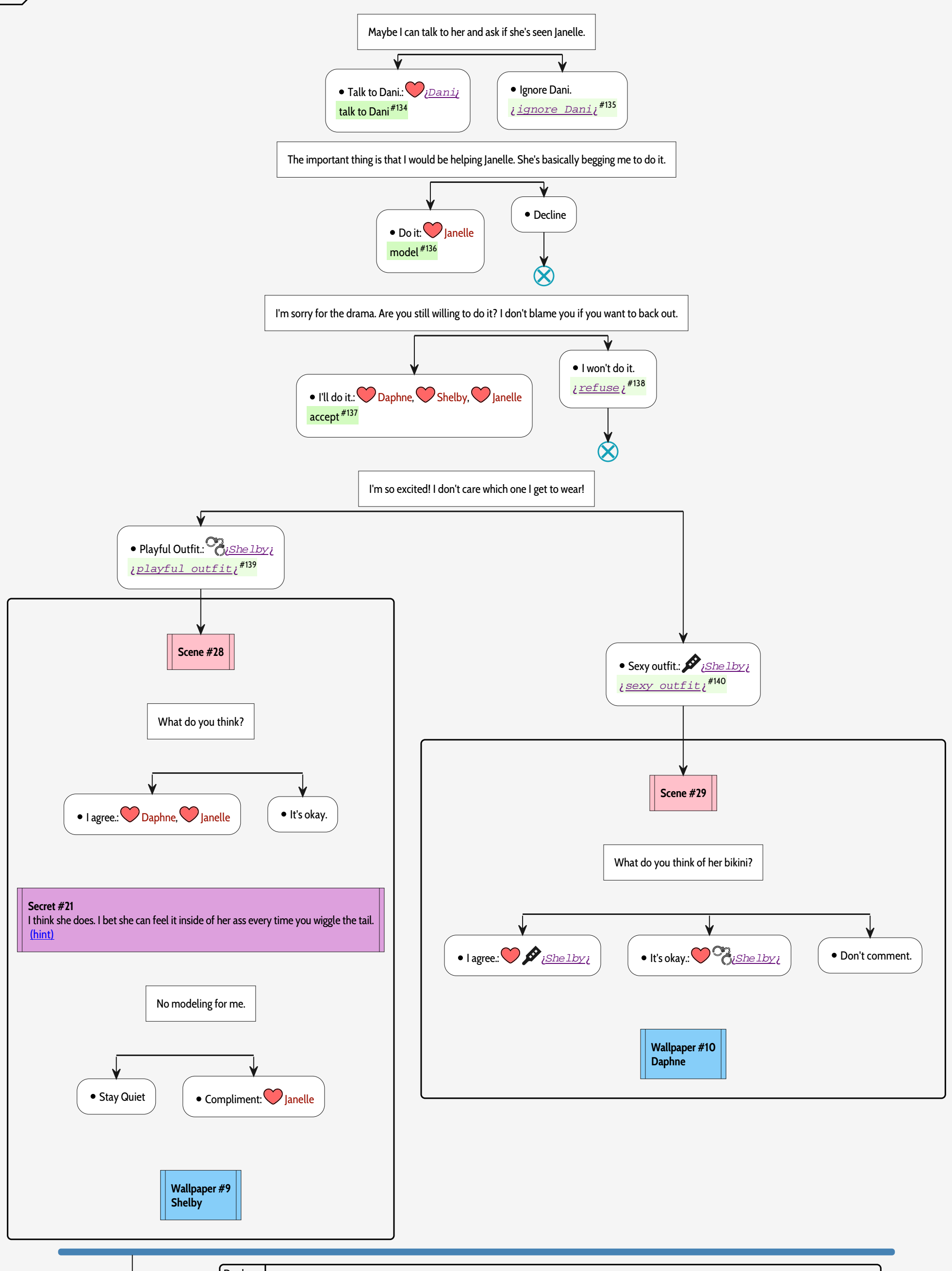
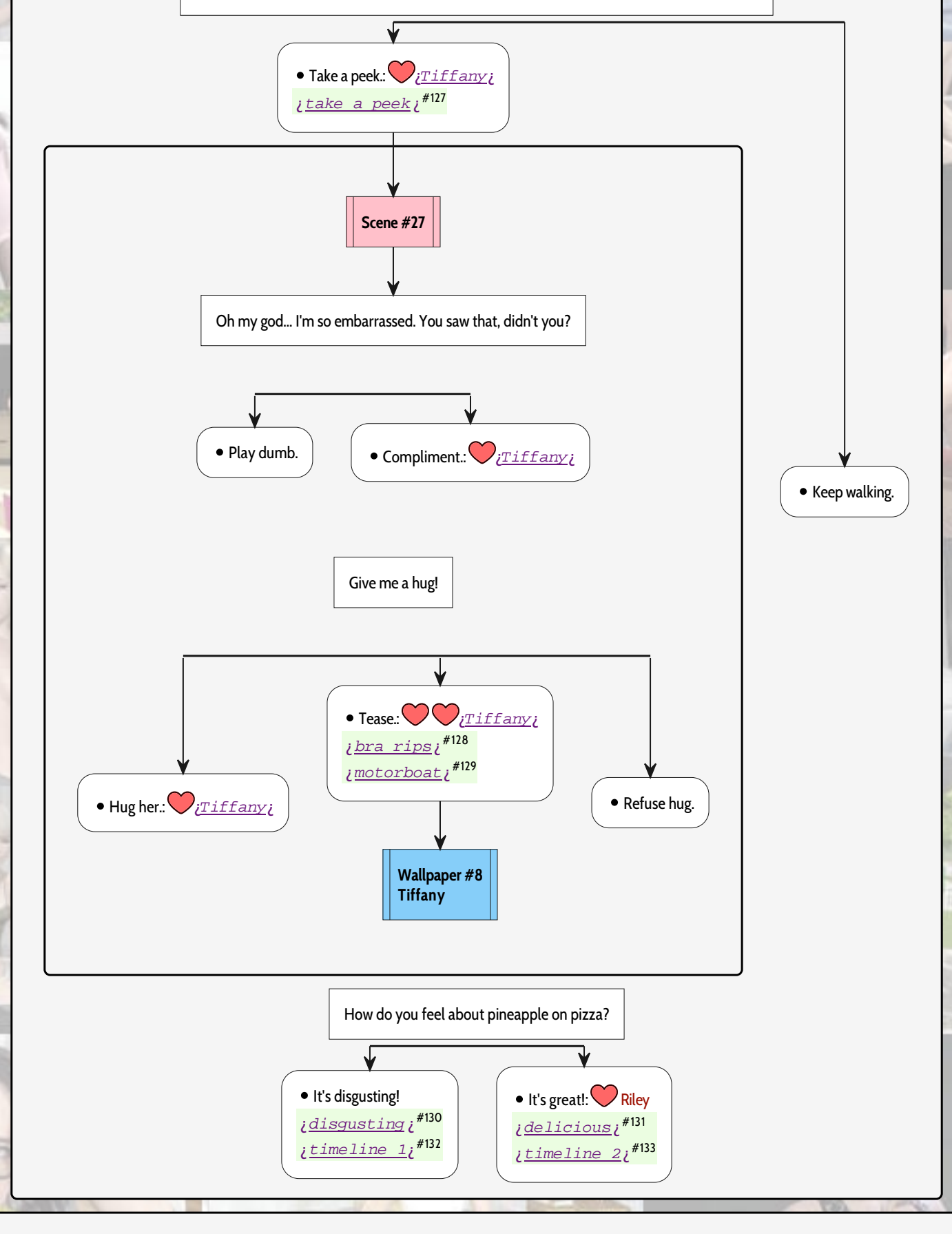
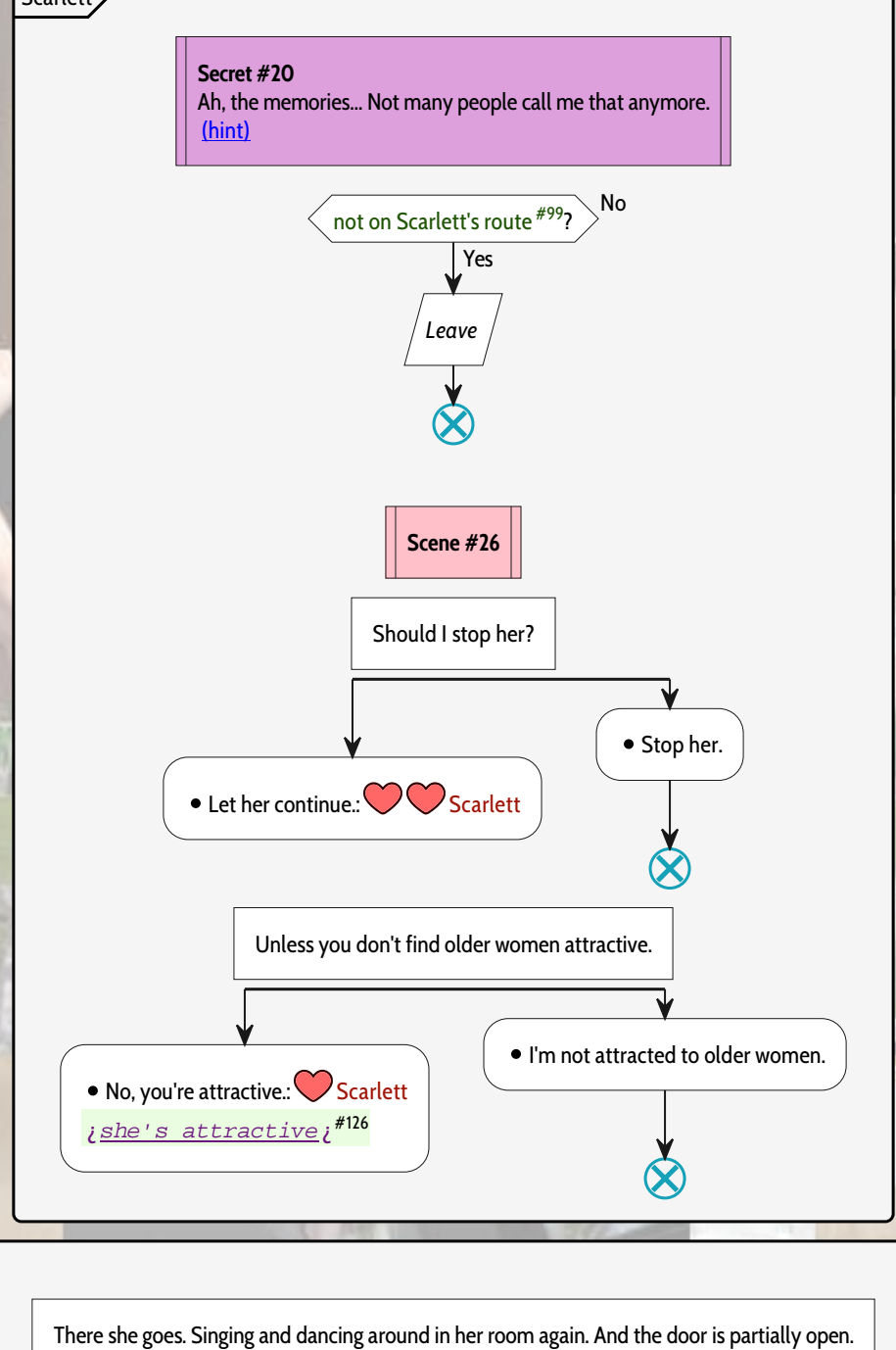
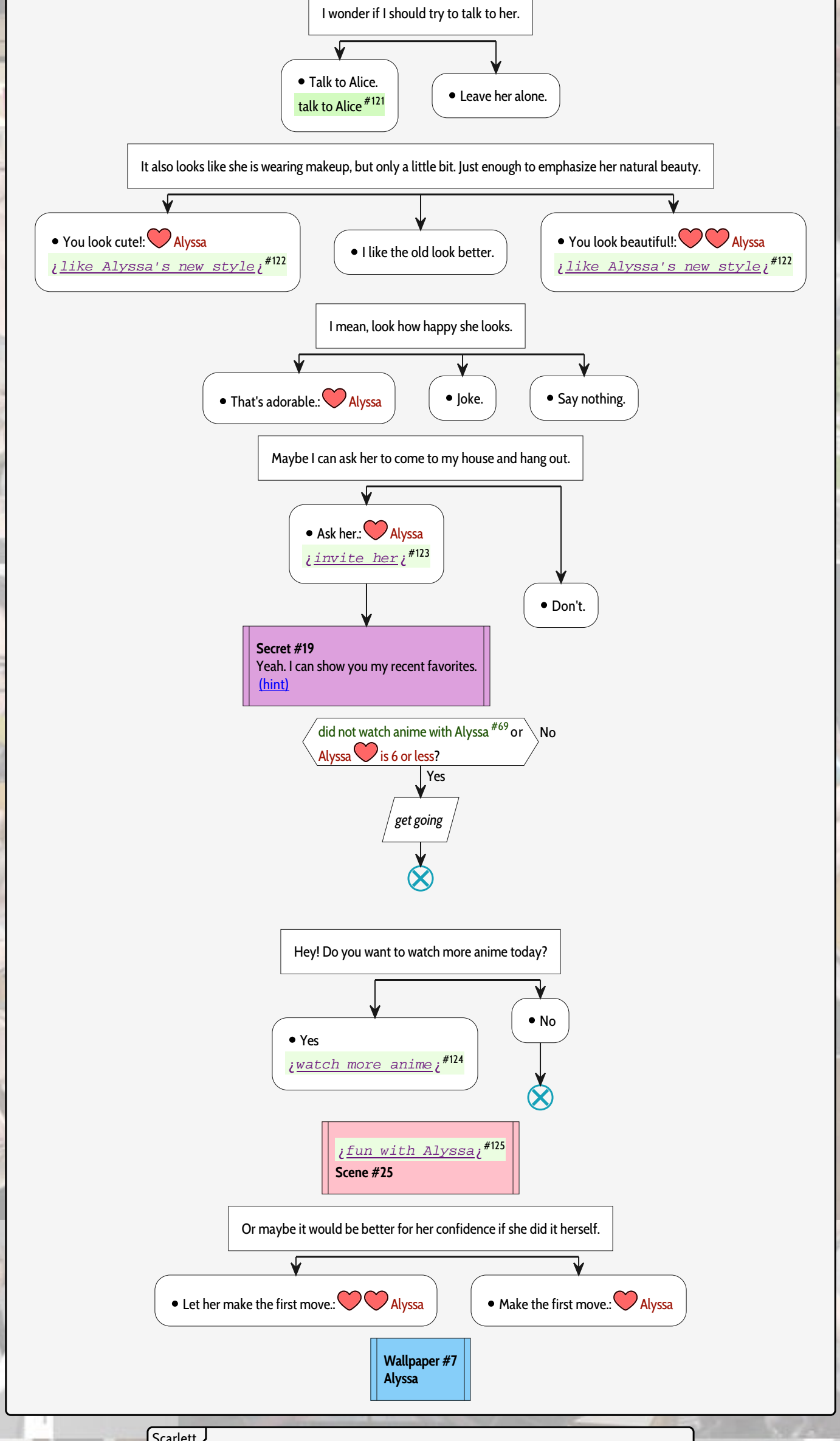
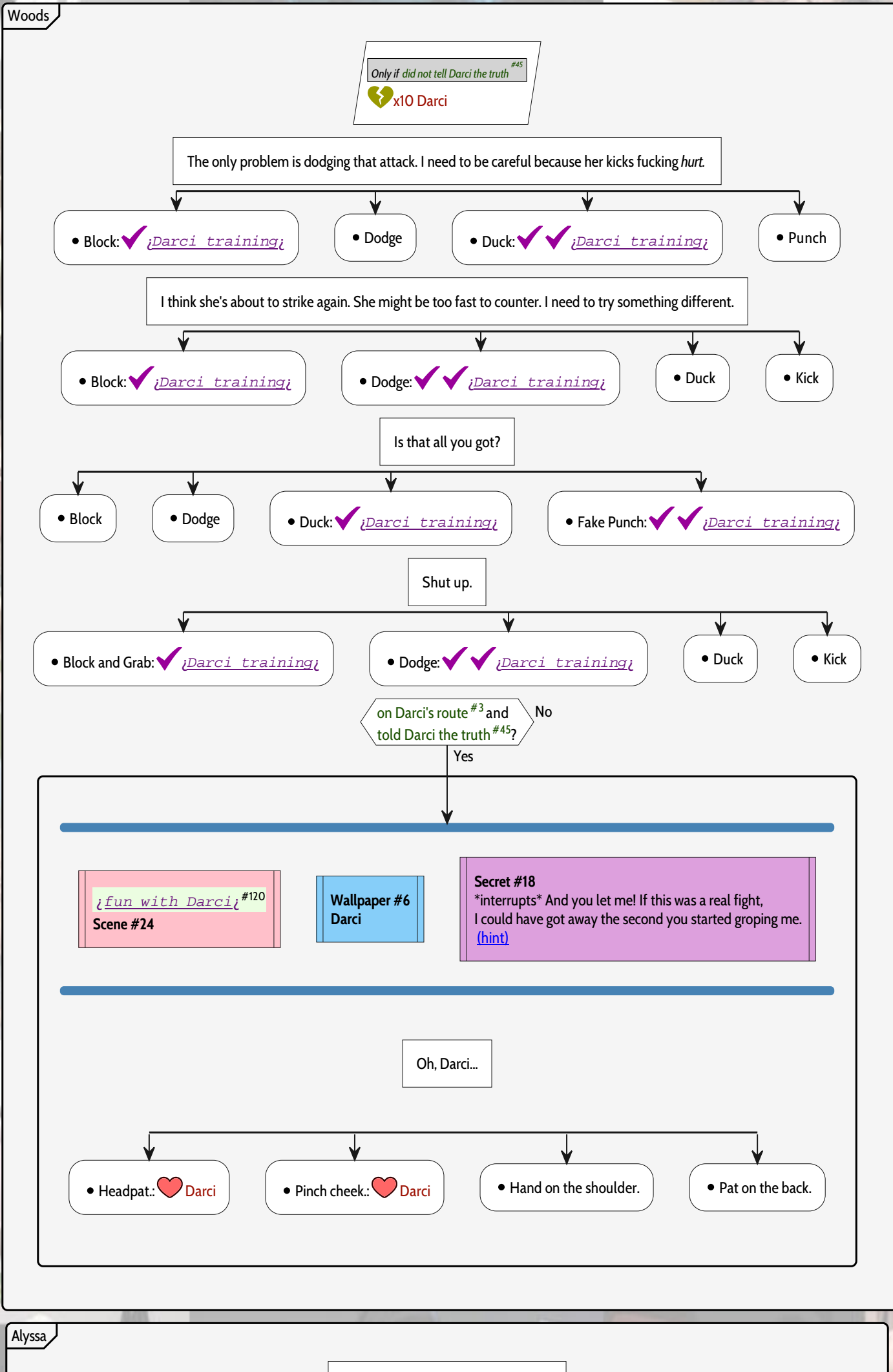


# Ripples Episode 4





# Ripples Episode 5



# Ripples Episode 6

Home

Do I accept her hug and forgive her?

- Comfort & hug her: *hug her* #149
- Don't hug. *don't hug her* #150  
did not take the risk to see Skylar #74

Dream

Scene #32

Home

Your hair looks cute today, Jessica!

- Tease: *tease* #148
- Compliment: *compliment* #149
- Say nothing

Secret #23  
I'm glad Skylar is back home. (hint)

How does my outfit look? Is it too plain?

- Compliment: *compliment* #150
- Don't like it.
- Refuse to answer: *refuse to answer* #151

School

accepted to model with Shelby #137? No

Should I tell her that? There's a chance it might upset Darci.

- Tell Krystal she could be a model: *tell krystal* #152
- Keep the thought to yourself: *keep thought* #153

If you need something to occupy your time, you can come to my house and help me organize my books. I'll even let you keep a few of them. I could really use the help.

- Help Jackie: *help jackie* #151
- Don't help Jackie. *don't help jackie* #152

talked to Dani #134? No

Yes

Scene #33

After all, we already have shared a kiss before. How much difference can one more make?

- Kiss her: *kiss her* #153  
*on Dani's route* #153  
*fun with Dani* #154
- Don't kiss her.

Secret #24  
Oh! And thanks for banging Shelby! She needed it. She's always so tense. (hint)

Riley

Secret #25  
Pretty damn lucky. This house is something else. (hint)

Secret #5  
No, that's my phone. (hint)

Hmmm...

- Trust her: *trust her* #155  
on Riley's route #155  
trust her #156
- Don't trust her: *don't trust her* #157

I'm going to put a blindfold on you, lead you to my bedroom, and do what I want with you. Are you okay with that?

- Yeah, I'm okay with that.
- No, I'm not into that.

Scene #34

*fuck Riley* #158  
*becoming a man* #29

Wallpaper #11  
Riley

I still have some gas in the tank. I need to show her that she underestimated me.

- Keep going: *keep going* #160  
*deviant* #160
- That's enough.

Here comes!

- Cum Outside
- Cum Inside:  *creampie*  #159

Only if trusted Riley #155 and buried the box #156  
*ask Riley about the necklace* #161

not on Riley's route #155

Home

Only if kissed Tiffany #161  
Extra scene Tiffany & Valerie talk about you

Yes! Unless you're going to be a creep about it, then forget it.

- Do it: *do it* #162  
*sub lotion* #162
- Don't do it.

Scene #35

I know he's just applying lotion, but I could see the idiot giving an amazing massage if he wanted. Not that I would tell him how much I like it.

- Rub higher: *rub higher* #163  
Only if Jessica is at least 7 #163
- Don't rub higher.

Only if you haven't accepted to help her yet she asks again and you cannot refuse this time  
*accepted to help Jessica with her camera* #19

risked Jessica's relationship by seeing Skylar #75

Bug?

You help Jessica with her camera even if you refused to do it before

That's because blue is my favorite color!

- Sarcastic response.
- Compliment: *compliment* #164

For the first shot I want...

- Funny Pose
- Cute Pose: *cute pose* #165
- Sexy Pose

- Headshot: *headshot* #166
- Handshot: *handshot* #167
- Feetshot

- Cute with prop: *cute with prop* #168
- Funny with prop
- Sexy with prop: *sexy with prop* #169  
Only if did not risk Jessica's relationship by seeing Skylar #75  
Jessica #163  
*sexy pose* #163

risked Jessica's relationship by seeing Skylar #75

*semi-naked pictures* #164

Scene #36

Wallpaper #12  
Jessica

Rightfully so.

- Stick up for yourself: *stick up* #170
- Let her vent and let it go: *let her vent* #171

Secret #26  
You're not as useless as I thought. You taught me so much today. (hint)

Skylar

What?! No... You can't just hop on the piano and play it. That's something that only happens in the movies. They would probably kick us out of the restaurant.

- Drop it.
- Push her: *push her* #165  
push her #165

Shit...

- Mind your own business: *mind your own business* #166
- Intervene: *intervene* #167  
*intervene* #167

Should I keep trying to talk things out with him or ready myself for an attack?

- Ready yourself for an attack: *ready yourself* #168  
Only if talked to Alice #168  
Alice #168  
*knock him out* #168
- Try to talk him out of it: *try to talk* #169  
Only if talked to Alice #169  
Alice #169  
*talk him out of it* #169

*fuck Skylar* #170

Scene #37

Here it comes!

- Pull out: *pull out* #171
- Cum inside:  *creampie*  #172

Scene #38

Only available if pushed Skylar to play piano #170  
Secret #27  
I already played the piano for you. Don't be greedy. (hint)

AaaHHHH... EeEeeHHH... AH! AH!

- Cum on back: *pull out* #171
- Cum inside:  *creampie*  #172

*fuck Skylar again* #173  
becoming a man #29

Wallpaper #13  
Skylar

did not take the risk to see Skylar #74

Secret Locations

Secret #1



Secret #2



Secret #3



Secret #4



Secret #5



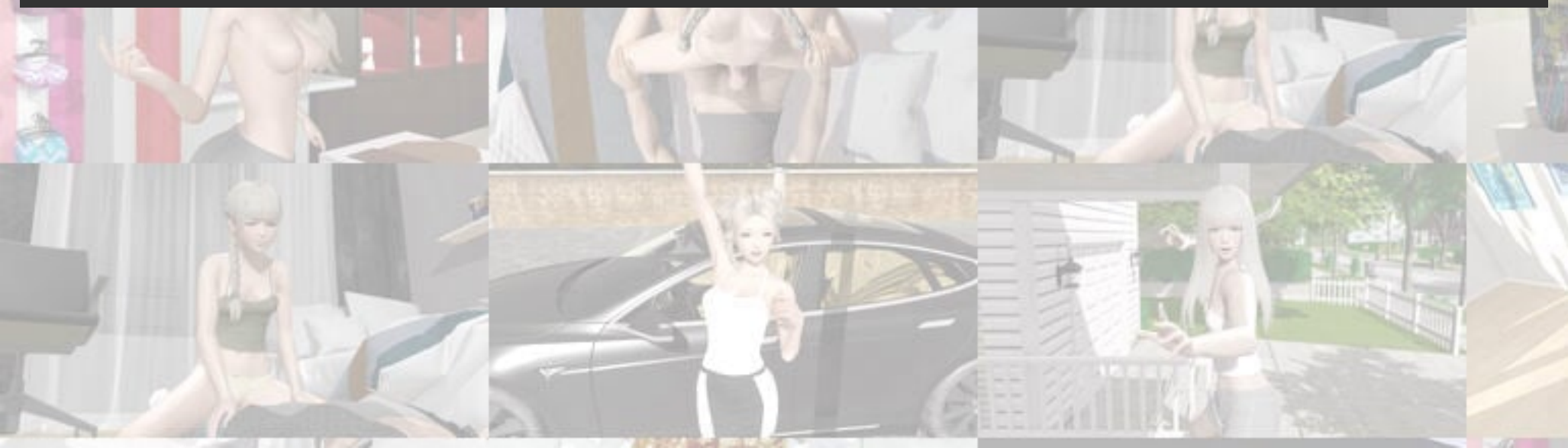
Secret #6



Secret #7



Secret #8



Secret #9



Secret #10



Secret #11



Secret #12



Secret #13



Secret #14



Secret #15



Secret #16



Secret #17



Secret #18



Secret #19



Secret #20



Secret #21



Secret #22



Secret #23



Secret #24



Secret #25

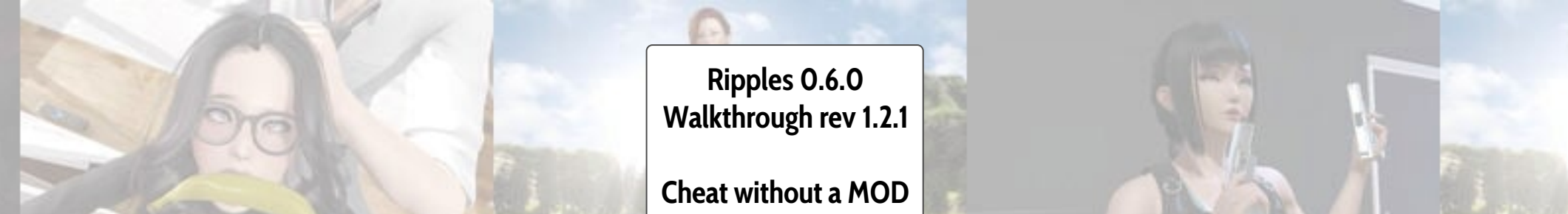


Secret #26



Secret #27





So you want to try out a new branch but do not feel like completely starting over a new game?

Don't worry, with the developer console you can easily modify in-game variables. You only need some basic understanding of scripting.

The easiest way to enable it is to use the Universal RevUp Mod from OxD2. Download it from the webpage: https://OxD2.de/mod/Universal-Rev-Up-Mod-1000. Then unzip it and drop the file in the game folder.

(Re)Start the game and load a savegame, type ALT+O (hold the ALT key and type the letter O) to open the console and use the ESC key to exit

Character variables

Variable: The variable definition what it represents.
set variable: (new value what to type in the developer console to turn the variable on or set a new value)
unset variable: what to type in the developer console to turn the variable off
check current value: what to type in the developer console to check the current value

Table with 5 columns: variable, definition, set variable / new value, unset variable, check current value. Lists characters like assertive, passive, dom, sub, deviant, bdsm, poly, harem, etc.

Game Decisions Variables

Label: The label as found in the walkthrough
set variable: what to type in the developer console to turn the variable on
unset variable: what to type in the developer console to turn the variable off
check current value: what to type in the developer console to check the current value

Large table with 3 columns: label, set variable, unset variable, check current value. Lists hundreds of game decisions such as 'lip', 'on Dielph's route', 'interaction with Darcy', etc.

Unlock scenes

number: The scene number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

Table with 4 columns: number, unlock, lock, check current value. Lists scene numbers 1 through 38.

Unlock wallpapers

number: The wallpaper number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

Table with 4 columns: number, unlock, lock, check current value. Lists wallpaper numbers 1 through 13.

Unlock secrets

number: The secret number
unlock: what to type in the developer console to unlock it
lock: what to type in the developer console to lock
check current value: what to type in the developer console to check the current value

Table with 4 columns: number, unlock, lock, check current value. Lists secret numbers 38 through 48.

