

Come Right Inn
By FXLS
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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 Relationship point : -1 Relationship 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**

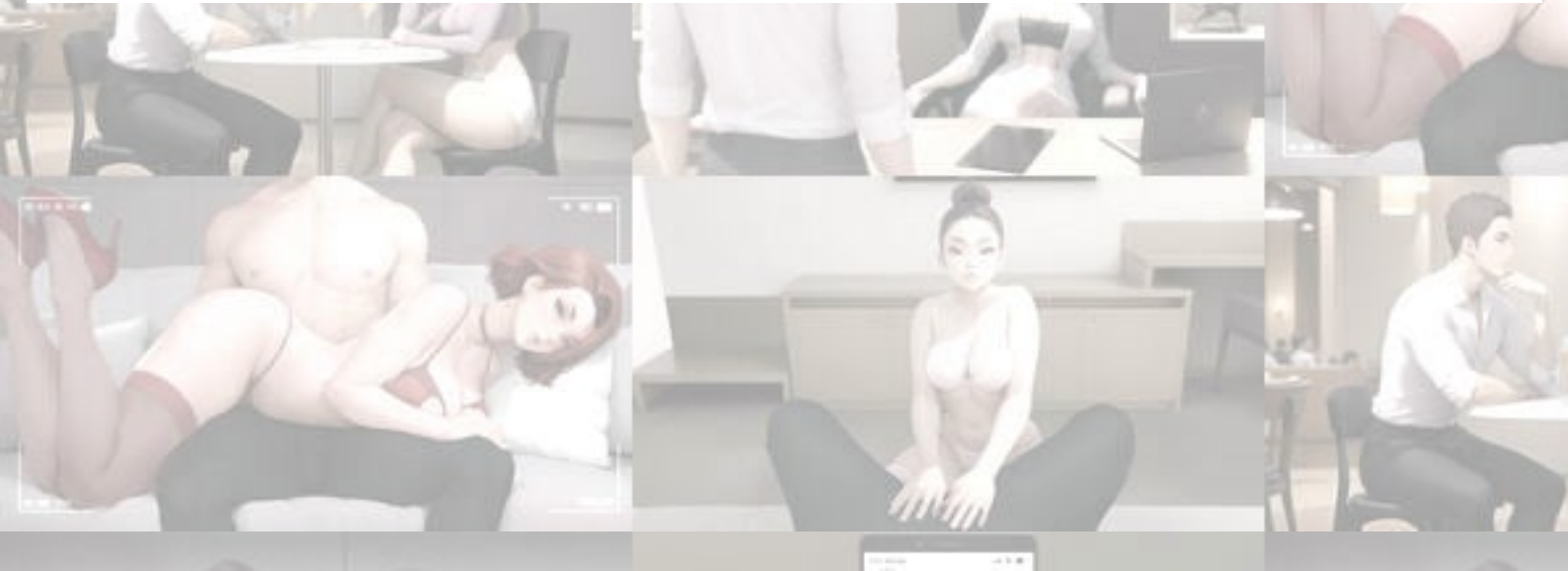
While the game is being developed, decisions that do not impact the story (yet) will be displayed like this:
agree #55
Reversed decisions that do not impact the story (yet) will be displayed like this:
did not agree #55

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!

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Come Right Inn Episode 1

Interview

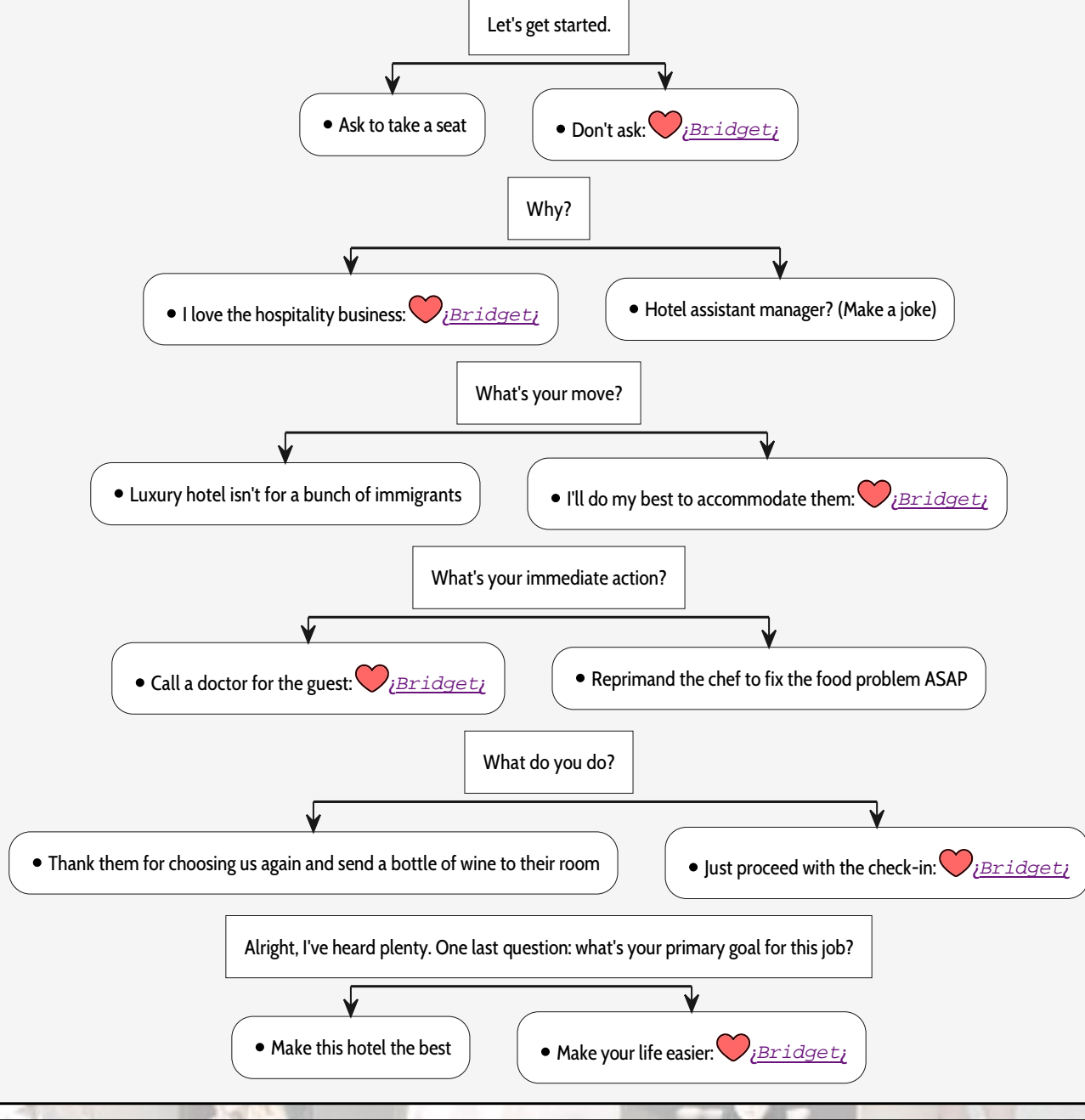
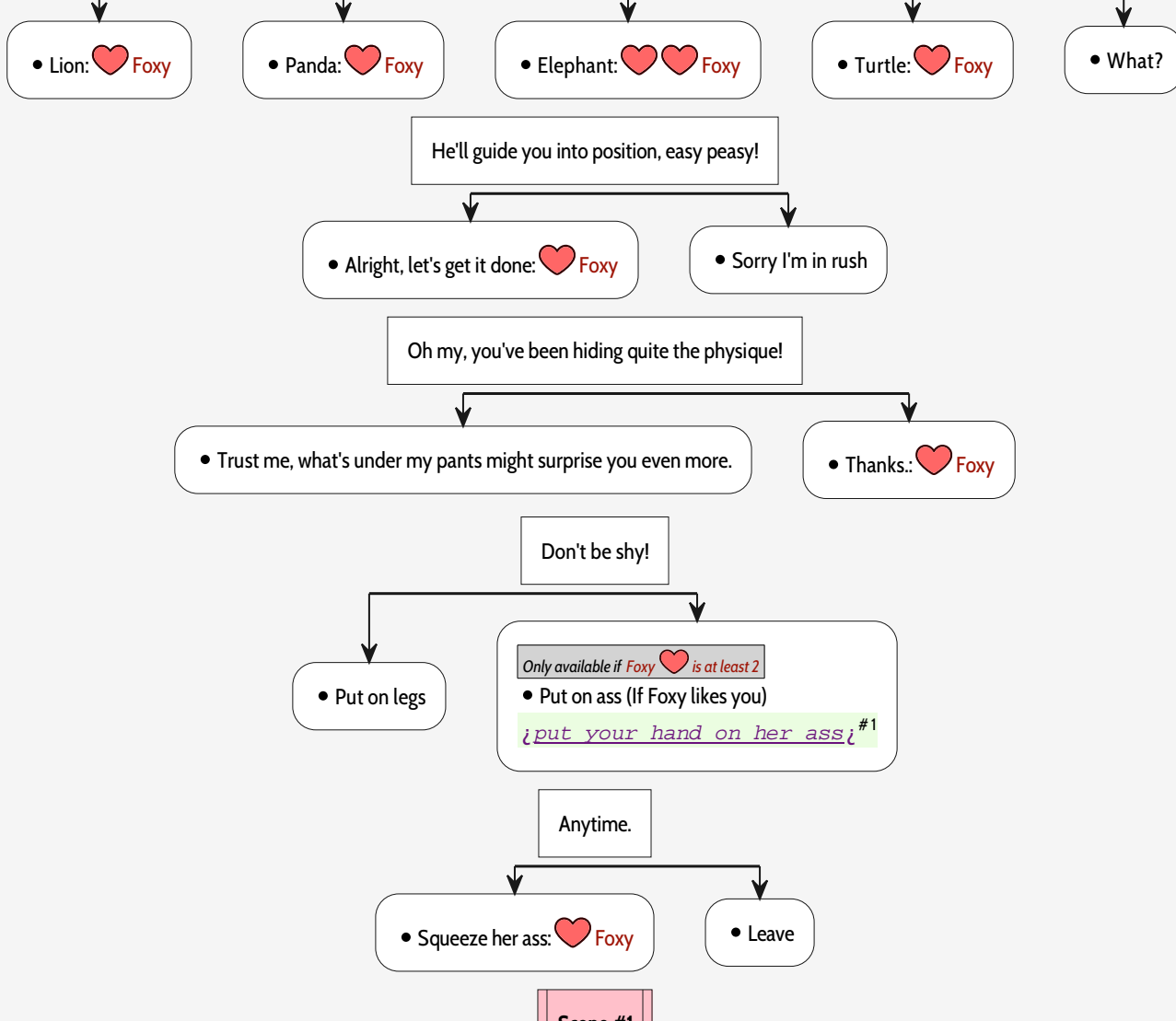
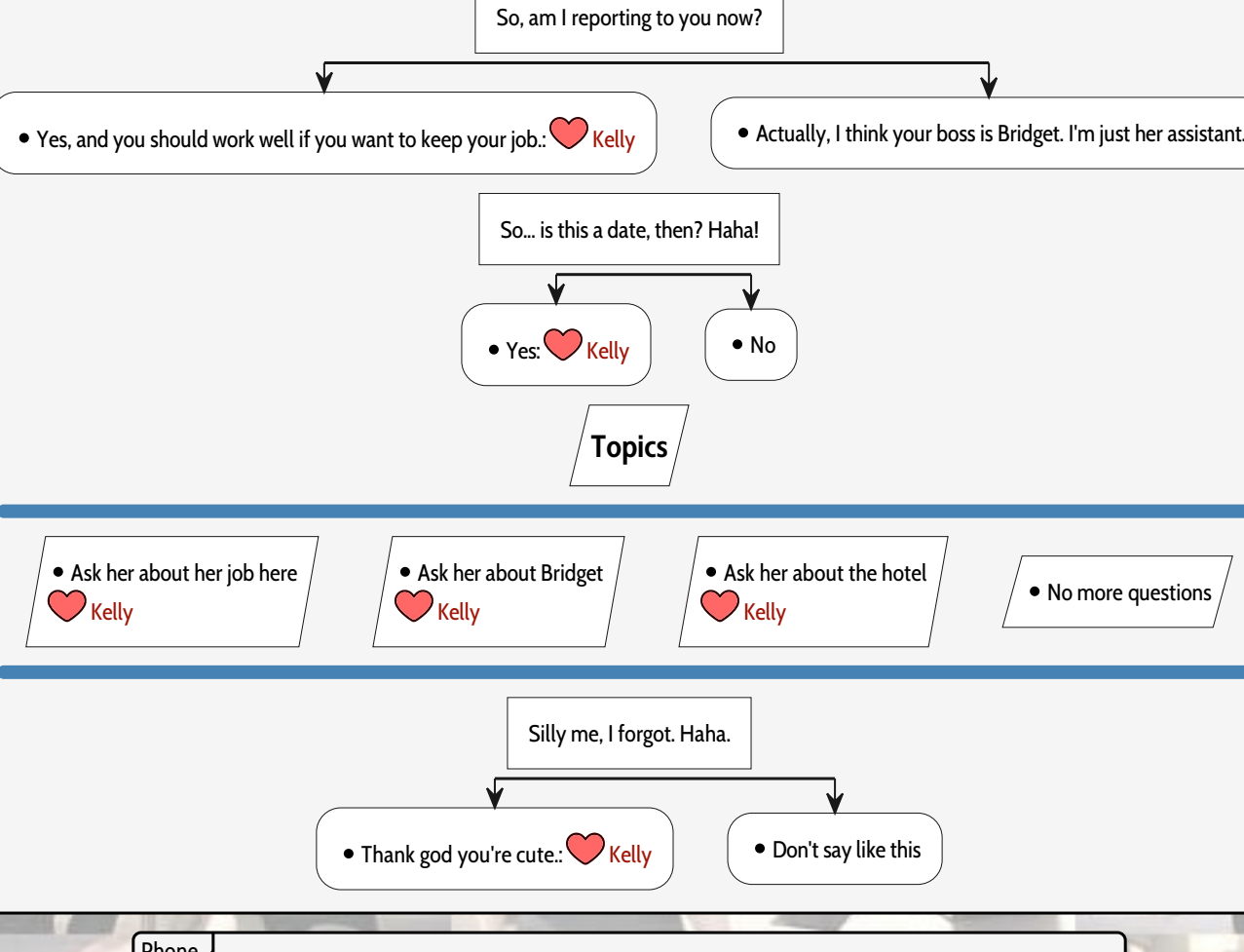


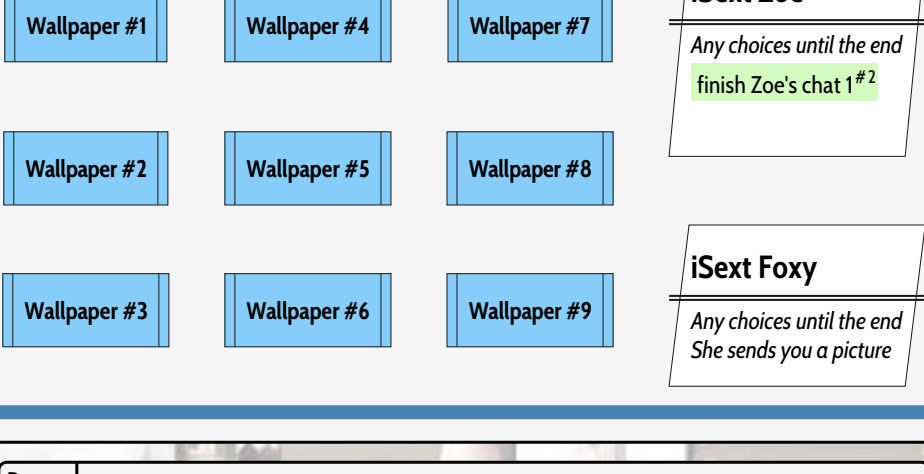
Photo shoot



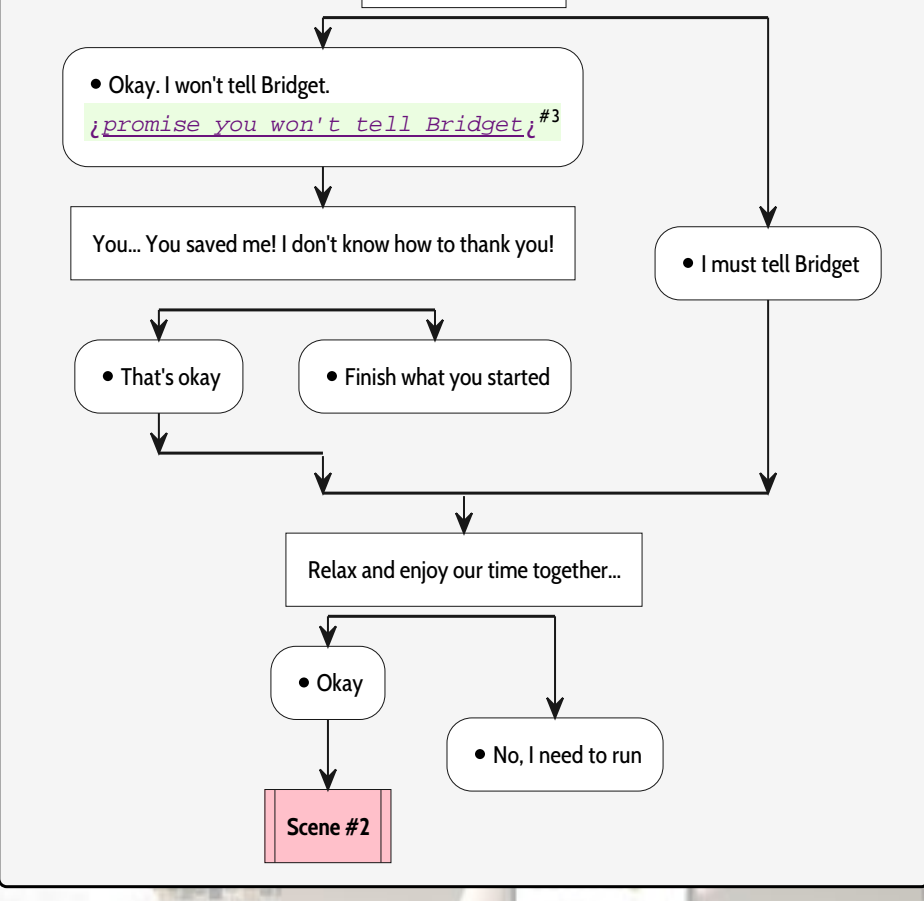
Reception



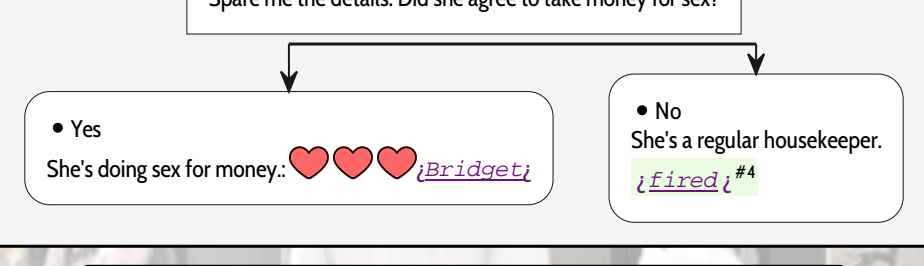
Phone



Room



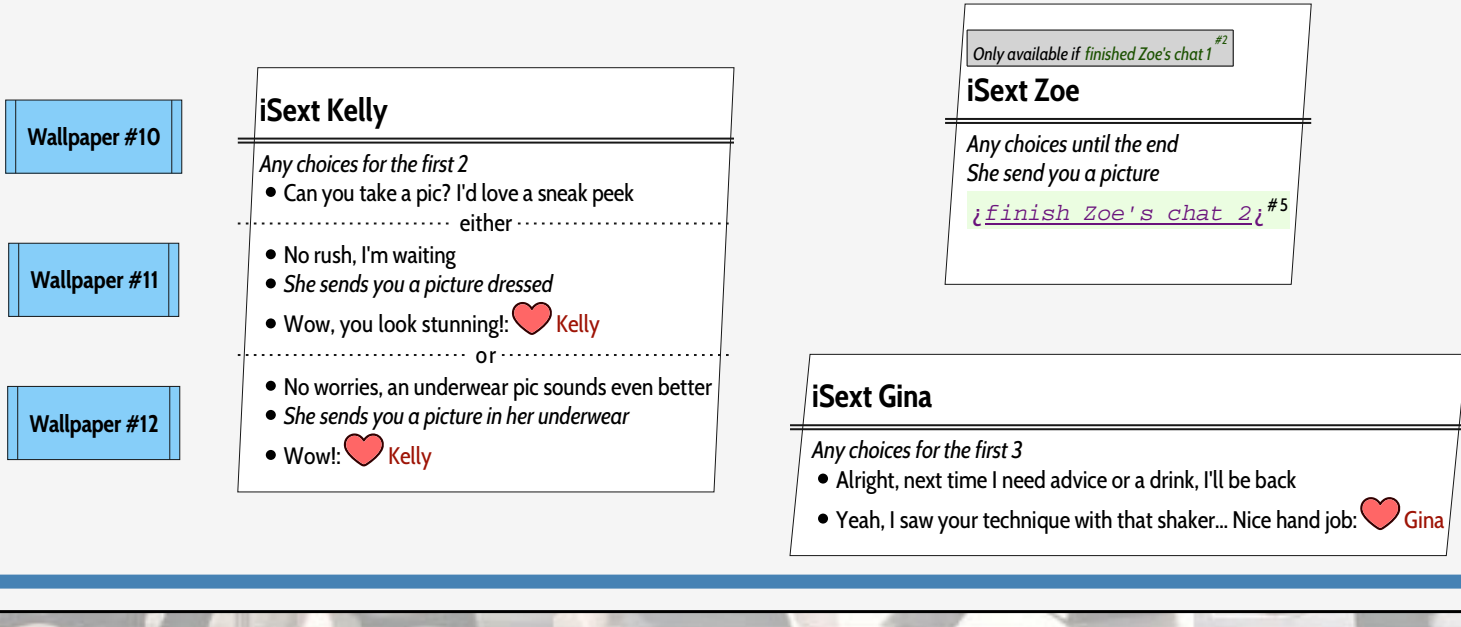
Office



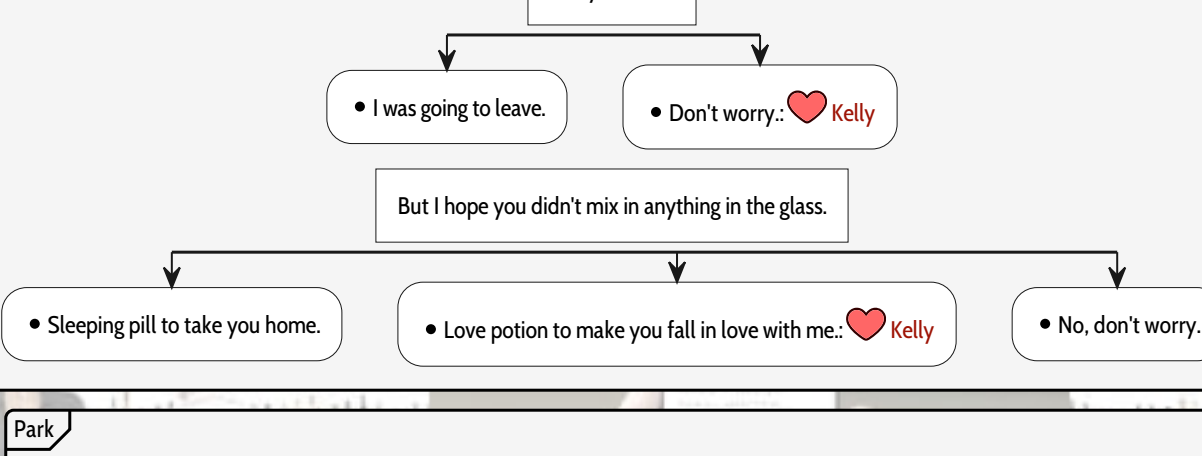
Bar



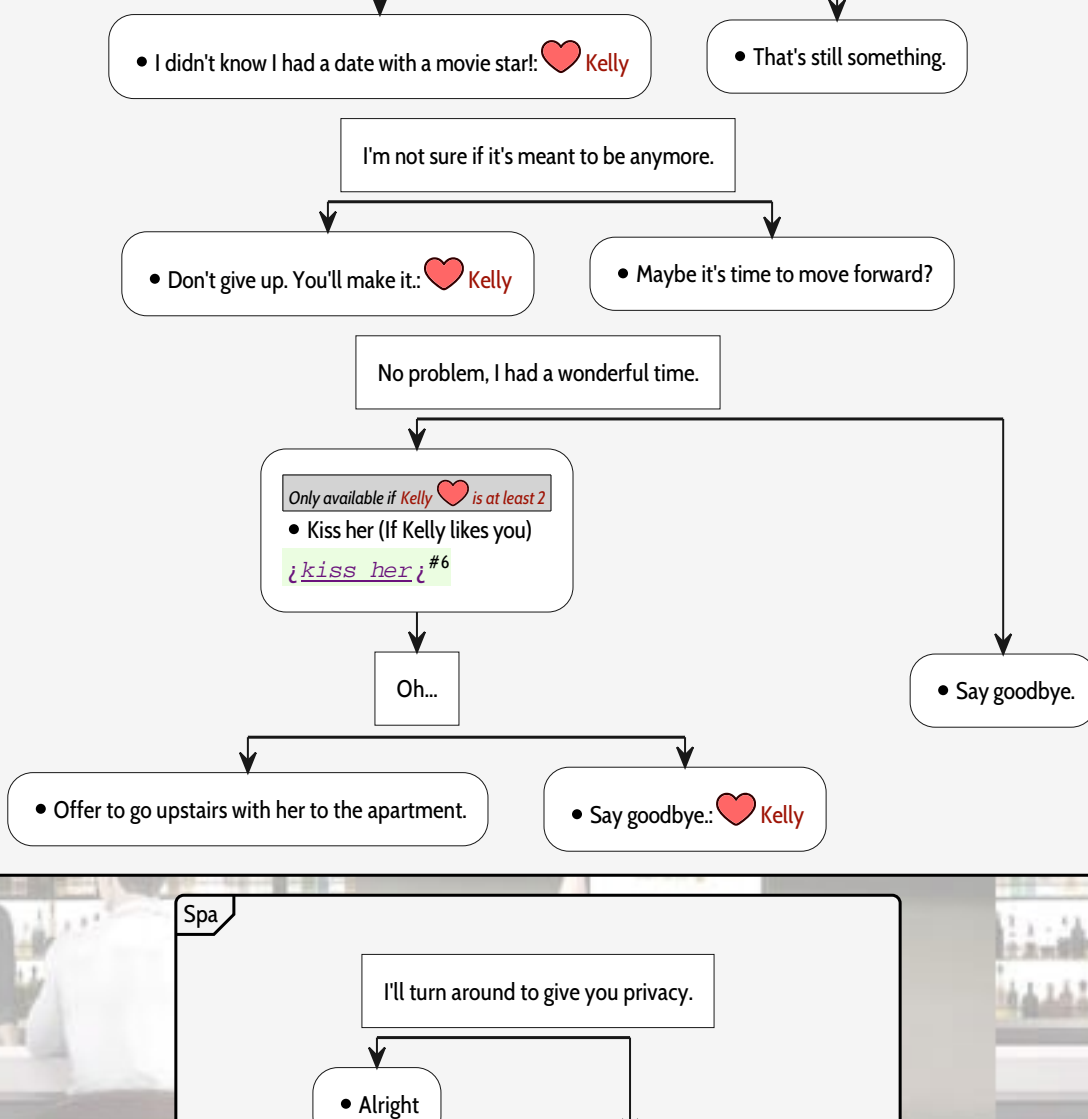
Phone



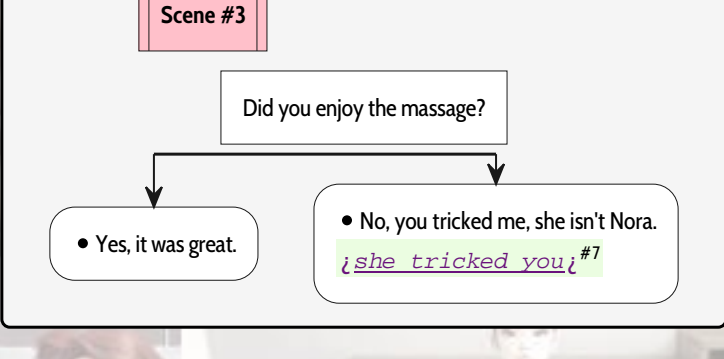
Restaurant



Park



Spa



Come Right Inn 1.0

Walkthrough rev 1.0

Cheat without a MOD

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 Ren'Py Mod from Ox52.
Download it from the webpage: <https://Ox52.dev/mods/Universal-Ren-Py-Mod-1000>, then unzip it and drop the rpa 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

variable	definition	set variable / new value	unset variable	check current value
rp[bridget][rp]	Bridget flirt points	rp['bridget']['rp'] = value		rp['bridget']['rp']
rp[foxy][rp]	Foxy flirt points	rp['foxy']['rp'] = value		rp['foxy']['rp']
rp[gina][rp]	Gina flirt points	rp['gina']['rp'] = value		rp['gina']['rp']
rp[kelly][rp]	Kelly flirt points	rp['kelly']['rp'] = value		rp['kelly']['rp']

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

label	set variable	unset variable	check current value
<i>put your hand on her ass</i> ^{#1}	foxy_ass = True	foxy_ass = False	foxy_ass
finish Zoe's chat 1 ^{#2}	facts["fact 1"]["state"] = True	facts["fact 1"]["state"] = False	facts["fact 1"]["state"]
<i>promise you won't tell Bridget</i> ^{#3}	sophie_promised = True	sophie_promised = False	sophie_promised
<i>fired</i> ^{#4}	fired = True	fired = False	fired
<i>finish Zoe's chat 2</i> ^{#5}	facts["fact 2"]["state"] = True	facts["fact 2"]["state"] = False	facts["fact 2"]["state"]
<i>kiss her</i> ^{#6}	kelly_kissed = True	kelly_kissed = False	kelly_kissed
<i>she tricked you</i> ^{#7}	said_melora_tricked = True	said_melora_tricked = False	said_melora_tricked

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

number	unlock	lock	check current value
1	persistent.menu_scenes['scene 1']['scene_unlocked'] = True	persistent.menu_scenes['scene 1']['scene_unlocked'] = False	persistent.menu_scenes['scene 1']['scene_unlocked']
2	persistent.menu_scenes['scene 2']['scene_unlocked'] = True	persistent.menu_scenes['scene 2']['scene_unlocked'] = False	persistent.menu_scenes['scene 2']['scene_unlocked']
3	persistent.menu_scenes['scene 3']['scene_unlocked'] = True	persistent.menu_scenes['scene 3']['scene_unlocked'] = False	persistent.menu_scenes['scene 3']['scene_unlocked']

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

number	unlock	lock	check current value
1	wallpapers['wp0'] = {"unlocked": True}	wallpapers['wp0'] = {"unlocked": False}	wallpapers['wp0']
2	wallpapers['wp1'] = {"unlocked": True}	wallpapers['wp1'] = {"unlocked": False}	wallpapers['wp1']
3	wallpapers['wp2'] = {"unlocked": True}	wallpapers['wp2'] = {"unlocked": False}	wallpapers['wp2']
4	wallpapers['wp3'] = {"unlocked": True}	wallpapers['wp3'] = {"unlocked": False}	wallpapers['wp3']
5	wallpapers['wp4'] = {"unlocked": True}	wallpapers['wp4'] = {"unlocked": False}	wallpapers['wp4']
6	wallpapers['wp5'] = {"unlocked": True}	wallpapers['wp5'] = {"unlocked": False}	wallpapers['wp5']
7	wallpapers['wp6'] = {"unlocked": True}	wallpapers['wp6'] = {"unlocked": False}	wallpapers['wp6']
8	wallpapers['wp7'] = {"unlocked": True}	wallpapers['wp7'] = {"unlocked": False}	wallpapers['wp7']
9	wallpapers['wp8'] = {"unlocked": True}	wallpapers['wp8'] = {"unlocked": False}	wallpapers['wp8']
10	wallpapers['wp9'] = {"unlocked": True}	wallpapers['wp9'] = {"unlocked": False}	wallpapers['wp9']
11	wallpapers['wp10'] = {"unlocked": True}	wallpapers['wp10'] = {"unlocked": False}	wallpapers['wp10']
12	wallpapers['wp11'] = {"unlocked": True}	wallpapers['wp11'] = {"unlocked": False}	wallpapers['wp11']