Chasing Sunsets 0.7a Walkthrough rev 1.3.1

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Chasing Sunsets
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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 highlights elements, not influence your decision. There isn't a right or wrong way through the game, only <u>you</u> 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: W Bubu or Bubu

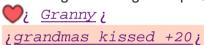
More complex values will be written as text instead:

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:



Icons



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 $^{\#123}$

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

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: Cheat without a MOD (link).

Enjoy the game!

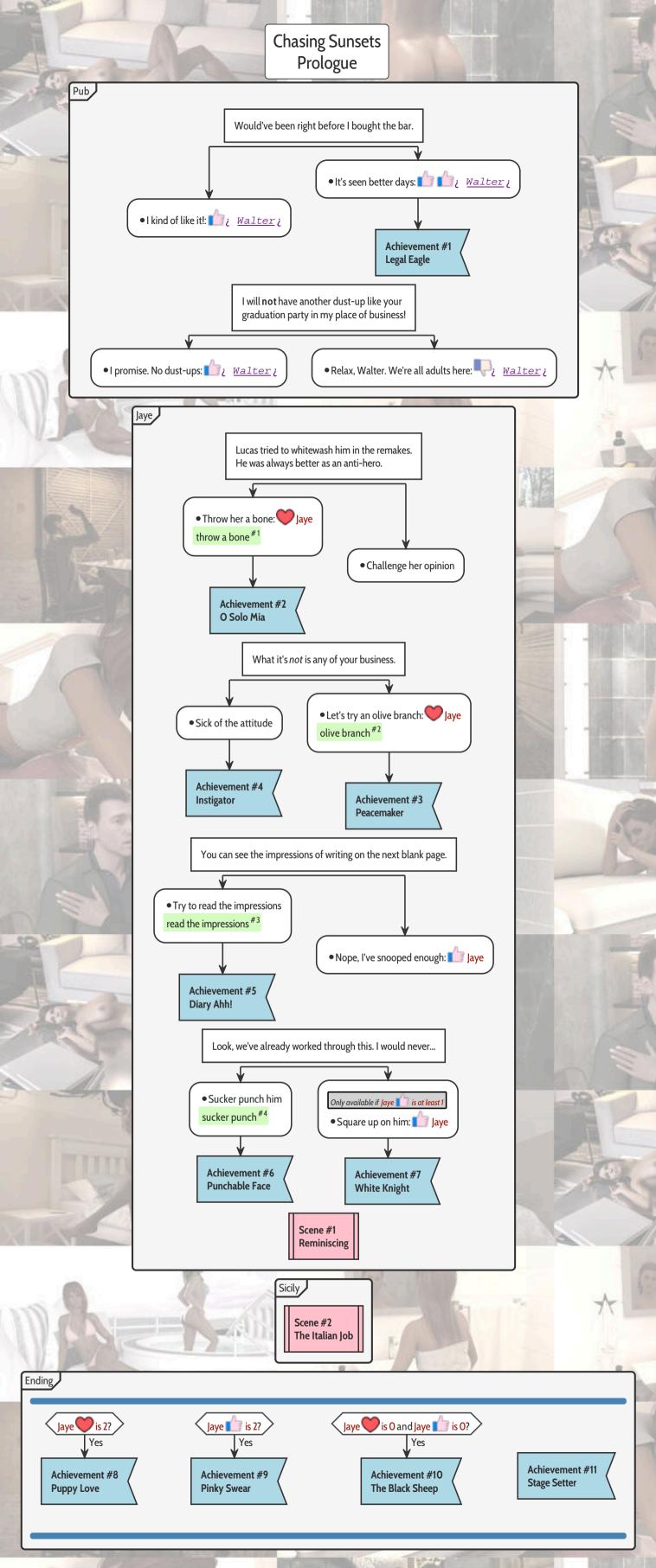
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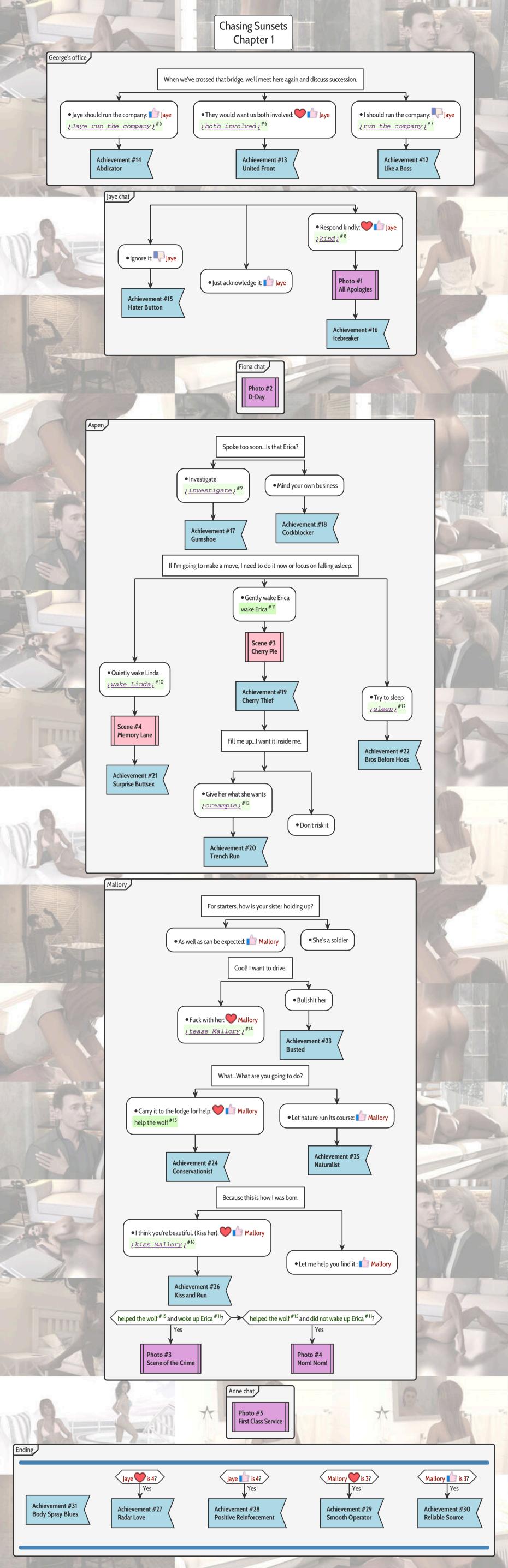
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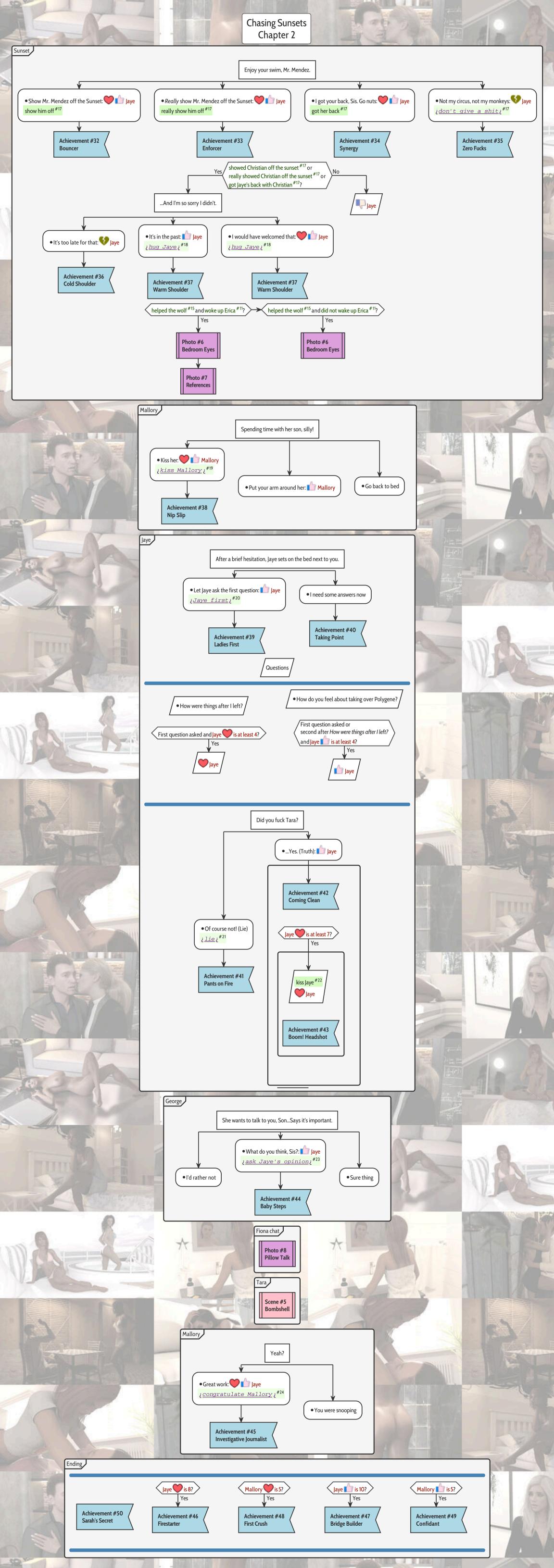


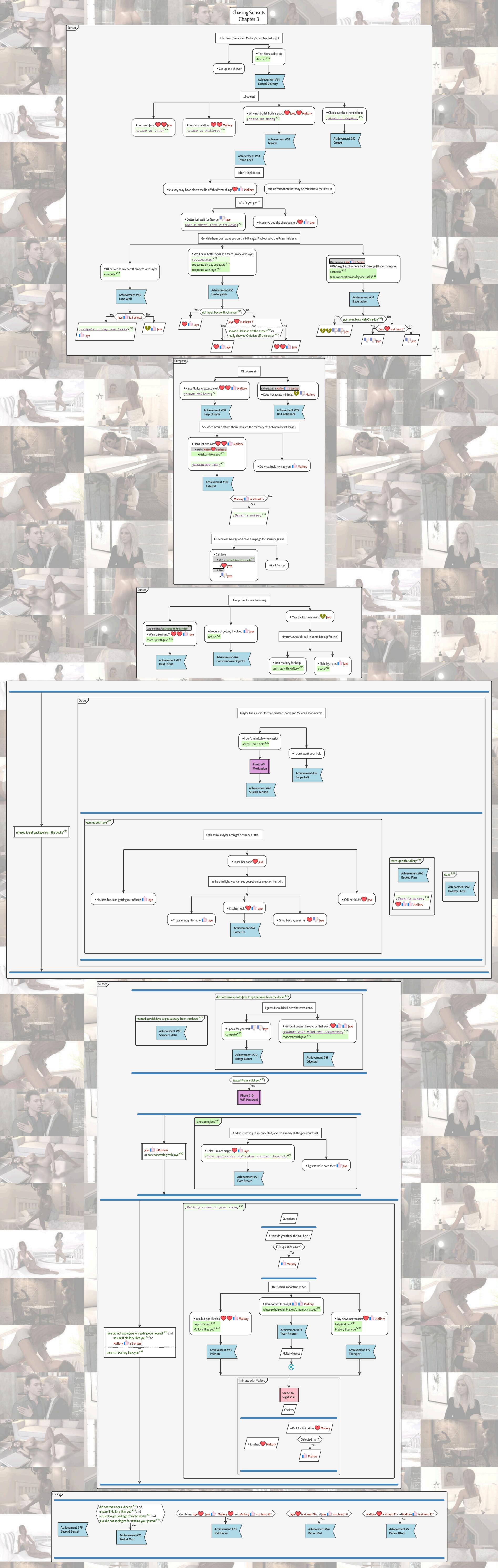


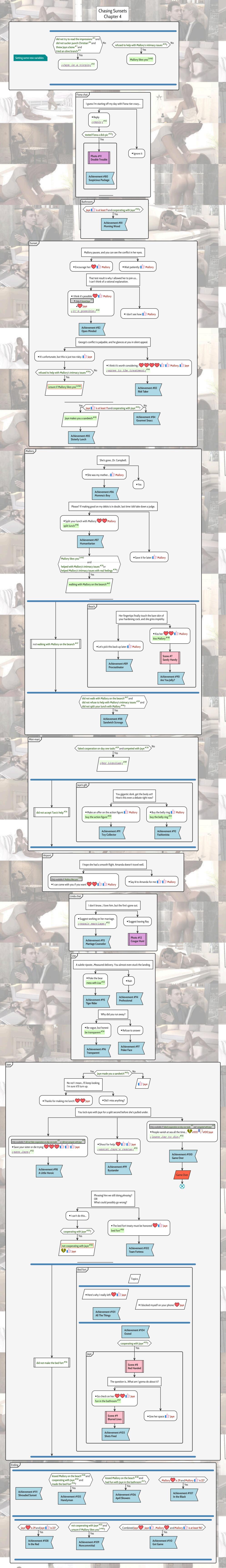


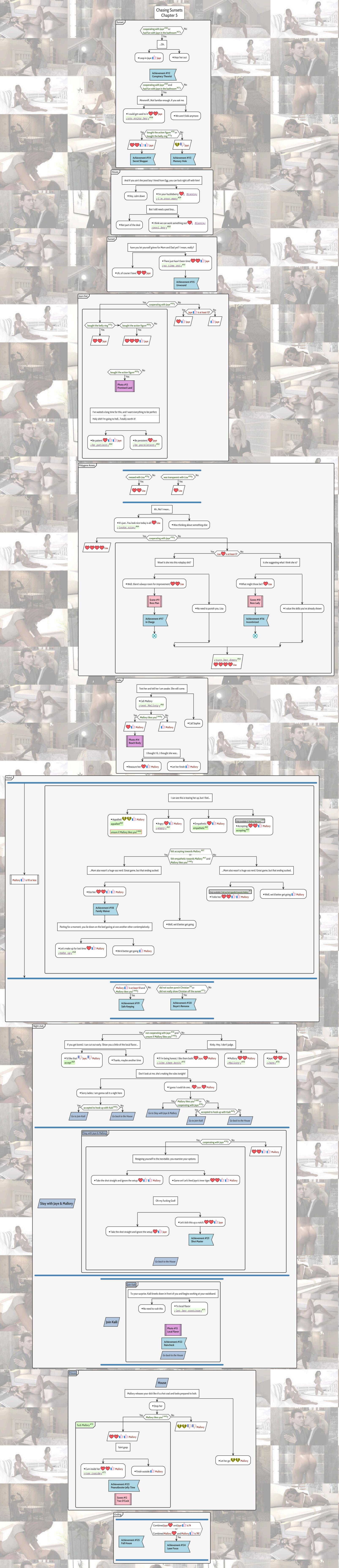


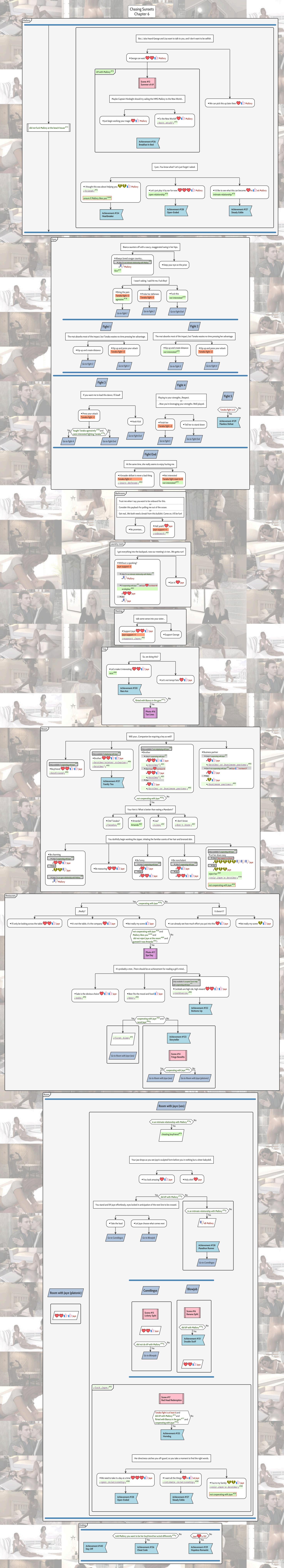


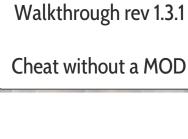












unset variable

check current value

num000

num002

num001

num003

num004

num018

num019

num026

num027

unset variable

bool036 = False

bool037 = False

bool003 = False

bool004 = False

bool013 = False

bool014 = False

bool015 = False

bool005 = False

bool016 = False

bool006 = False

bool007 = False

bool008 = False

bool009 = False

bool017 = False

bool011 = False

bool012 = False

bool030 = False

bool028 = False

bool029 = False

bool031 = False

bool019 = False

bool032 = False

bool033 = False

bool039 = False

bool085 = False

num013 = 0

num008 = 0

bool046 = False

bool038 = False

bool086 = False

bool040 = False

bool049 = False

bool055 = False

bool053 = False

bool047 = False

bool058 = False

bool075 = False

bool070 = False

bool057 = False

bool078 = False

bool056 = False

bool065 = False

bool066 = False

bool067 = False

bool061 = False

bool062 = False

bool076 = False

bool063 = False

bool064 = False

 $num016_1 = False$

bool071 = False

bool072 = False

bool092 = False

bool088 = False

bool081 = False

bool089 = False

bool090 = False

bool091 = False

bool083 = False

bool093 = False

bool079 = False

bool097 = False

bool094 = False

bool084 = False

bool095 = False

bool096 = False

bool100 = False

bool101 = False

bool108 = False

bool102 = False

bool103 = False

bool104 = False

bool110 = False

bool109 = False

bool111 = False

bool105 = False

bool099 = False

num028 = 0

num024 = 0

bool106 = False

bool113 = False

bool107 = False

check current value

persistent.scene_list[0].is_locked

persistent.scene_list[1].is_locked

persistent.scene_list[2].is_locked

persistent.scene_list[3].is_locked

persistent.scene_list[4].is_locked

persistent.scene_list[5].is_locked

persistent.scene_list[6].is_locked

persistent.scene_list[7].is_locked

persistent.scene_list[8].is_locked

persistent.scene_list[9].is_locked

persistent.scene_list[10].is_locked

persistent.scene_list[11].is_locked

persistent.scene_list[12].is_locked

persistent.scene_list[13].is_locked

persistent.scene_list[14].is_locked

persistent.scene_list[15].is_locked

persistent.scene_list[16].is_locked

check current value

persistent.image_list[0].is_locked

persistent.image_list[1].is_locked

persistent.image_list[2].is_locked

persistent.image_list[3].is_locked

persistent.image_list[4].is_locked

persistent.image_list[5].is_locked

persistent.image_list[6].is_locked

persistent.image_list[7].is_locked

persistent.image_list[8].is_locked

persistent.image_list[9].is_locked

persistent.image_list[10].is_locked

persistent.image_list[11].is_locked

persistent.image_list[12].is_locked

persistent.image_list[13].is_locked

persistent.image_list[14].is_locked

persistent.image_list[15].is_locked

persistent.image_list[16].is_locked

check current value

persistent.achievements[0].is_locked

persistent.achievements[1].is_locked

persistent.achievements[2].is_locked

persistent.achievements[3].is_locked

persistent.achievements[4].is_locked

persistent.achievements[5].is_locked

persistent.achievements[6].is_locked

persistent.achievements[7].is_locked

persistent.achievements[8].is_locked

persistent.achievements[9].is_locked

persistent.achievements[10].is_locked

persistent.achievements[12].is_locked

persistent.achievements[13].is_locked

persistent.achievements[14].is_locked

persistent.achievements[15].is_locked

persistent.achievements[16].is_locked

persistent.achievements[17].is_locked

persistent.achievements[18].is_locked

persistent.achievements[19].is_locked

persistent.achievements[20].is_locked

persistent.achievements[21].is_locked

persistent.achievements[22].is_locked

persistent.achievements[23].is_locked

persistent.achievements[24].is_locked

persistent.achievements[25].is_locked

persistent.achievements[26].is_locked

persistent.achievements[27].is_locked

persistent.achievements[28].is_locked

persistent.achievements[29].is_locked

persistent.achievements[30].is_locked

persistent.achievements[31].is_locked

persistent.achievements[32].is_locked

persistent.achievements[33].is_locked

persistent.achievements[34].is_locked

persistent.achievements[35].is_locked

persistent.achievements[36].is_locked

persistent.achievements[37].is_locked

persistent.achievements[38].is_locked

persistent.achievements[39].is_locked

persistent.achievements[40].is_locked

persistent.achievements[41].is_locked

persistent.achievements[42].is_locked

persistent.achievements[43].is_locked

persistent.achievements[44].is_locked

persistent.achievements[45].is_locked

persistent.achievements[46].is_locked

persistent.achievements[47].is_locked

persistent.achievements[48].is_locked

persistent.achievements[49].is_locked

persistent.achievements[50].is_locked

persistent.achievements[51].is_locked

persistent.achievements[52].is_locked

persistent.achievements[53].is_locked

persistent.achievements[54].is_locked

persistent.achievements[55].is_locked

persistent.achievements[56].is_locked

persistent.achievements[57].is_locked

persistent.achievements[58].is_locked

persistent.achievements[59].is_locked

persistent.achievements[60].is_locked

persistent.achievements[61].is_locked

persistent.achievements[62].is_locked

persistent.achievements[63].is_locked

persistent.achievements[64].is_locked

persistent.achievements[65].is_locked

persistent.achievements[66].is_locked

persistent.achievements[67].is_locked

persistent.achievements[68].is_locked

persistent.achievements[69].is_locked

persistent.achievements[70].is_locked

persistent.achievements[71].is_locked

persistent.achievements[72].is_locked

persistent.achievements[73].is_locked

persistent.achievements[74].is_locked

persistent.achievements[75].is_locked

persistent.achievements[76].is_locked

persistent.achievements[77].is_locked

persistent.achievements[78].is_locked

persistent.achievements[79].is_locked

persistent.achievements[80].is_locked

persistent.achievements[81].is_locked

persistent.achievements[82].is_locked

persistent.achievements[83].is_locked

persistent.achievements[84].is_locked

persistent.achievements[85].is_locked

persistent.achievements[86].is_locked

persistent.achievements[87].is_locked

persistent.achievements[88].is_locked

persistent.achievements[89].is_locked

persistent.achievements[90].is_locked

persistent.achievements[91].is_locked

persistent.achievements[92].is_locked

persistent.achievements[93].is_locked

persistent.achievements[94].is_locked

persistent.achievements[95].is_locked

persistent.achievements[96].is_locked

persistent.achievements[97].is_locked

persistent.achievements[98].is_locked

persistent.achievements[99].is_locked

persistent.achievements[100].is_locked

persistent.achievements[101].is_locked

persistent.achievements[102].is_locked

persistent.achievements[103].is_locked

persistent.achievements[104].is_locked

persistent.achievements[105].is_locked

persistent.achievements[106].is_locked

persistent.achievements[107].is_locked

persistent.achievements[108].is_locked

persistent.achievements[110].is_locked

persistent.achievements[111].is_locked

persistent.achievements[112].is_locked

persistent.achievements[113].is_locked

persistent.achievements[114].is_locked

persistent.achievements[115].is_locked

persistent.achievements[116].is_locked

persistent.achievements[117].is_locked

persistent.achievements[118].is_locked

persistent.achievements[119].is_locked

persistent.achievements[120].is_locked

persistent.achievements[121].is_locked

persistent.achievements[122].is_locked

persistent.achievements[123].is_locked

persistent.achievements[124].is_locked

persistent.achievements[125].is_locked

persistent.achievements[126].is_locked

persistent.achievements[127].is_locked

persistent.achievements[128].is_locked

persistent.achievements[129].is_locked

persistent.achievements[130].is_locked

persistent.achievements[131].is_locked

persistent.achievements[132].is_locked

persistent.achievements[134].is_locked

persistent.achievements[135].is_locked

persistent.achievements[136].is_locked

persistent.achievements[137].is_locked

persistent.achievements[138].is_locked

persistent.achievements[139].is_locked

debug_lock_achievement(134) | persistent.achievements[133].is_locked

num023 = 0

num029 = 0

num025 = 0

num021 = 0

num020 = 0

num014 = 0

num015 = 0

num009 = 0

num011_1 = False | num011_1

num007 = 0

check current value

bool036

bool037

bool003

bool004

bool013

bool014

bool015

bool005

bool016

bool006

bool007

bool008

bool009

bool017

bool011

bool012

num007

bool030

bool028

bool029

bool031

bool019

bool032

bool 033

bool039

bool085

num013

num008

bool046

bool038

bool086

bool040

bool049

num009

bool055

num014

bool053

num015

bool047

boo1058

bool075

bool070

boo1057

bool078

bool056

bool065

bool066

bool067

bool061

boo1062

bool076

boo1063

bool064

num016_1

bool071

bool072

bool092

bool088

bool081

bool089

bool090

bool091

bool083

bool093

boo1079

num020

bool097

bool094

num021

bool084

bool095

bool096

bool100

bool101

num025

bool108

bool102

bool103

bool104

bool110

bool109

bool111

bool105

num029

bool099

num028

num024

bool106

num023

bool113

bool107

Chasing Sunsets 0.7a

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

type Shift+O in the game (Hold the SHIFT key and type the letter O). If not, close the game, go to the game directory and either create a file named options.rpy or edit with a simple text editor (e.g.: Notepad) if it already exists. Write the following lines at the end:

First of all, you need to enable the developer console, if you are lucky it is already enabled,

Don't worry, with the developer console you can easily modify in-game variables.

You only need some basic understanding of scripting, no MOD required.

init python: config.developer = True

num003 = value

num004 = value

num018 = value

num019 = value

num026 = value

num027 = value

set variable

bool036 = True

bool037 = True

bool003 = True

bool004 = True

bool013 = True

bool014 = True

bool015 = True

bool005 = True

bool016 = True

bool006 = True

bool007 = True

bool008 = True

bool009 = True

bool017 = True

bool011 = True

bool012 = True

bool030 = True

bool028 = True

bool029 = True

bool031 = True

bool019 = True

bool032 = True

bool033 = True

bool039 = True

 $num011_1 = True$

bool085 = True

cooperate: num013 = 1

compete: num013 = 3

compete: num008 = 1

bool046 = True

bool038 = True

bool086 = True

bool040 = True

bool049 = True

refuse: num009 = 2

alone: num009 = 4

bool055 = True

bool053 = True

bool047 = True

bool058 = True

bool075 = True

bool070 = True

bool057 = True

bool078 = True

bool056 = True

bool065 = True

bool066 = True

bool067 = True

bool061 = True

bool062 = True

bool076 = True

bool063 = True

bool064 = True

 $num016_1 = True$

bool071 = True

bool072 = True

bool092 = True

bool088 = True

bool081 = True

bool089 = True

bool090 = True

bool091 = True

bool083 = True

bool093 = True

bool079 = True

appalled: num020 = 1

angry: num020 = 2empathetic: num020 = 3 accepting: num020 = 4

bool097 = True

bool094 = True

both: num021 = 1

bool084 = True

bool095 = True

bool096 = True

bool100 = True

bool101 = True

bool108 = True

bool102 = True

bool103 = True

bool104 = True

bool110 = True

bool109 = True

bool111 = True

bool105 = True

bool099 = True

Tanaka: num028 = 1

family: num024 = 0

bool106 = True

sake: num023 = 1

beer: num023 = 2cocktails: num023 = 3

bool113 = True

bool107 = True

lock

debug_lock_scene_item(1)

debug_lock_scene_item(2)

debug_lock_scene_item(3)

debug_lock_scene_item(4)

debug_lock_scene_item(5)

debug_lock_scene_item(6)

debug_lock_scene_item(7)

debug_lock_scene_item(8)

debug_lock_scene_item(9)

debug_lock_scene_item(10)

debug_lock_scene_item(11)

debug_lock_scene_item(12)

debug_lock_scene_item(13)

debug_lock_scene_item(14)

debug_lock_scene_item(15)

debug_lock_scene_item(16)

debug_lock_scene_item(17)

intimate relationship: num024 = 1 open relationship: num024 = 2

brother but she wants more: num024 = 3

Amanda: num028 = 2Lisa: num028 = 3don't know: num028

boyfriend: num029 = 1

brother¹: num029 = 2brother²: num029 = 3brother³: num029 = 4

brother or business partner: num029 = 5

business partner: num029 = 6

intimate relationship: num025 = 1

friend but she wants more: num025 = 3

open relationship: num025 = 2

cheating boyfriend: num025 = 4

Mallory: num021 = 2Jaye: num021 = 3

team up with Jaye: num009 = 1

Jaye apologizes: num014 = 1

help if it's real: num015 = 1

help Mallory: num015 = 2 refuse to help: num015 = 3

team up with Mallory: num009 = 3

Jaye apologizes and takes another journal: num014 = 2

cooperate: num008 = 2 fake cooperation: num008 = 3

change your mind and cooperate: num013 = 2

show him off: num007 = 1

really show him off: num007 = 2 don't give a shit: num007 = 3 got her back: num007 = 4

Note: There are 4 spaces before 'config.developer = True' In many cases the game might start correctly once but crash after that.

If that happens delete the file options.rpyc that gets created automatically after starting the game with the file options.rpy present This can be automated on windows with the following script: Chasing Sunsets.cmd

with the following content:

del game\options.rpyc start "" "Chasing Sunsets.exe"

Start the game and load a savegame, type SHIFT+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 num000 Jaye love points num000 = value

num002 Jaye trust points

num002 = valuenum001 Mallory love points num001 = value

num003 Mallory trust points num004 Walter trust points num018 Bianca love points

num019 Lisa love points num026 Tanaka fight num₀₂₇ Jaye support

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 throw a bone #1

read the impressions #3

<u>investigate</u>;^{#9};

¿<u>wake Linda</u>;#10

olive branch #2

Game Decisions Variables

label: The label as found in the walkthrough

sucker punch #4 ¿Jaye run the company; #5 ¿both involved;#6 *irun the company;* #7 <u>¿kind</u>;#8

wake Erica #11 isleep;#12 ¿<u>creampie</u>;^{#13} ¿tease Mallory; #14 help the wolf #15

how Christian get off the sunset #17 ¿hug Jaye; #18 ¿kiss Mallory; #19

¿kiss Mallory; #16

working with Jaye #28 day one tasks #29 cooperate with Jaye #30 ¿trust Mallory; #31

¿encourage her; #32 Mallory likes you #33 <u>¿Sarah's notes</u>;^{#34}

accept Tara's help #36

Mallory's intimacy issues #39

¡Jaye is a virgin¡^{#41}

¿agree to the treatment; #44

walking with Mallory on the beanch #47

¿<u>it's possible</u>; #43

Jaye makes you a sandwich #45

Mallory likes you^{2 #40}

¿ reply ; #42

split lunch #46

kiss Mallory #48

¿buy LiquiLax; #49

buy the action figure #50

¿repair marriage;#52

buy the belly ring $^{\#51}$

mess with Lisa #53

be transparent #54

bed fort #56

¿<u>save Jaye</u>;^{#55}

fun in the bathroom #57

¿you enjoy her;#58

¿<u>I'm your man</u>;#59

¿no time yet;#61

¿be patient; #62

<u>¿looks nice</u>;^{#64}

¿be persistent; #63

<u>turn her down; #65</u>

¿text Mallory;#66

<u>imake up</u>;#68

fuck Mallory #72

¿cum inside; #73

¿butt stuff;#75

Mallory's relationship #76

69 with Mallory #74

flirt #77

agressive #78

not interested #79

¿onboard;#81

roleplay #82

race #84

<u>¿learn defense</u>;#80

¿support Jaye;#83

unknown caller guess #87

reject her #89

<u>¿drink order;#90</u>

¿<u>first kiss</u>;^{#91}

¿fuck Jaye;#92

Unlock scenes

title: The scene title

number

3

8

9

10

11

12

13

14

15

16

17

Unlock photos

title: The photo title

number

2

5

6

8

10

11

12

13

14

15

16

17

number: The photo number

title

D-Day

All Apologies

Nom! Nom!

Scene of the Crime

First Class Service

Bedroom Eyes

References

Pillow Talk

Motivation

Wifi Password

Double Trouble

Cougar Hunt

Promised Land

Beach Body

Local Flavor

Tan Lines

Spa Day

number: The achievement number

unlock: what to type in the developer console to unlock it **lock**: what to type in the developer console to lock

Unlock achievements

title: The achievement title

title

Legal Eagle

O Solo Mia

Peacemaker

Instigator

Diary Ahh!

Punchable Face

White Knight

Puppy Love

Pinky Swear

Stage Setter

Like a Boss

United Front

Hater Button

Icebreaker

Gumshoe

Cockblocker

Cherry Thief

Trench Run

Busted

Naturalist

Kiss and Run

Radar Love

Positive Reinforcement

Smooth Operator

Reliable Source

Body Spray Blues

Bouncer

Enforcer

Synergy

Nip Slip

Ladies First

Taking Point

Pants on Fire

Coming Clean

Baby Steps

Firestarter

First Crush

Confidant

Creeper

Greedy

Teflon Chef

Unstoppable

Lone Wolf

Backstabber

Leap of Faith

No Confidence

Suicide Blonde

Catalyst

Swipe Left

Dual Threat

Backup Plan

Donkey Show

Semper Fidelis

Bridge Burner

Even Steven

Therapist

Intimate

Twat-Swatter

Rocket Man

Bet on Red

Bet on Black

Pathfinder

Second Sunset

Morning Wood

Open Minded

Gourmet Snacc

Sisterly Lunch

Momma's Boy

Humanitarian

Procrastinator

Are You Jelly?

Toy Collector

Marriage Counselor

Fashionista

Professional

Tiger Rider

Transparent

Poker Face

Bystander

Game Over

All The Things

Team Fortress

Shots Fired

Handyman

April Showers

In the Black

In the Red

Got Game

Noncommittal

Shrouded Sunset

Memory Hole

Secret Shopper

Unwound

In Charge

Incentivized

Family Waiver

Safe Keeping

Shot Master

Raincheck

Laser Focus

Full House

Breakfast In Bed

Steady Eddie

Open-Ended

Race Ace

Double Stuff

Bottoms Up

Storyteller

Horndog

Heartbreaker

Cheat Code

Family Ties

Day Off

Marathon Runner

Hopeless Romantic

Flawless Defeat

Buyer's Remorse

Peanutbooter Jelly Time

Conspiracy Theorist

Outed

A Little Heroic

Sandwich Scrooge

Risk Taker

Suspicious Package

Game On

Edgelord

Conscientious Objector

Bridge Builder

Sarah's Secret

Special Delivery

Boom! Headshot

Investigative Journalist

Zero Fucks

Cold Shoulder

Warm Shoulder

Surprise Buttsex

Bros Before Hoes

Conservationist

Abdicator

The Black Sheep

number

3

5

8

9

10

11

13

15

16

17

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140

number: The scene number

title

Reminiscing

Cherry Pie

Bombshell

Night Visit

Sandy Handy

Red Handed

Blurred Lines

Boss Lady

Boss Man

Two O'Cock

Summer of 69

Fringe Benefits

Lickety Split

Banana Split

Red Head Redemption

unlock: what to type in the developer console to unlock it

lock: what to type in the developer console to lock

The Italian Job

Memory Lane

unlock: what to type in the developer console to unlock it

check current value: what to type in the developer console to check the current value

unlock

unlock_scene_item(1)

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check current value: what to type in the developer console to check the current value

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check current value: what to type in the developer console to check the current value

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unlock

lock: what to type in the developer console to lock

¿hotel introduction; #85

¿brother/sister roleplay;#86

¿Jaye's relationship;#88

accept #69

feelings towards Mallory's discovery #67

¿which one you like; #70

<u>¿let her continue</u>;#71

¿pool boy;#60

Jaye apologizes #37

recover Polygene property from the docks #35

¿Mallory comes to your room; #38

¿Jaye first;#20 ¿<u>lie</u>;#21 kiss Jaye #22 <u>iask Jaye's opinion</u>;#23 ¿congratulate Mallory;#14 dick pic #25 ¿stare at Jaye;#26 ¿don't share info with Jaye;#27