

# Chasing Sunsets 0.7a Walkthrough rev 1.3.1

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## Chasing Sunsets

By Stone Fox Studios

<https://www.patreon.com/stonefoxstudios>



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 Love point   : -1 Love point

: +1 Trust point   : -1 Trust 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

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:

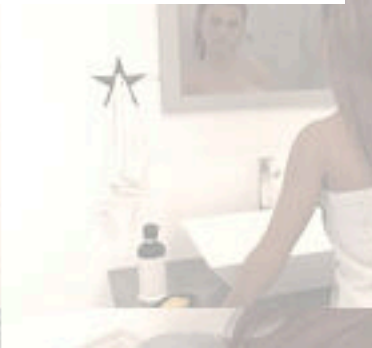
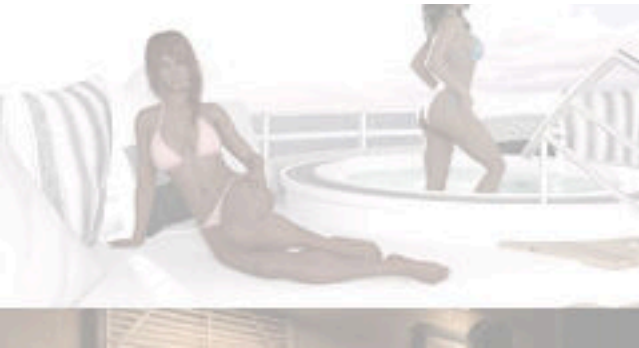
*did not agree* #55

Check the last page of the walkthrough to learn how you can use the developer console to cheat alter their value for your benefit: Cheat without a MOD ([link](#)).

Enjoy the game!

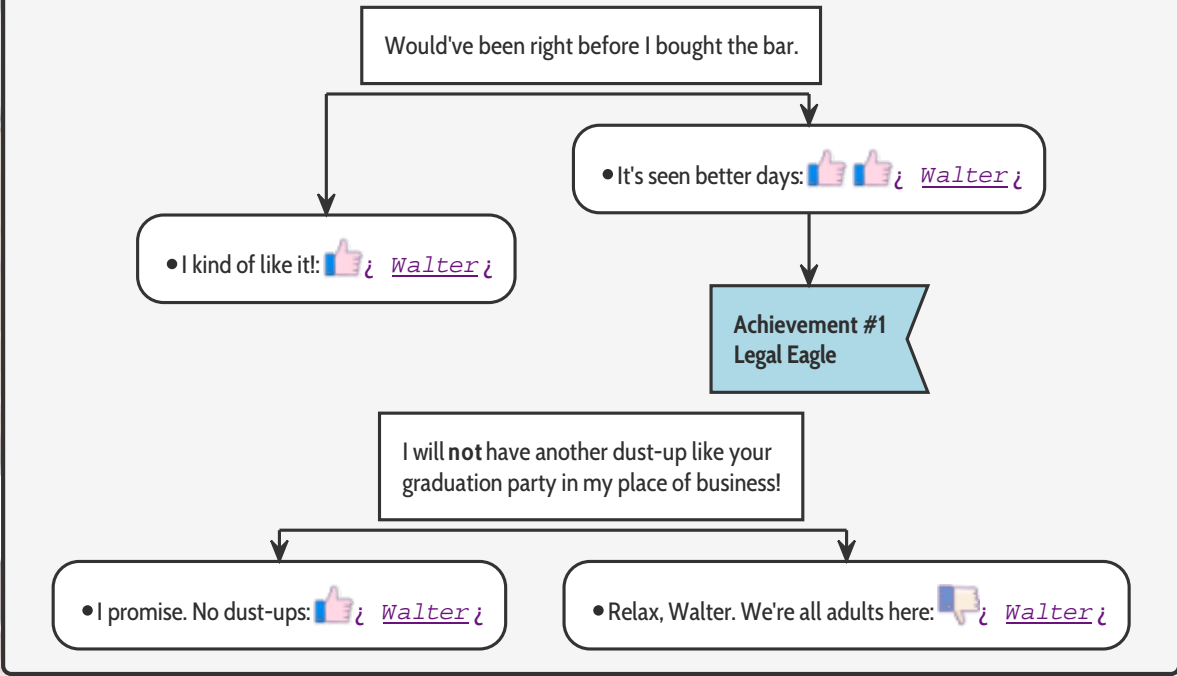
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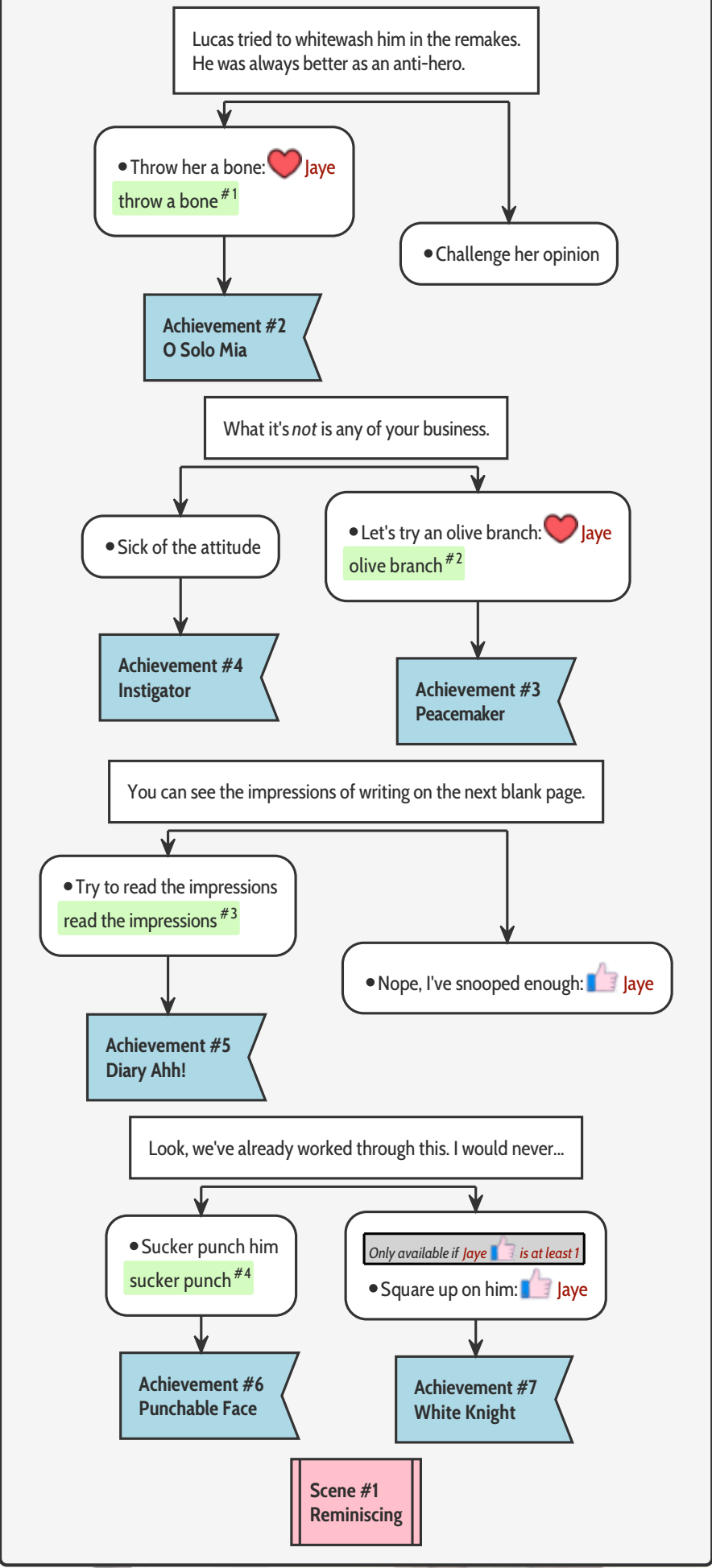


# Chasing Sunsets Prologue

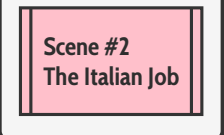
Pub



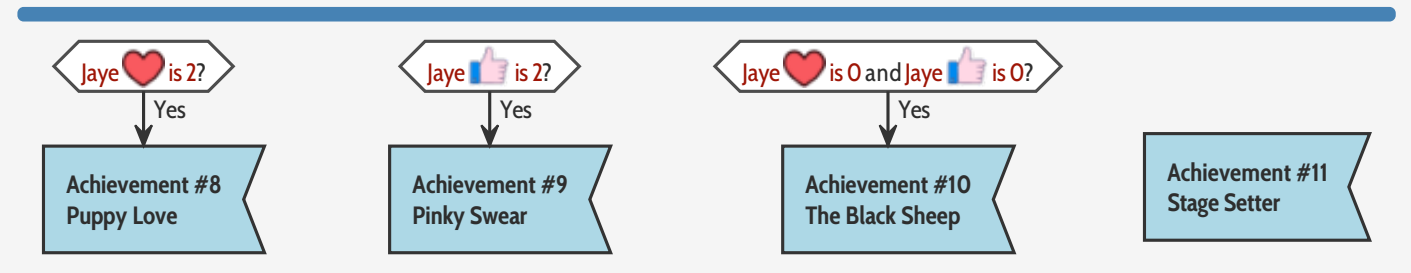
Jaye



Sicily

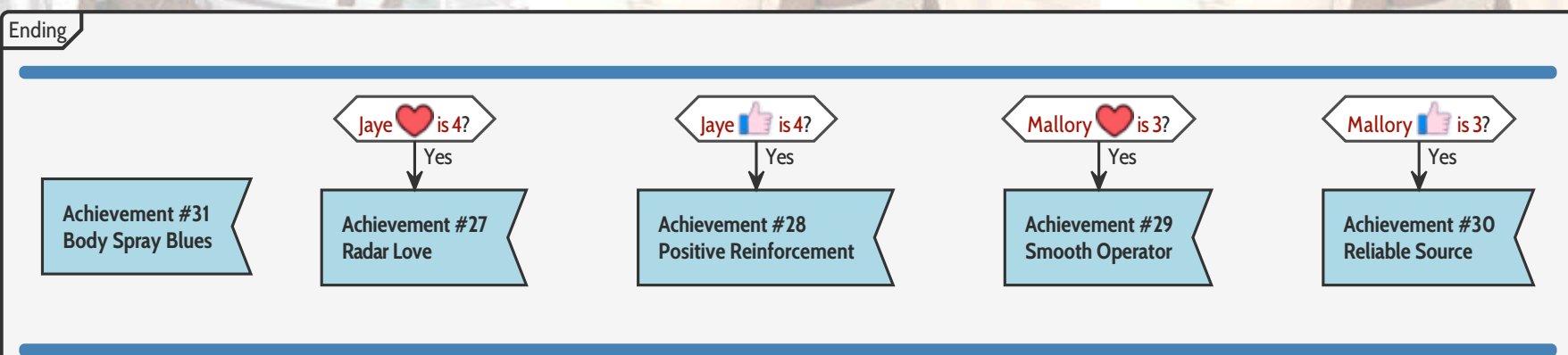
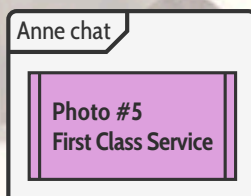
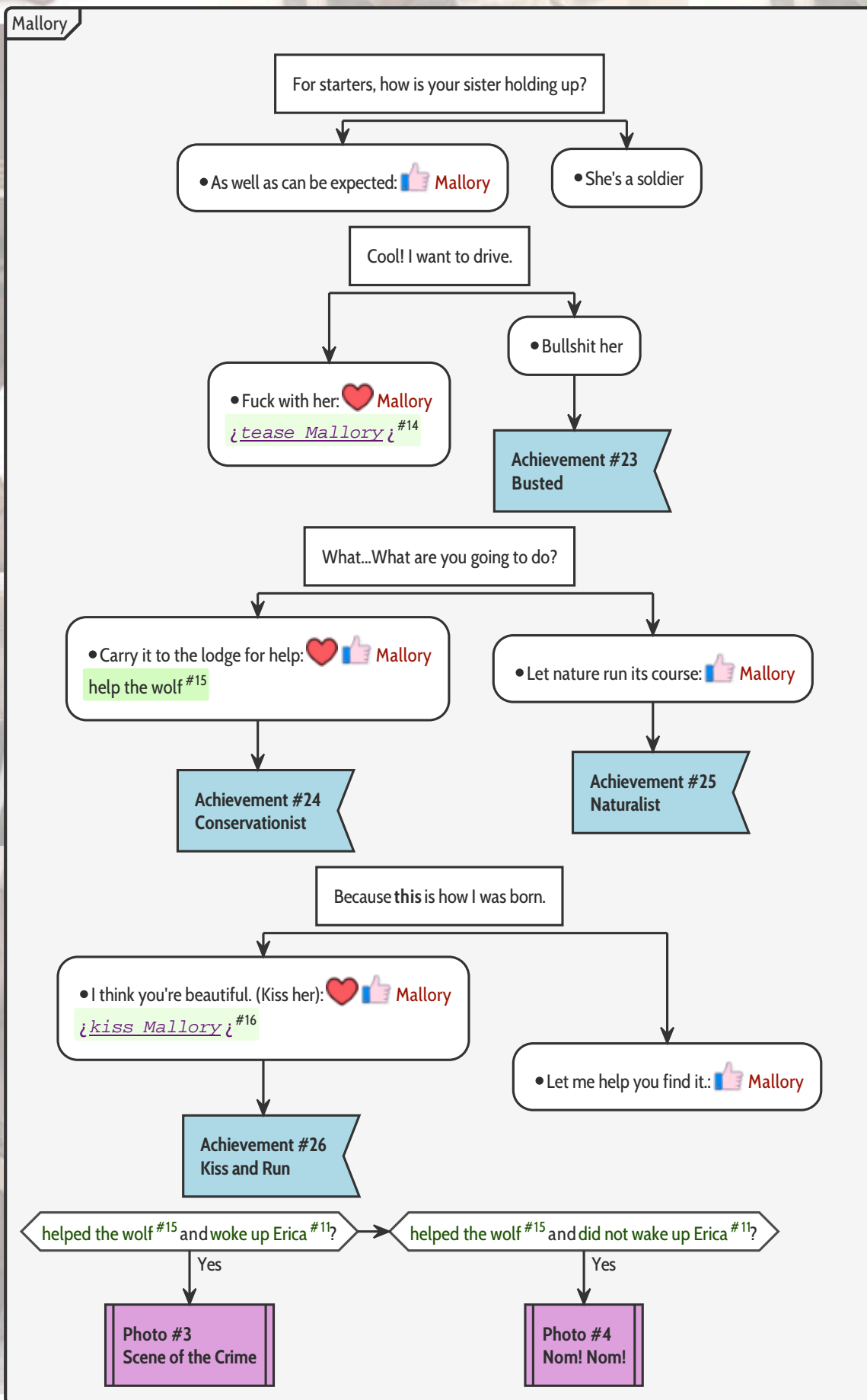
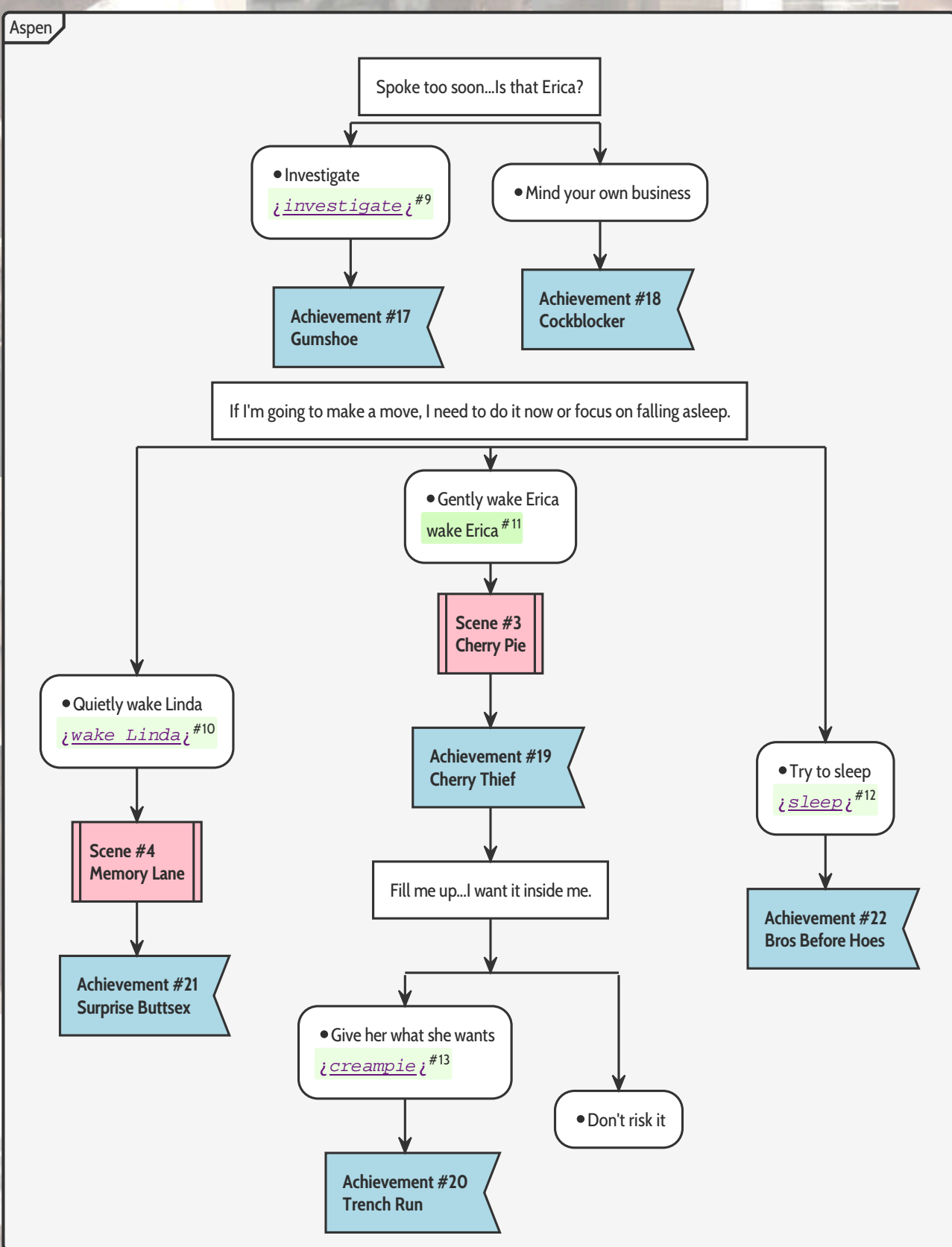
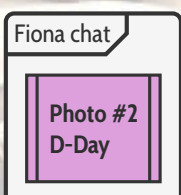
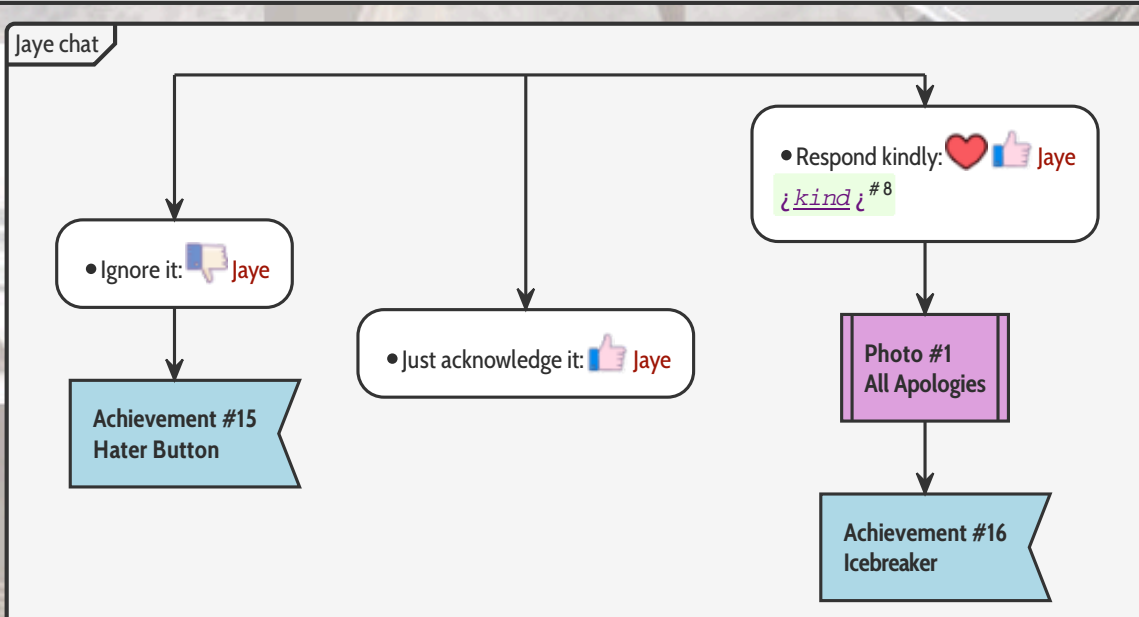
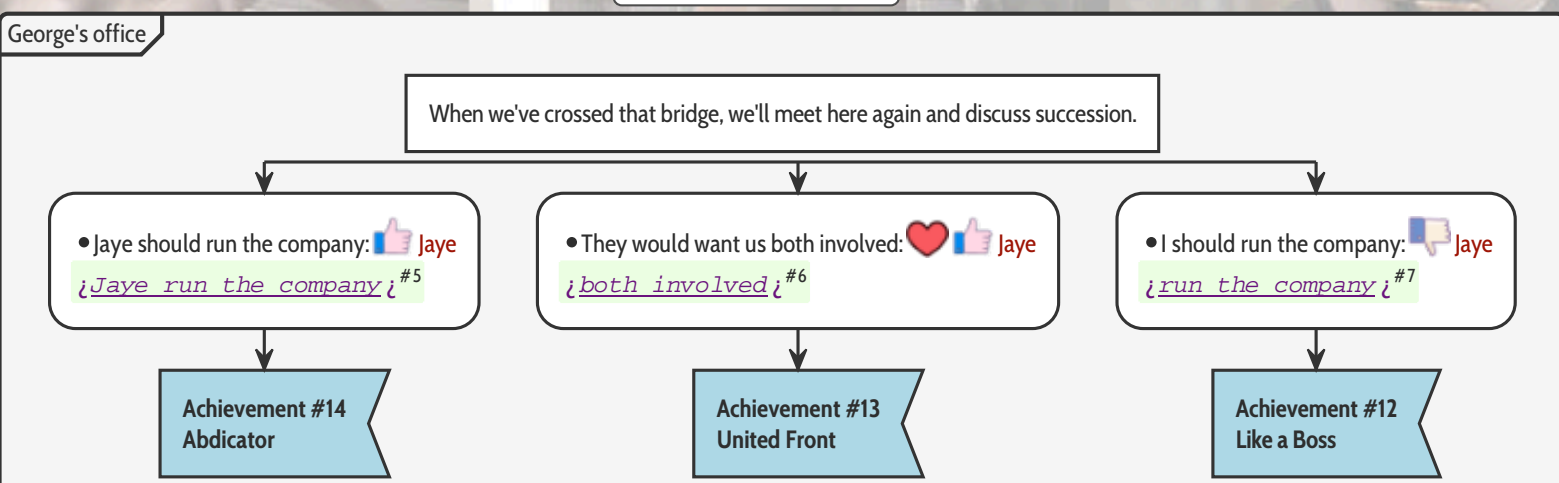


Ending



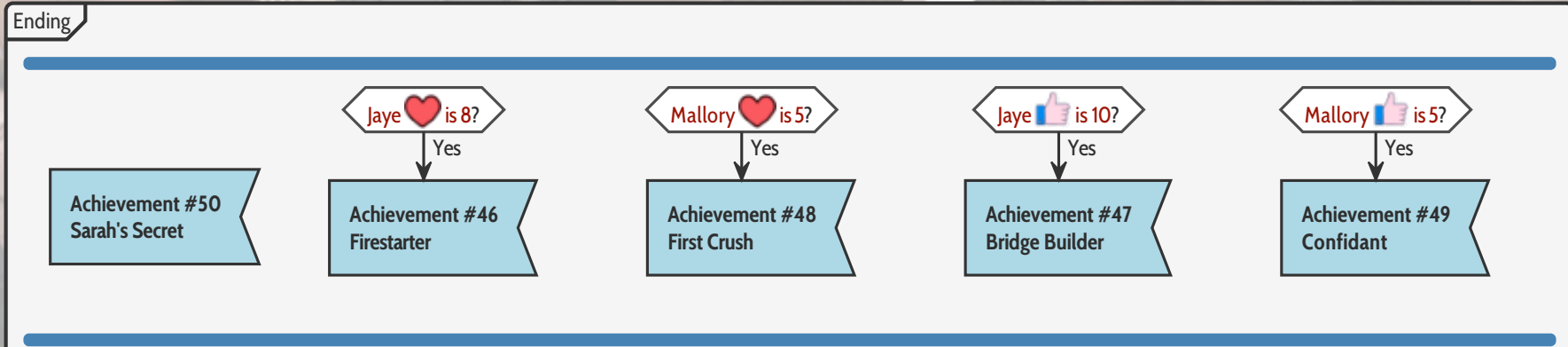
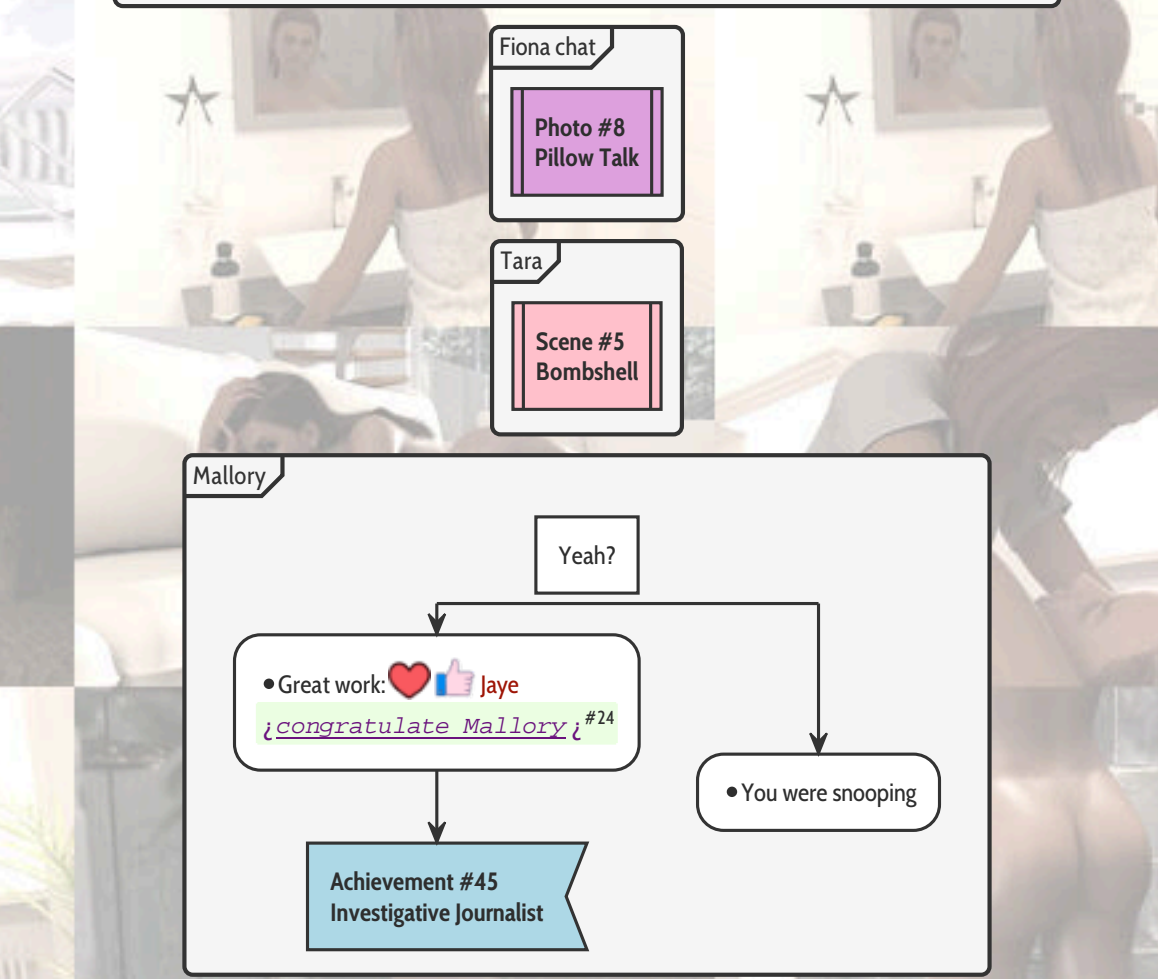
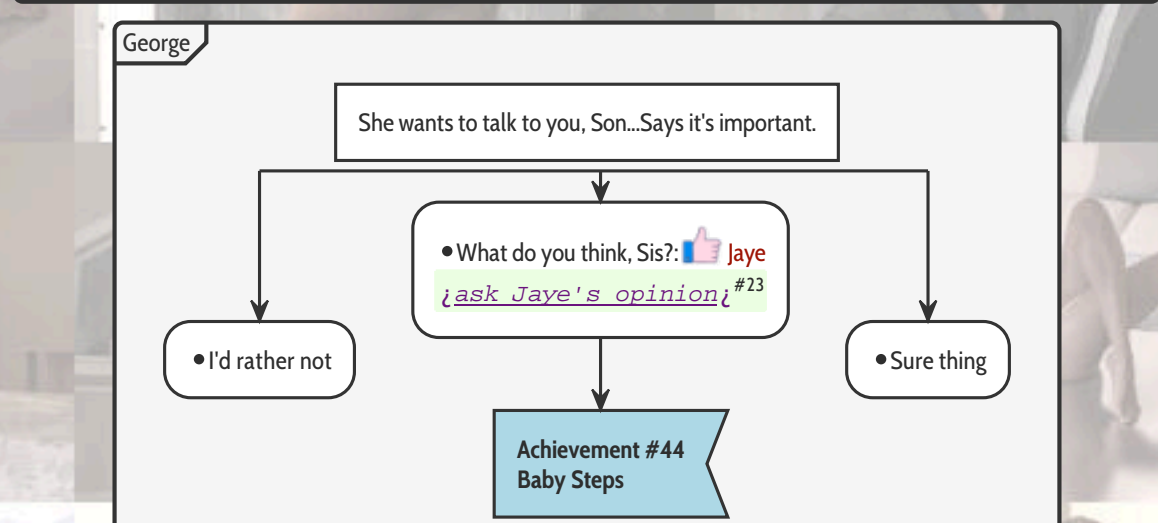
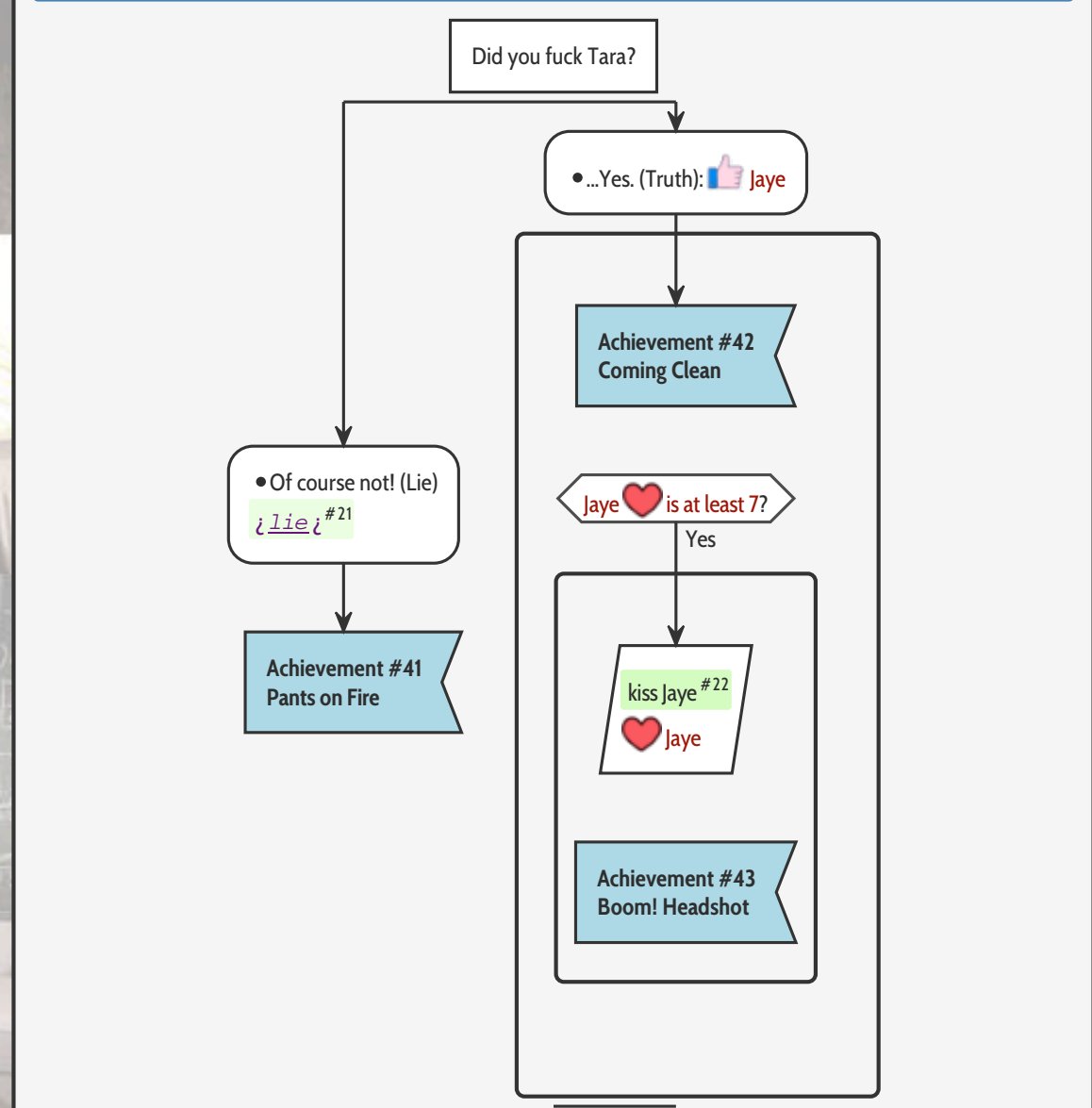
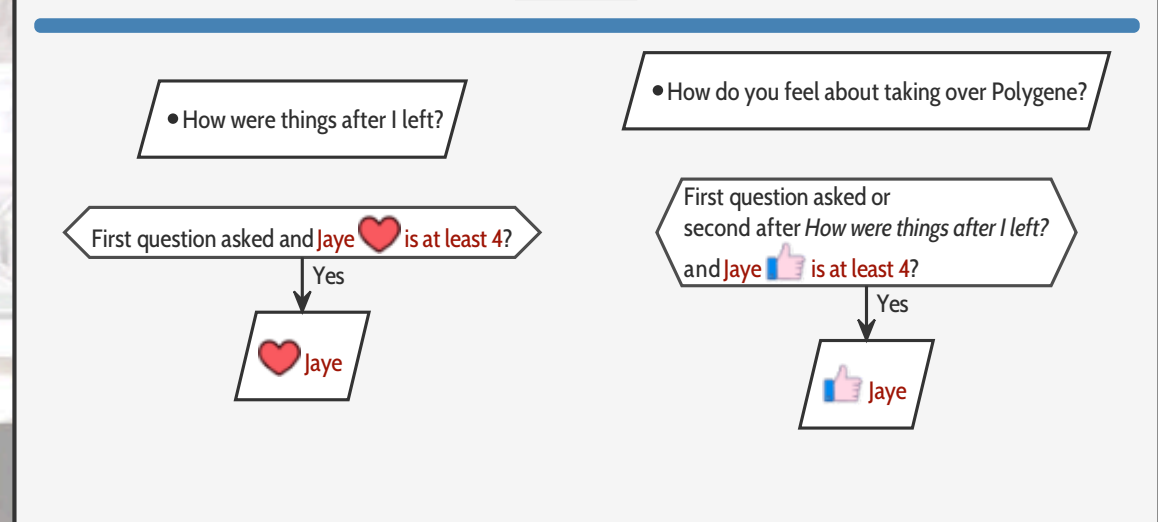
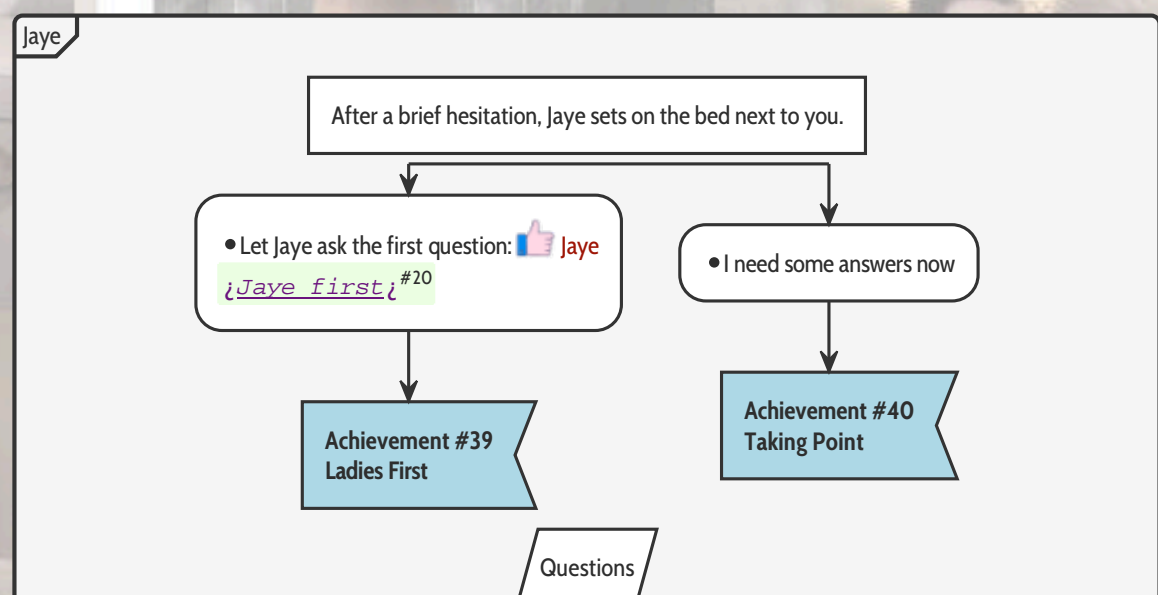
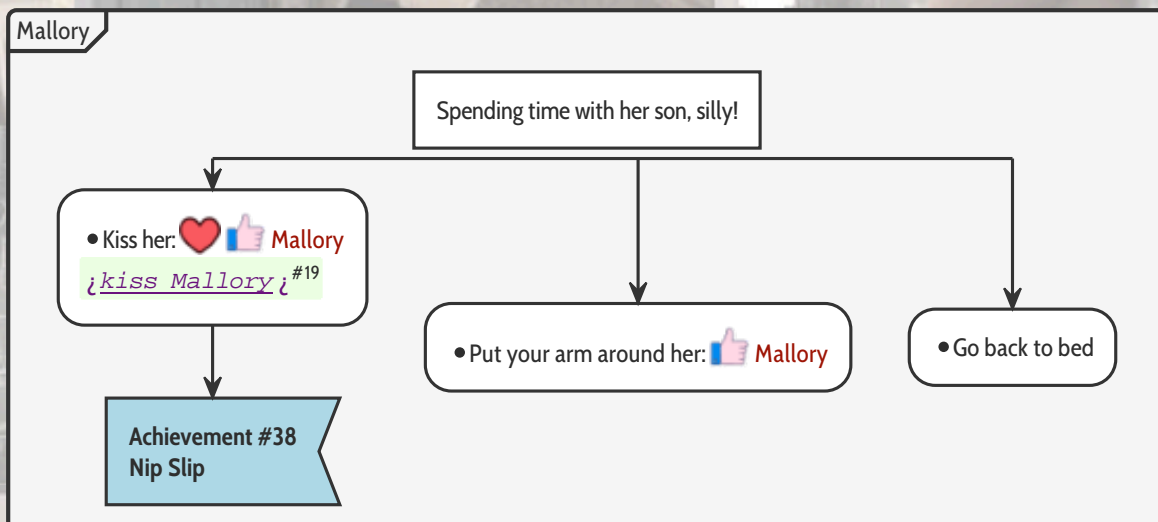
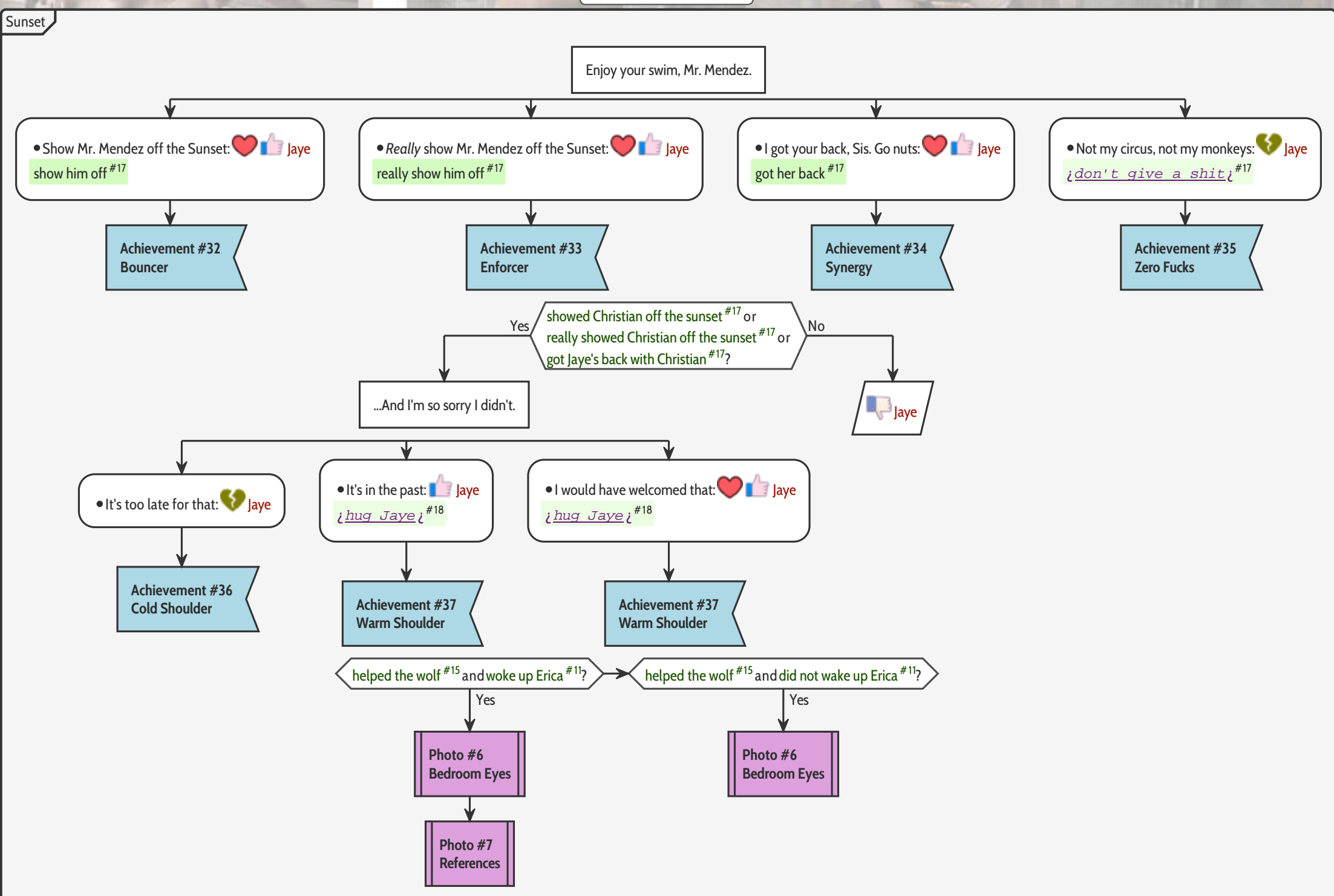


# Chasing Sunsets Chapter 1



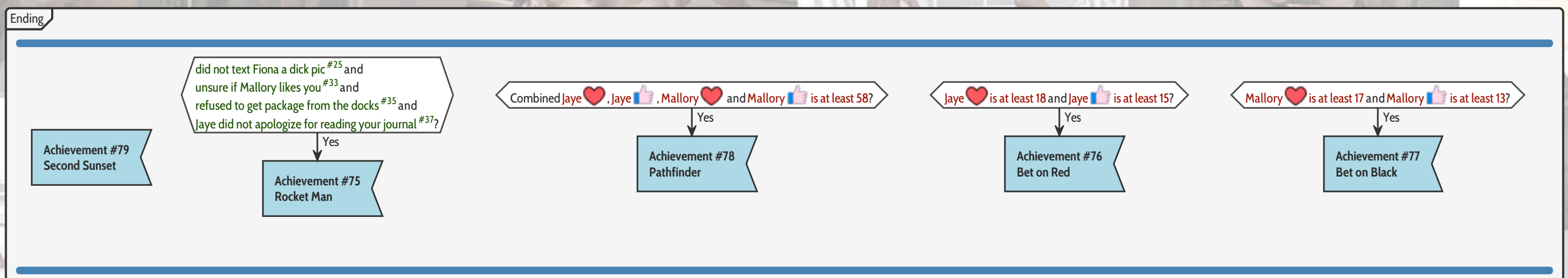
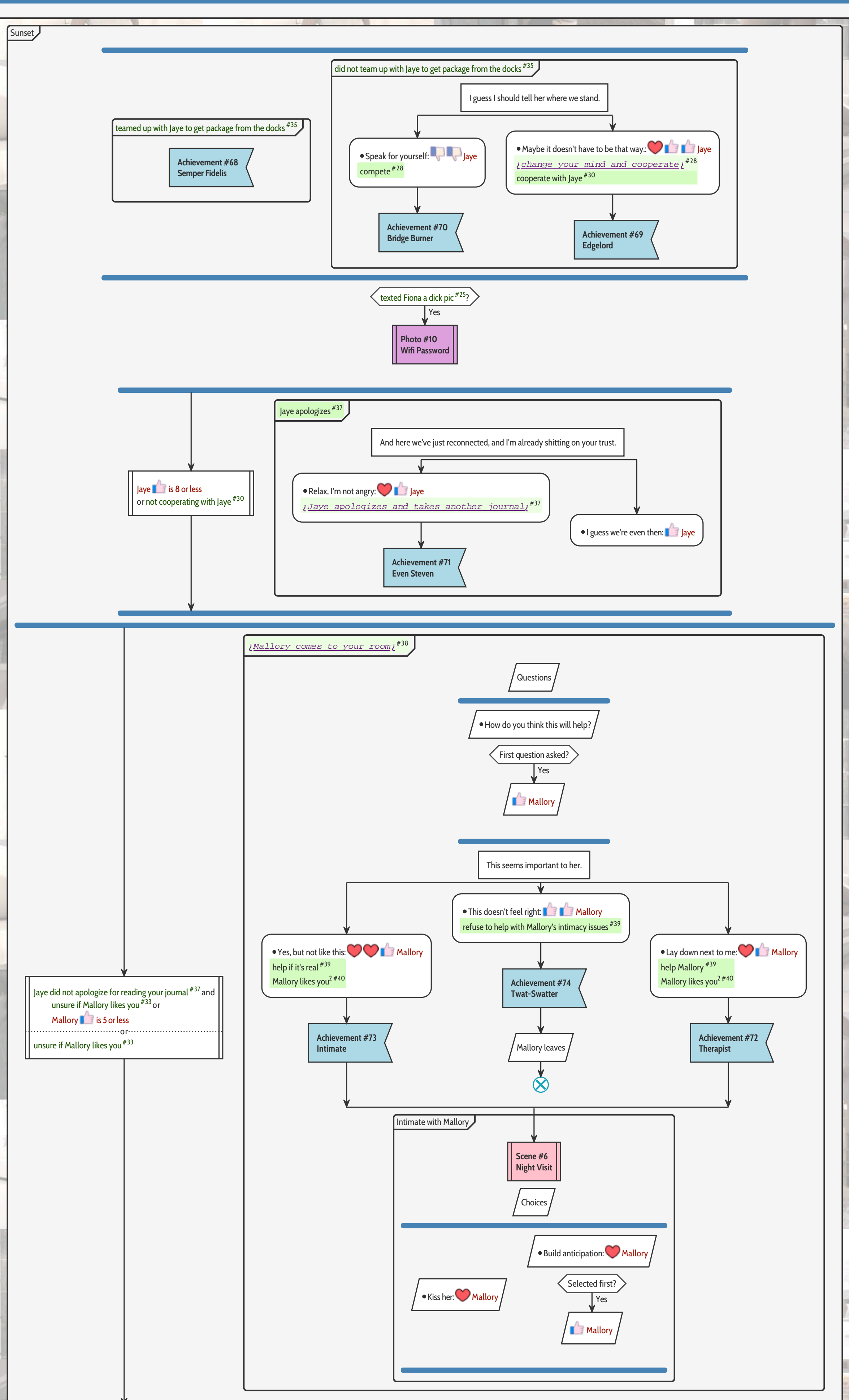
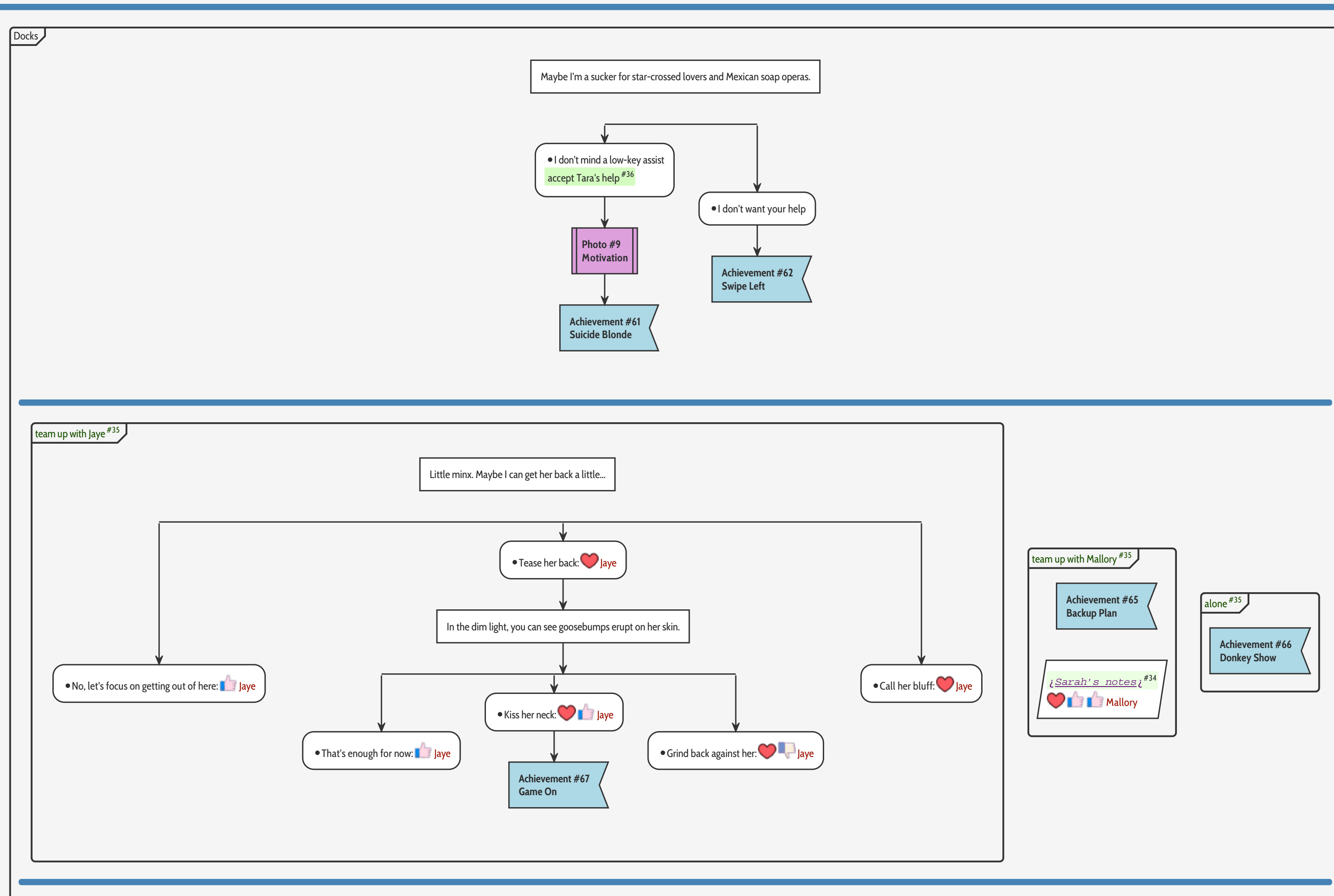
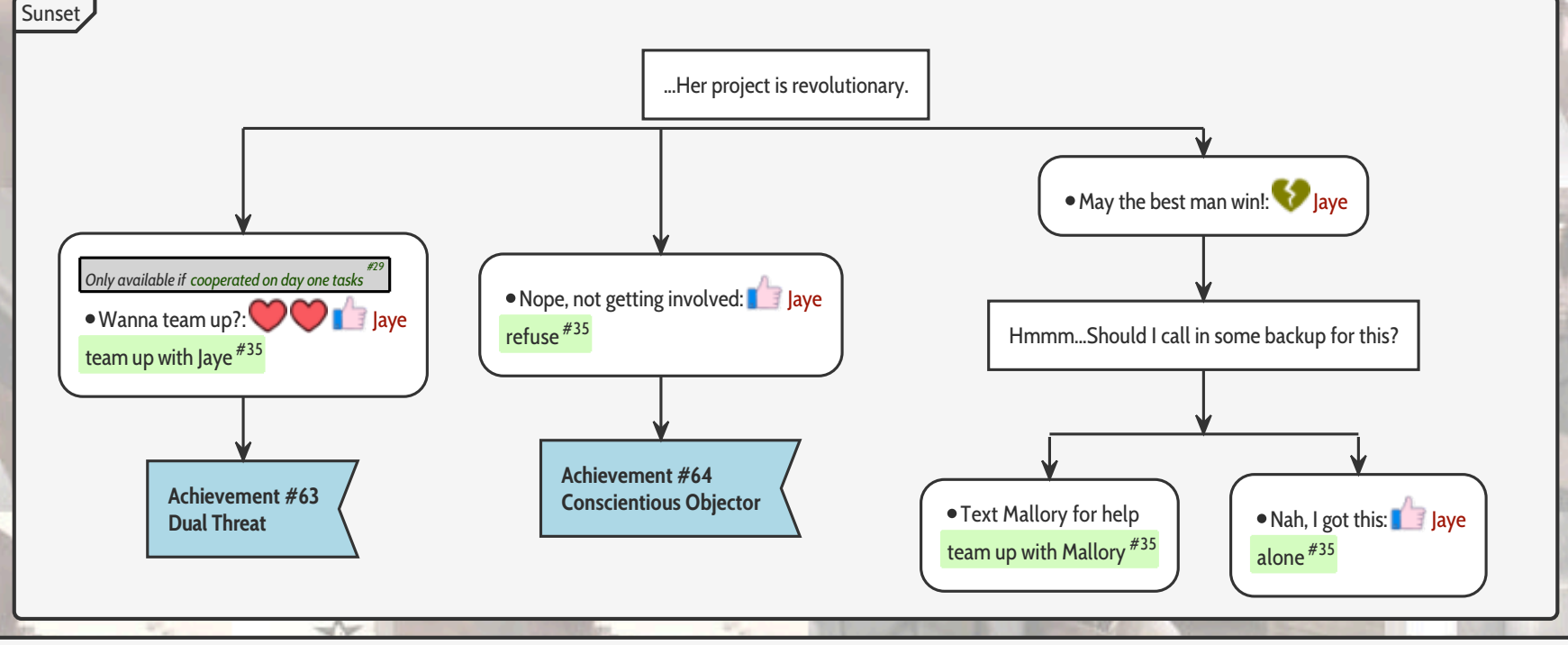
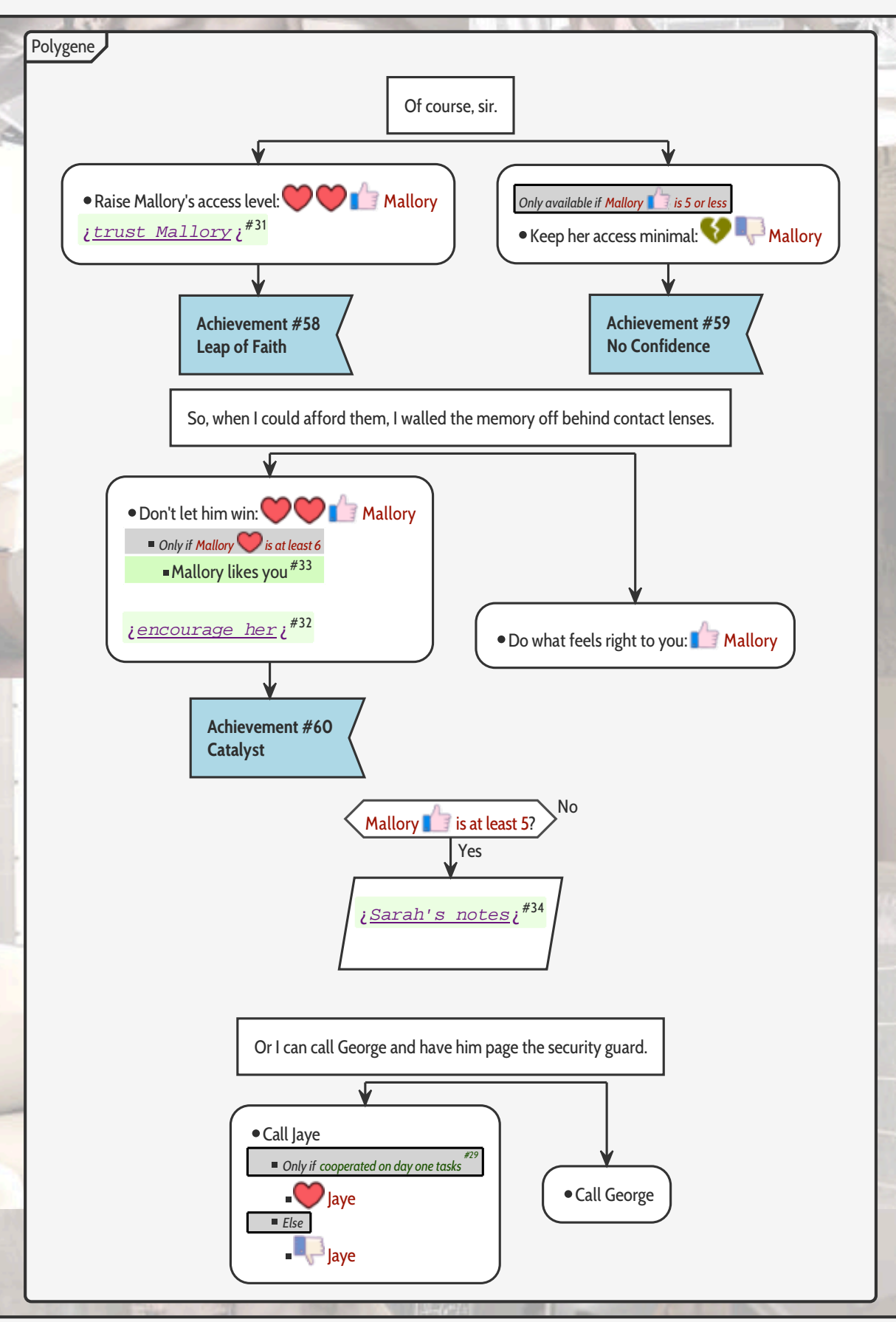
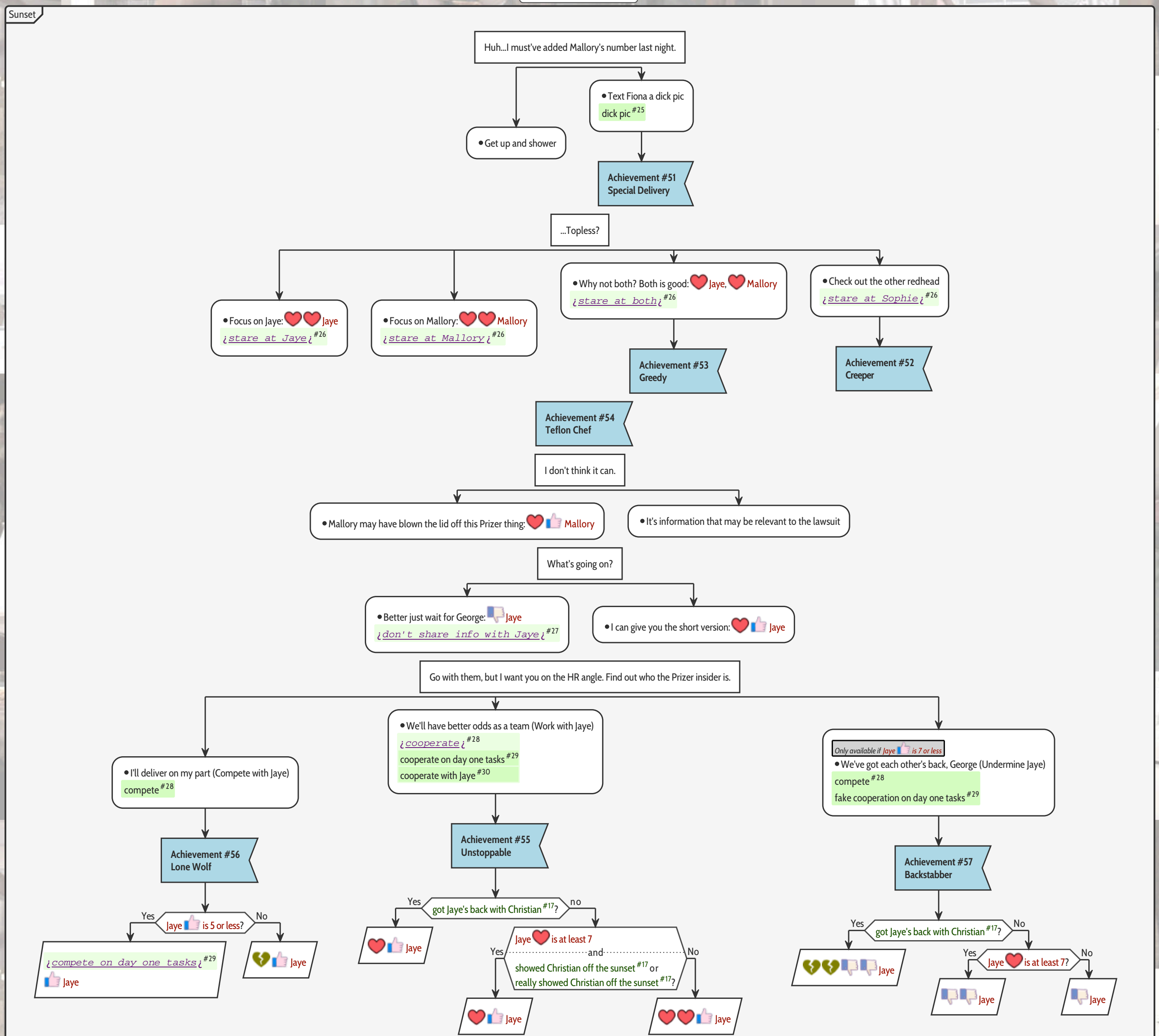


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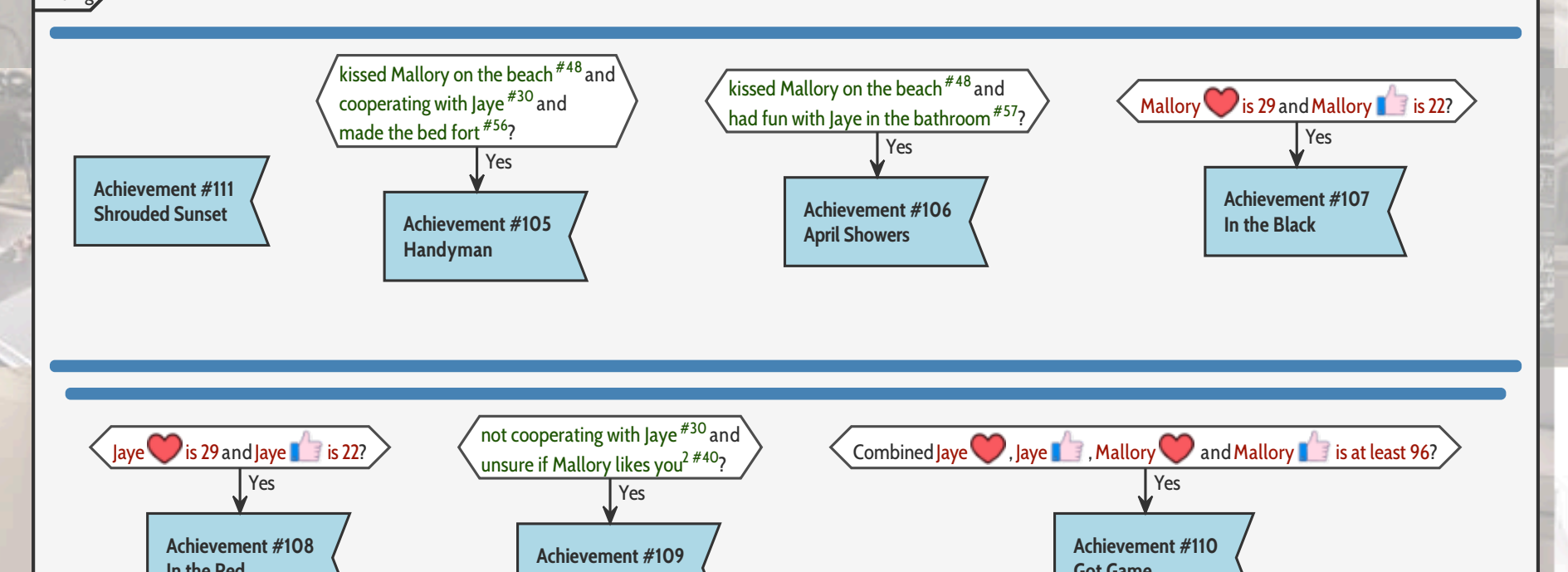
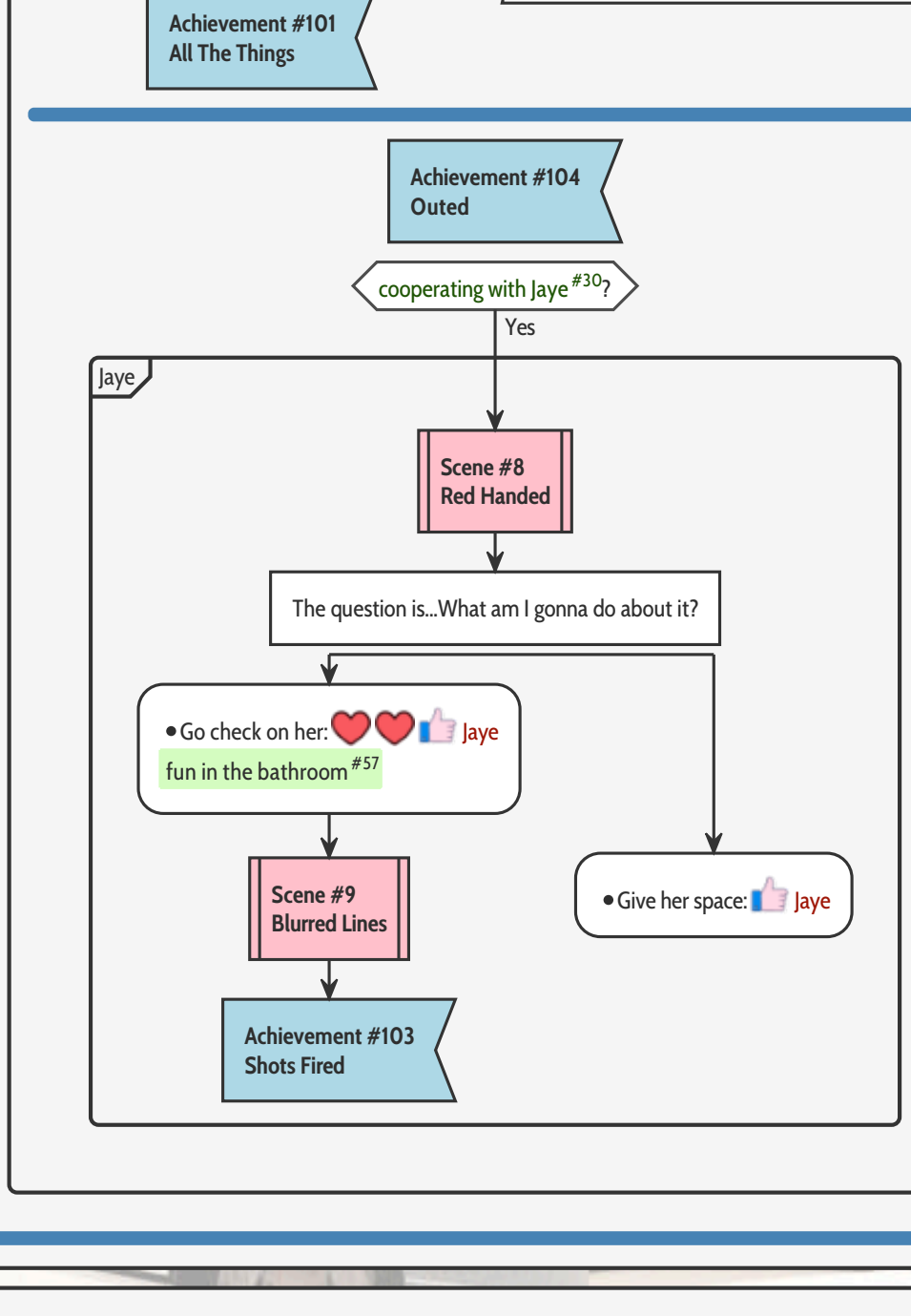
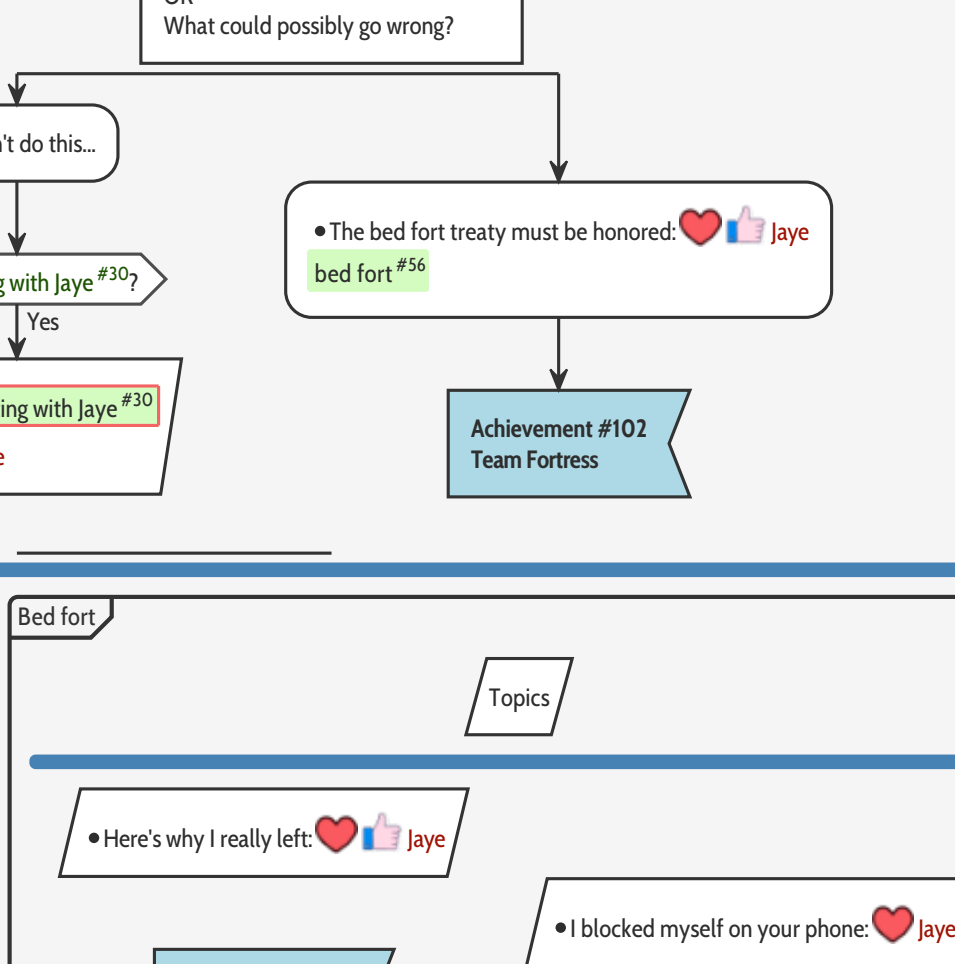
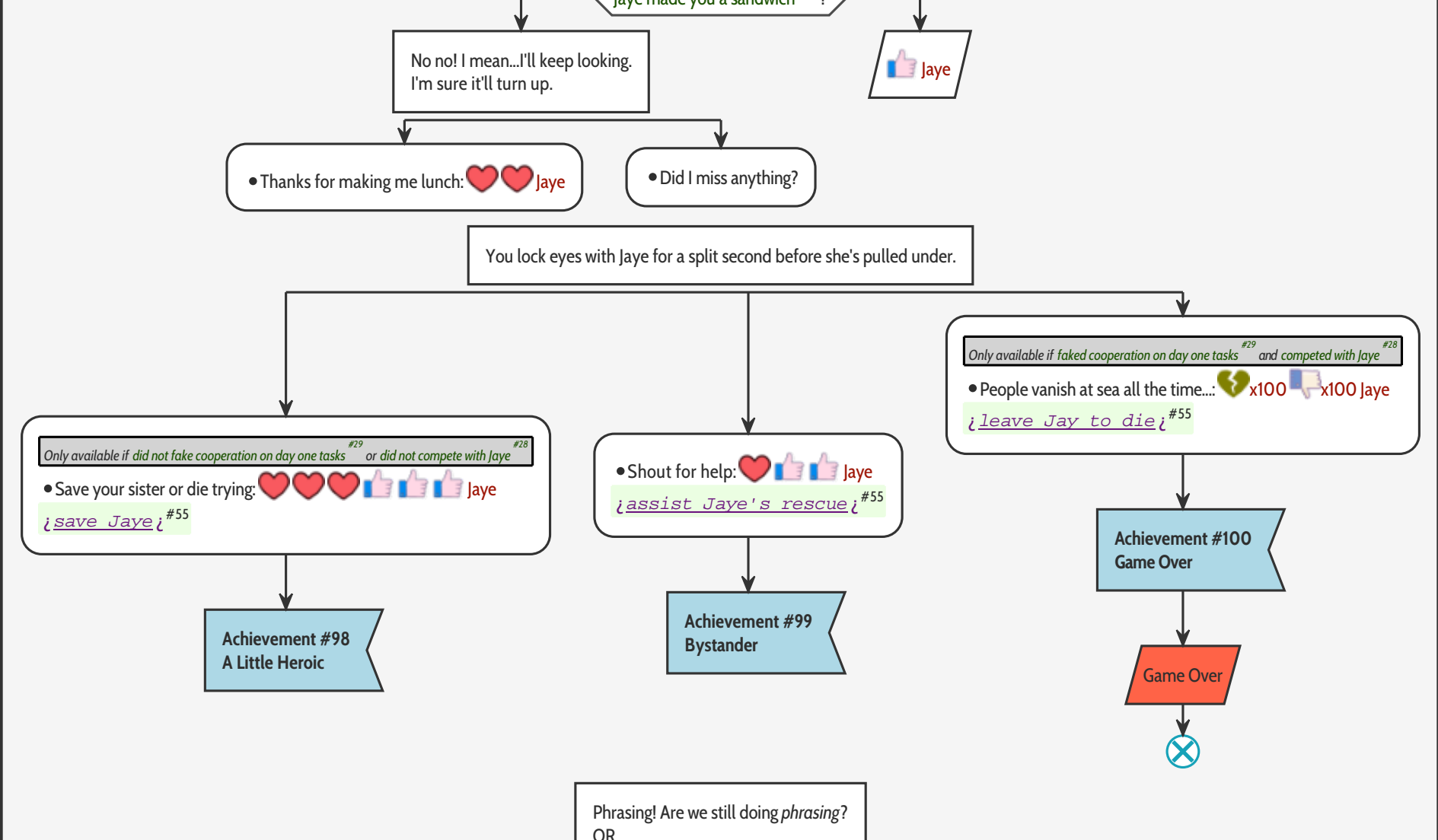
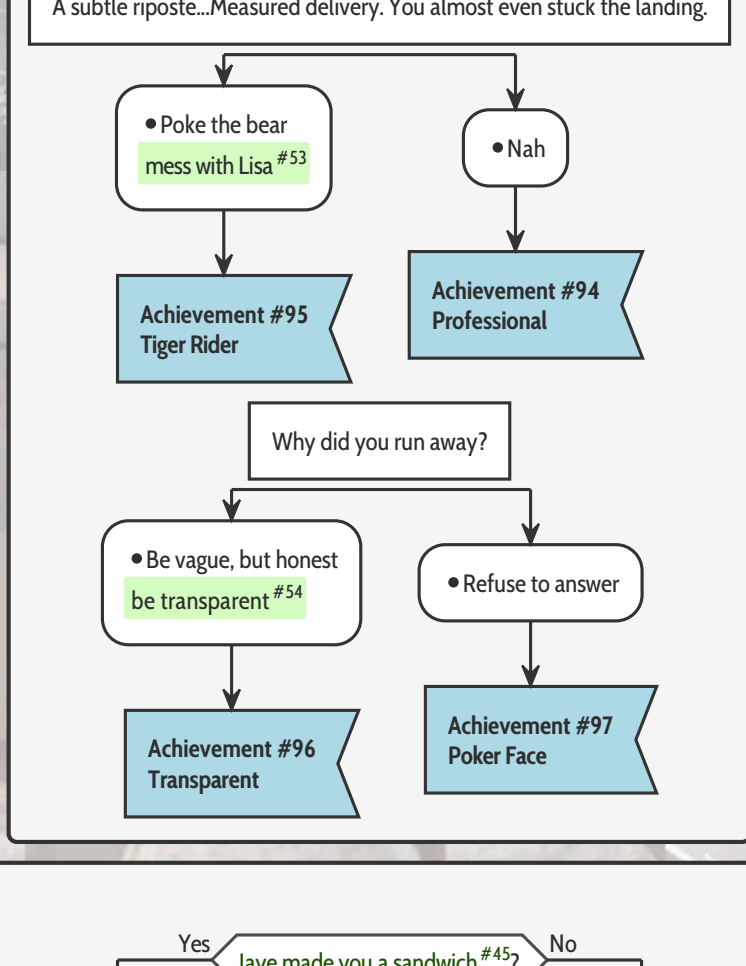
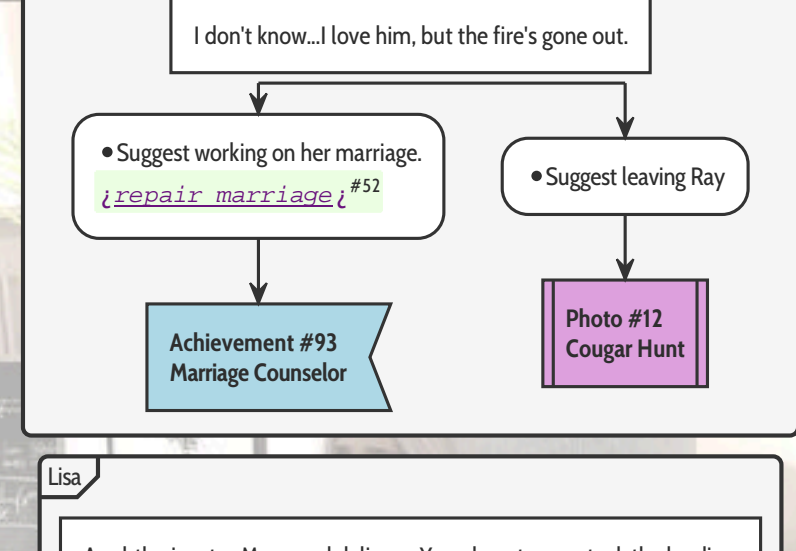
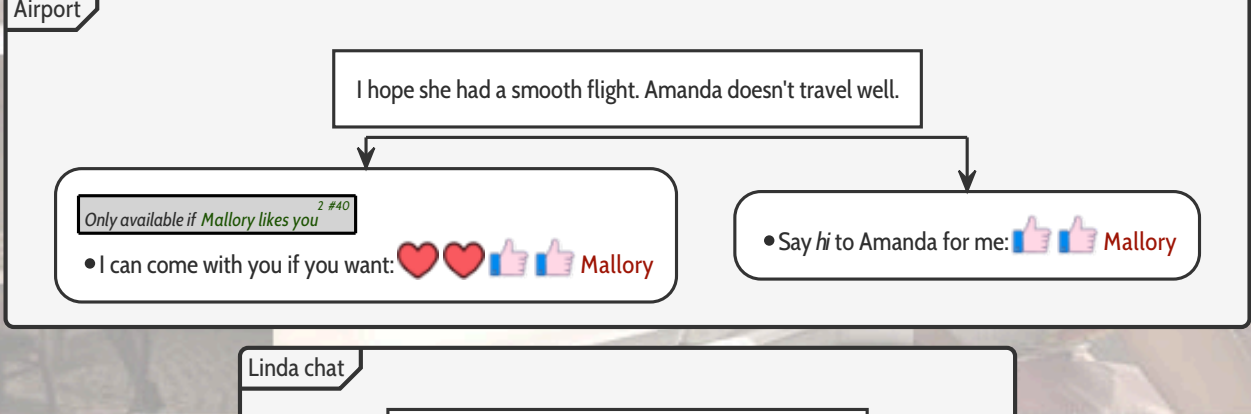
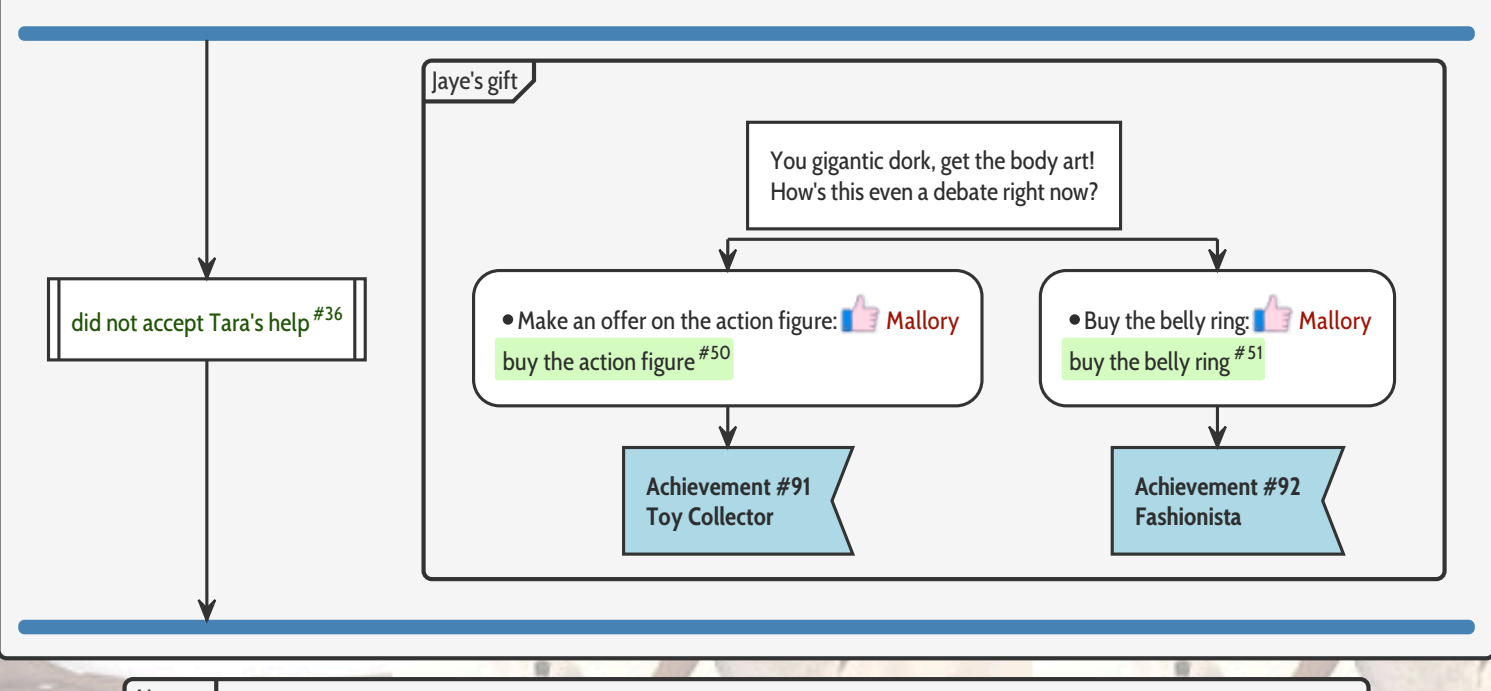
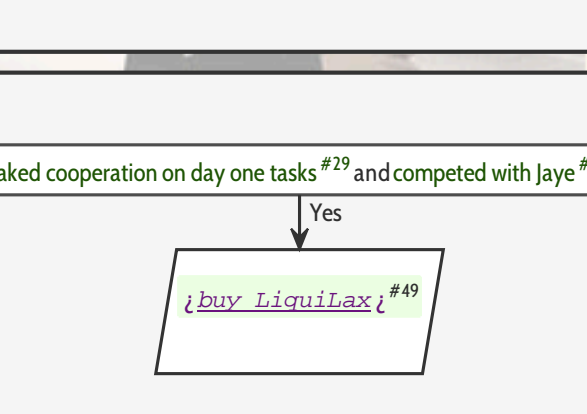
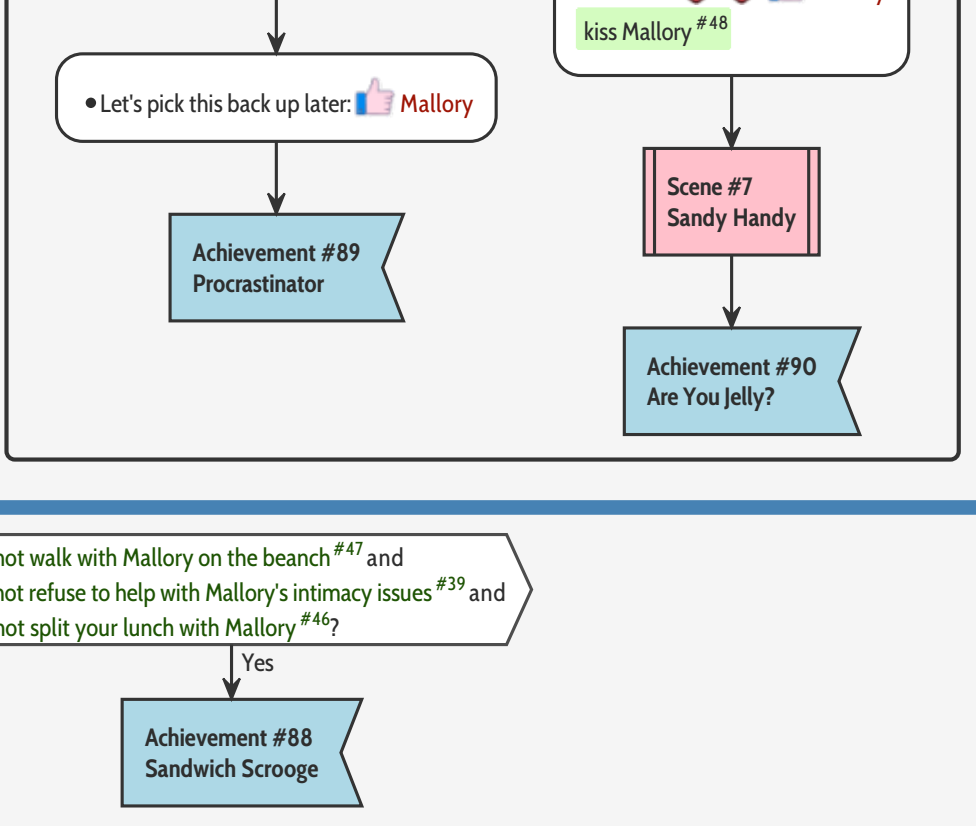
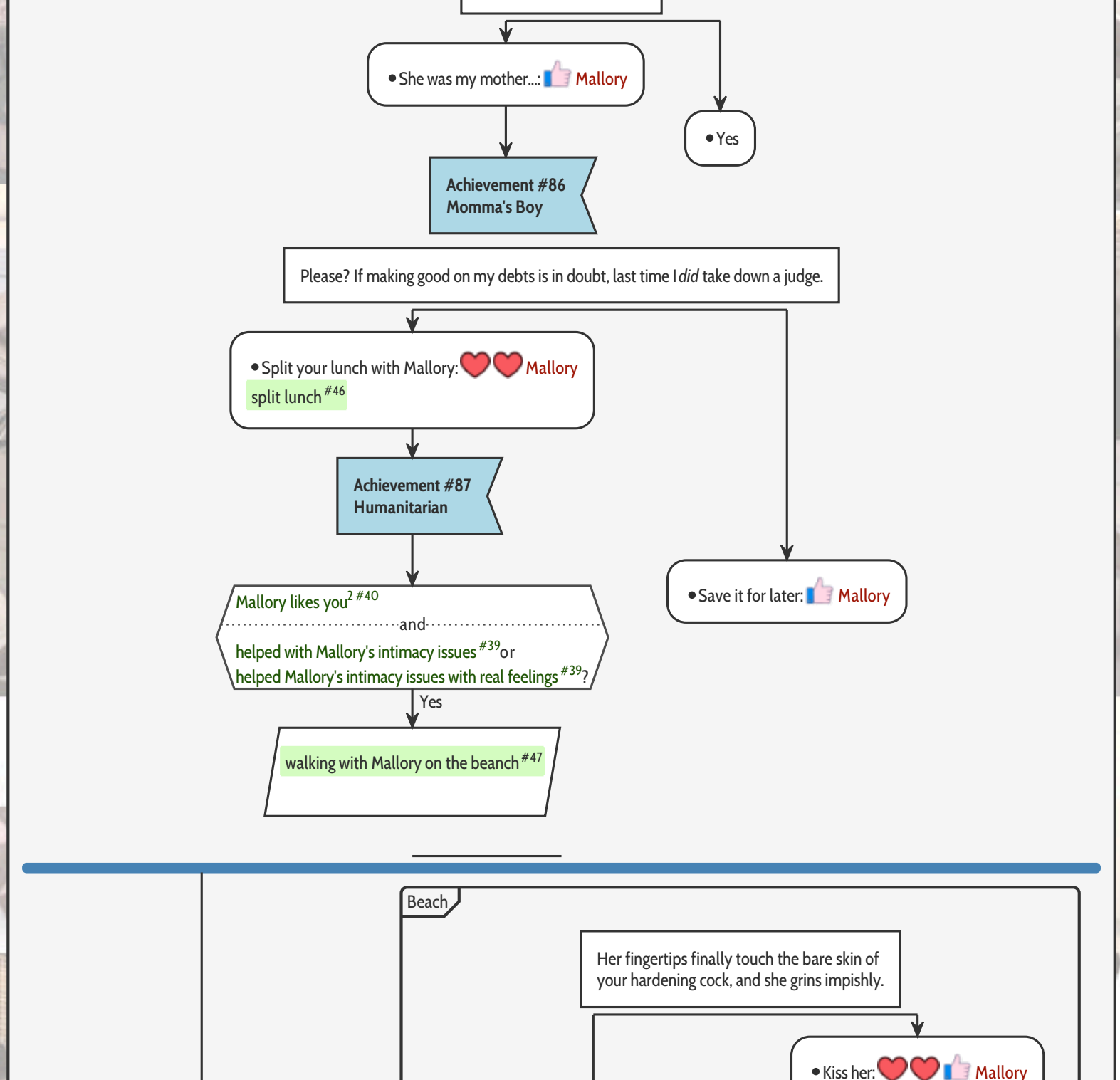
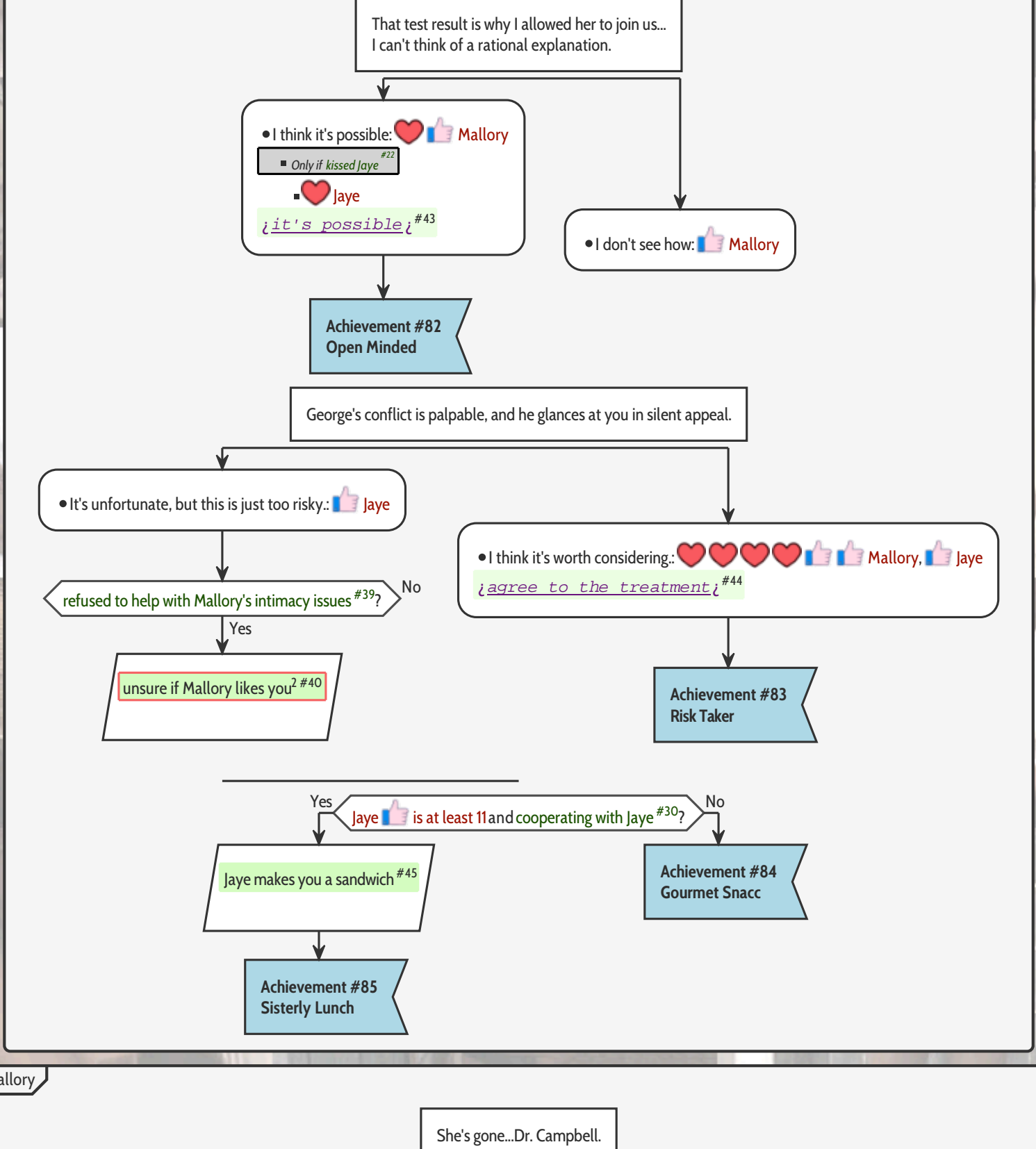
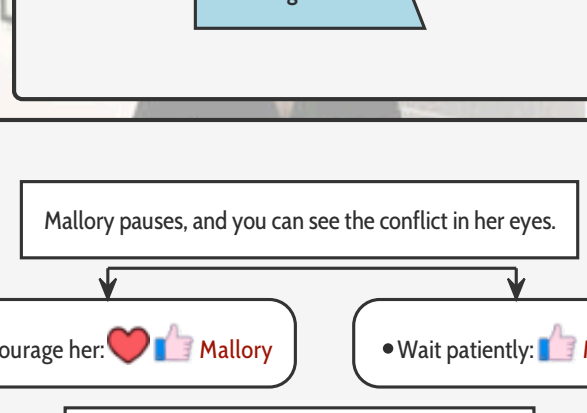
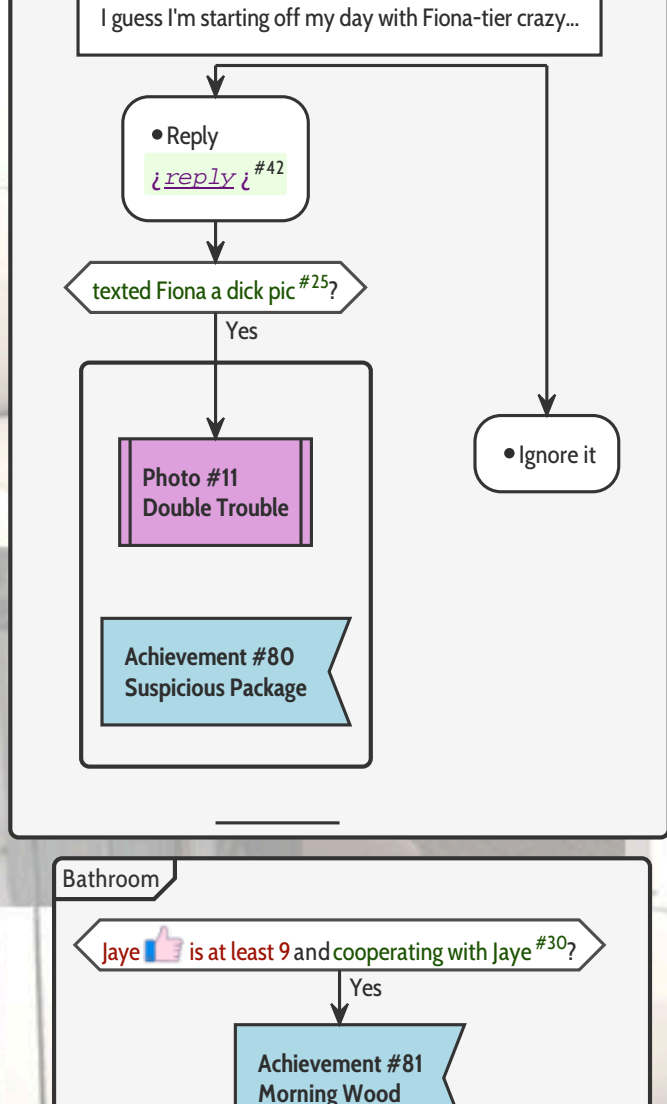
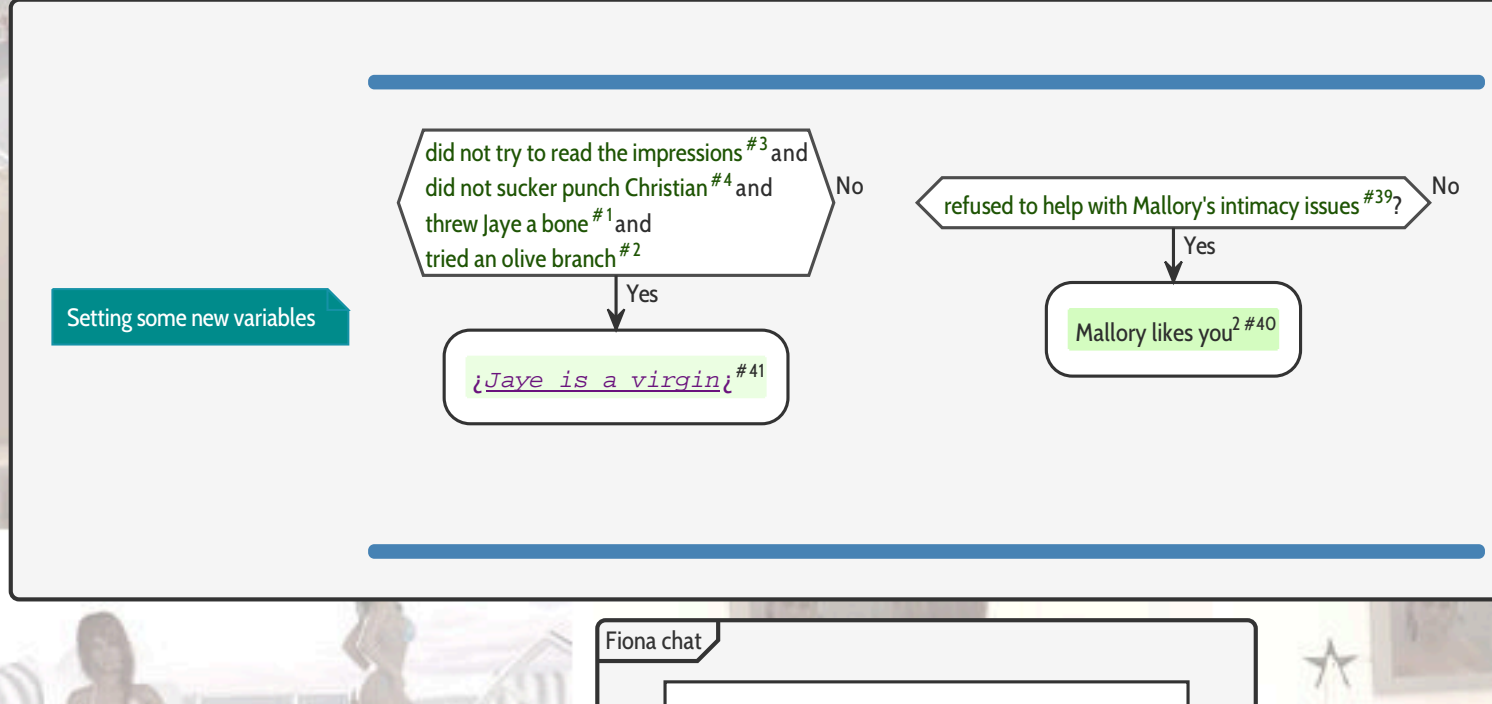


### Chasing Sunsets Chapter 3



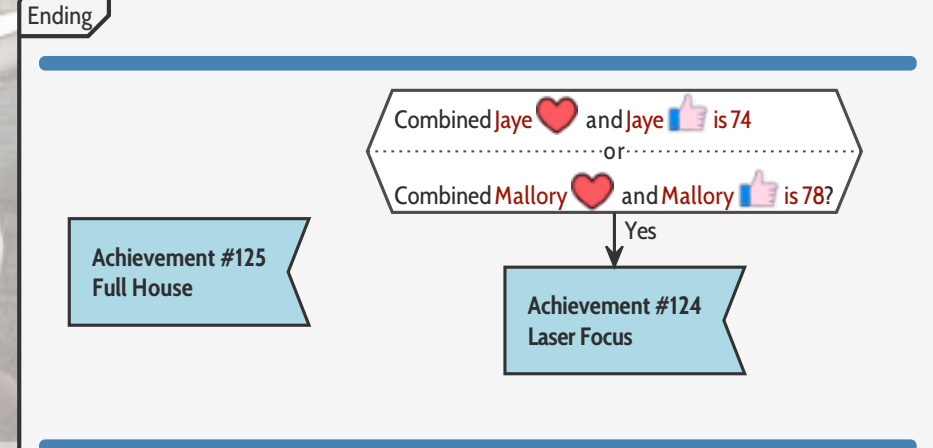
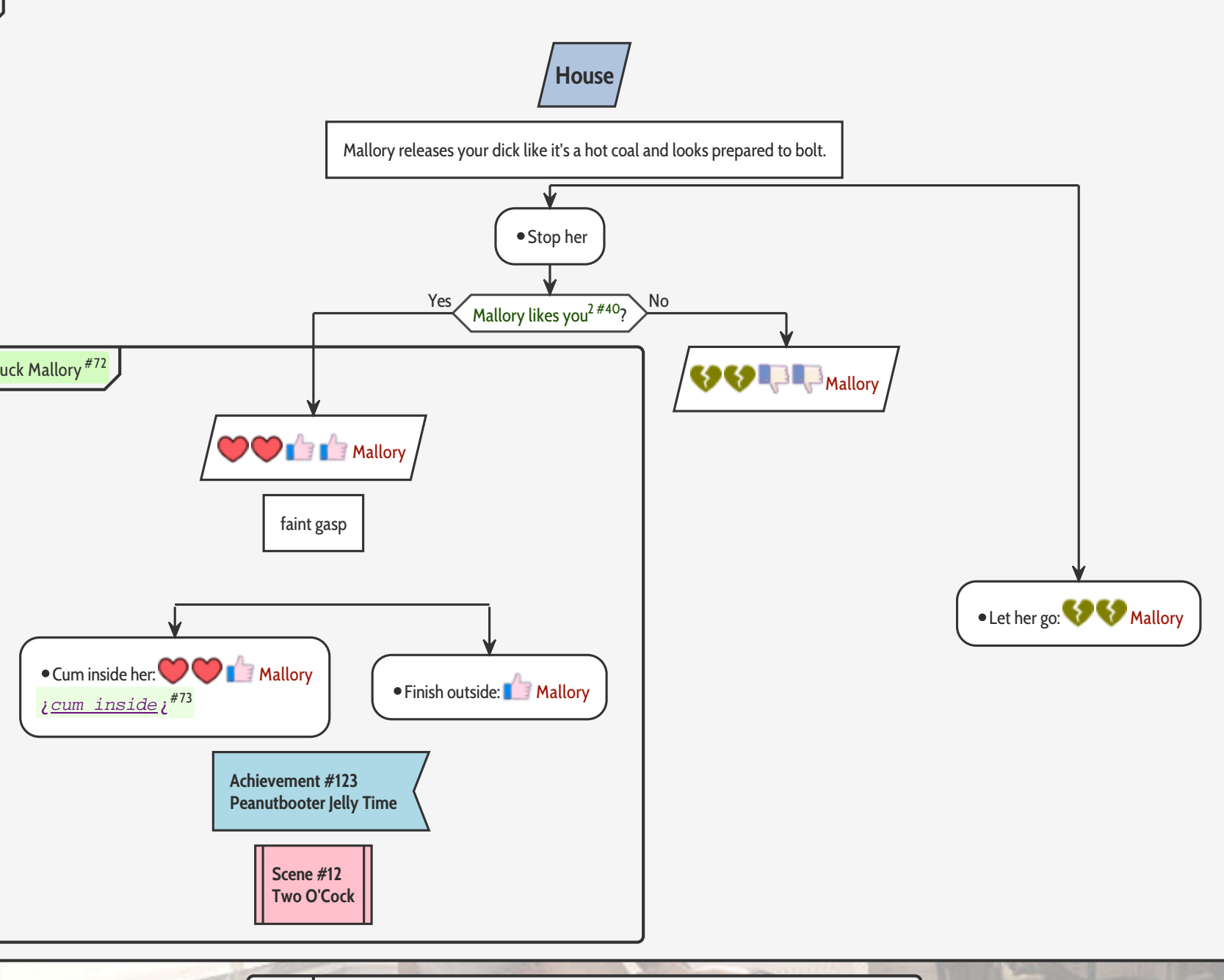
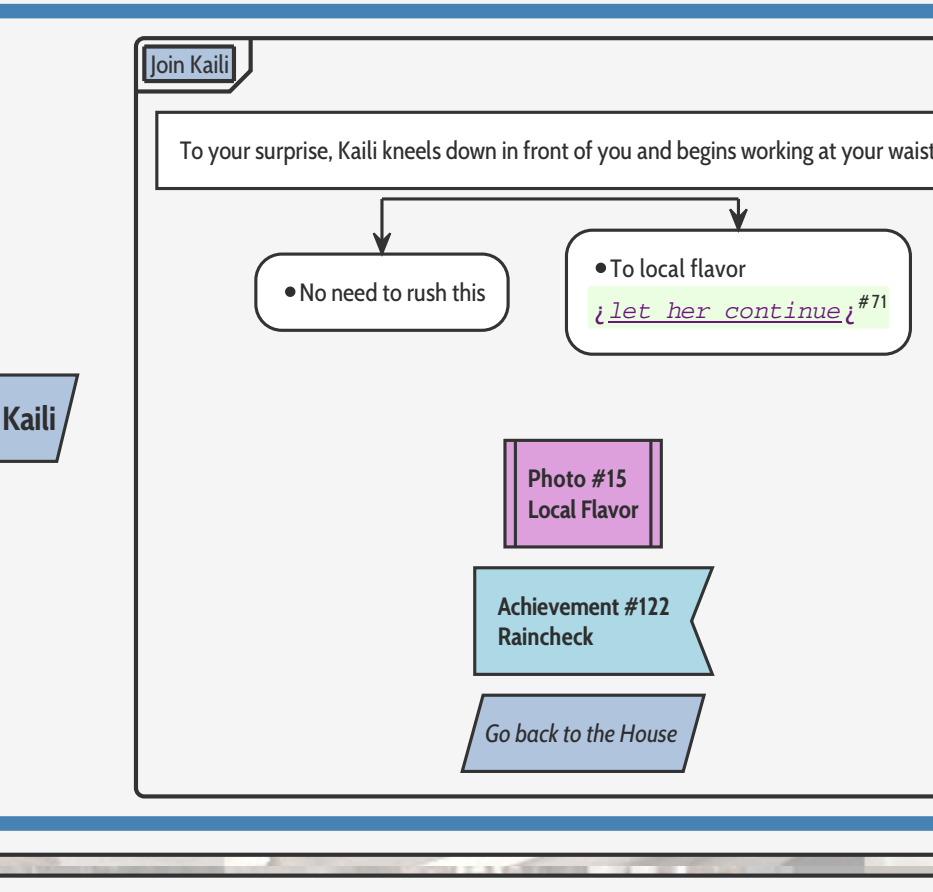
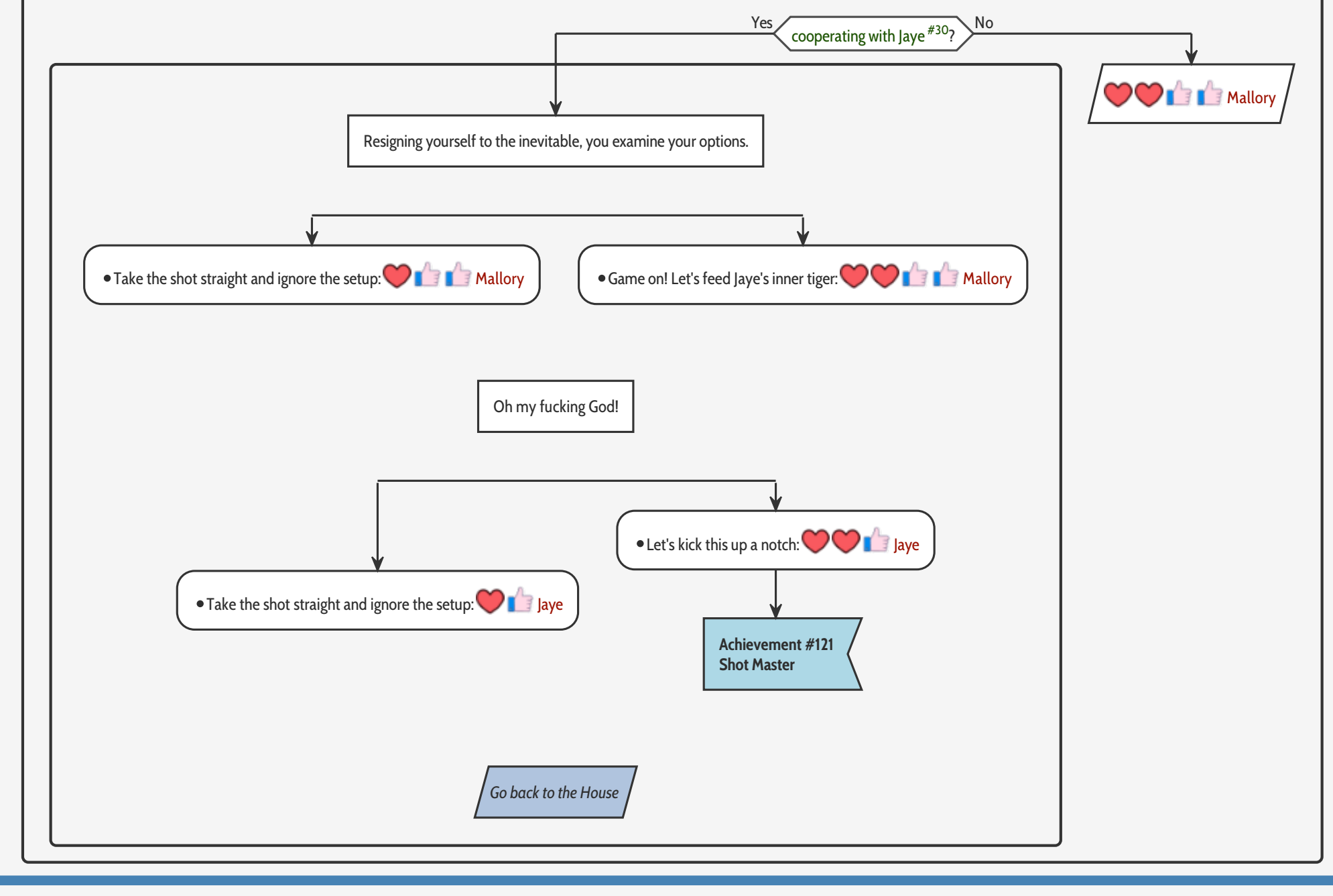
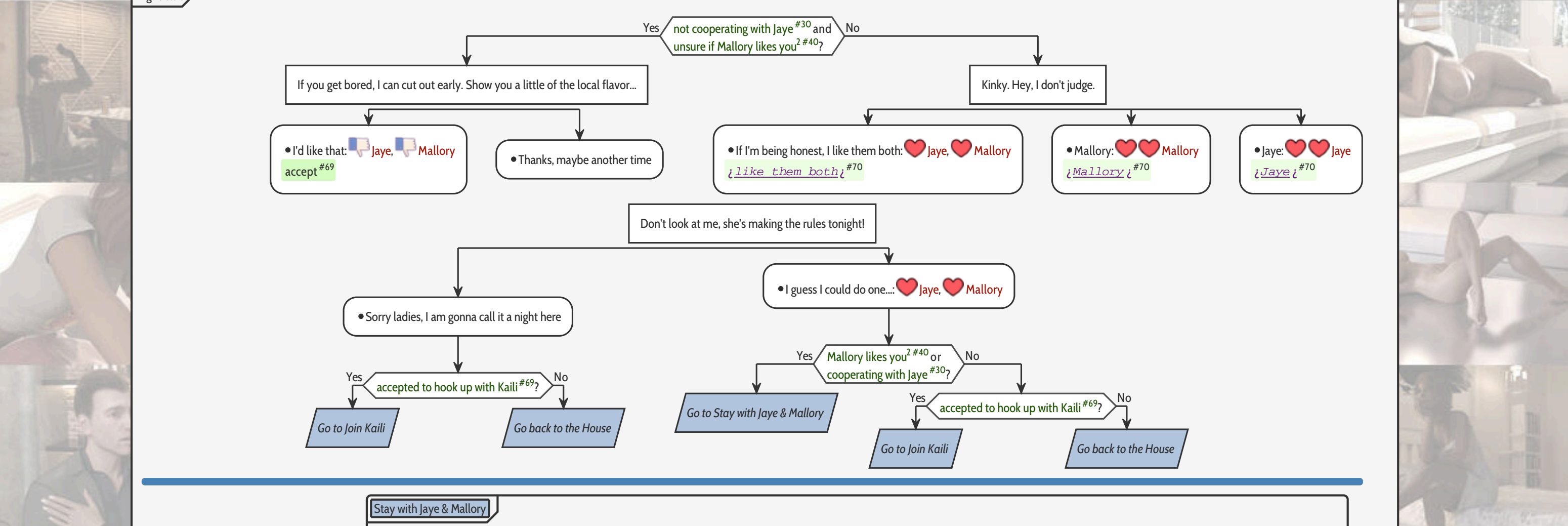
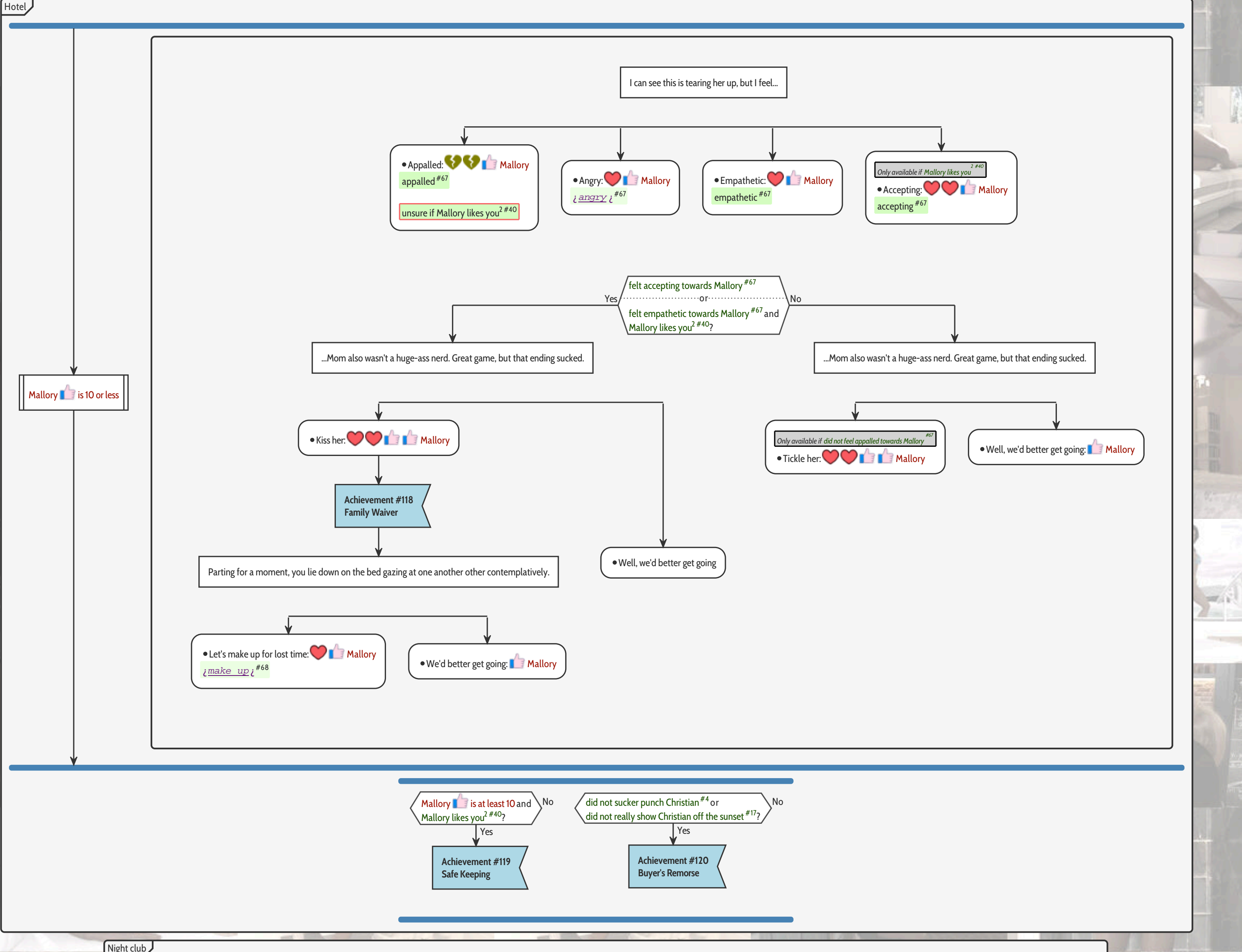
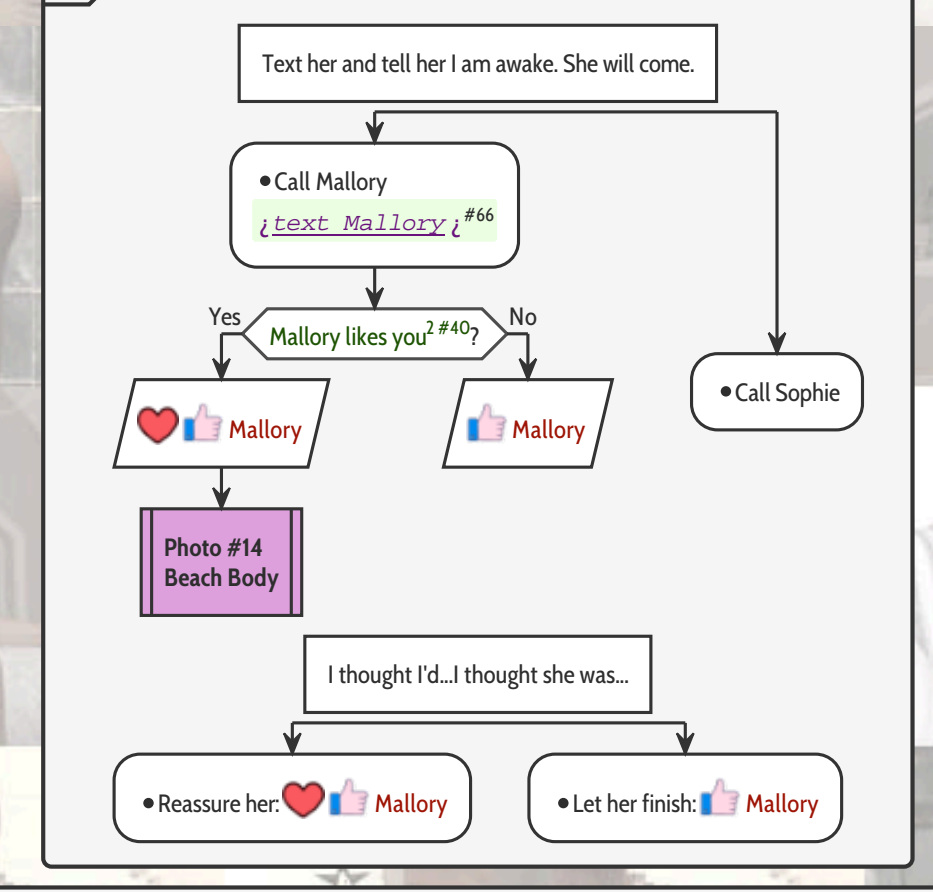
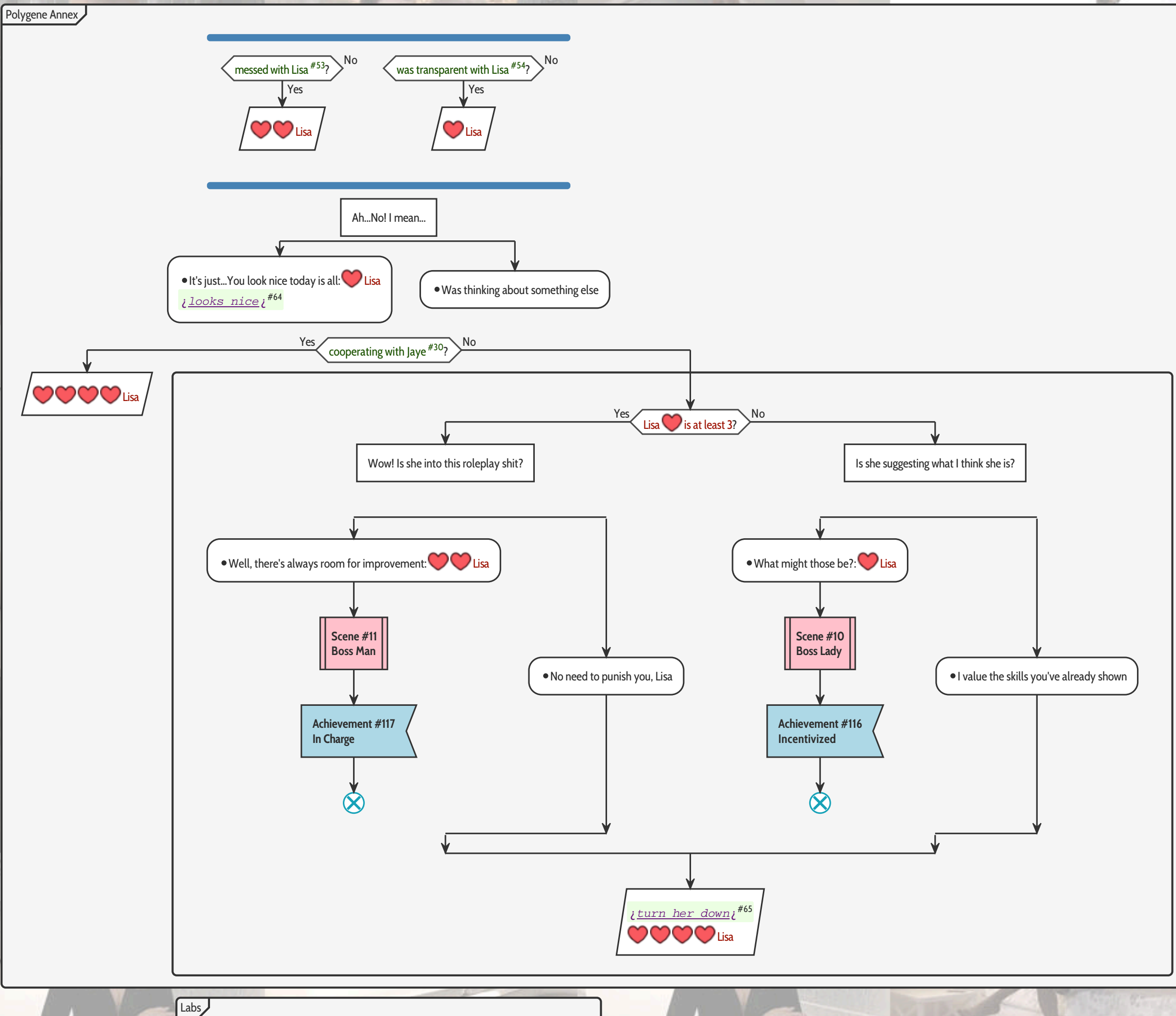
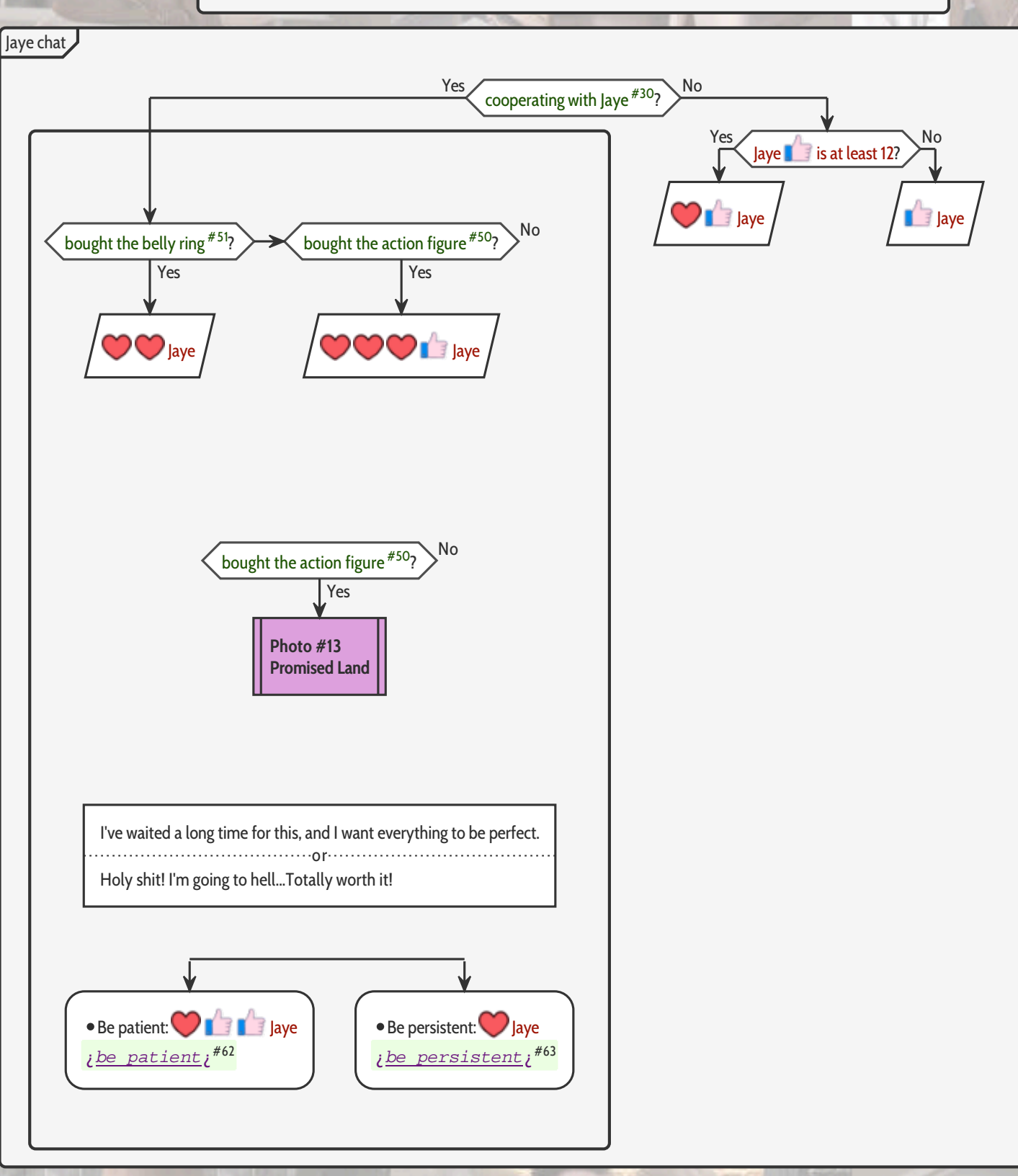
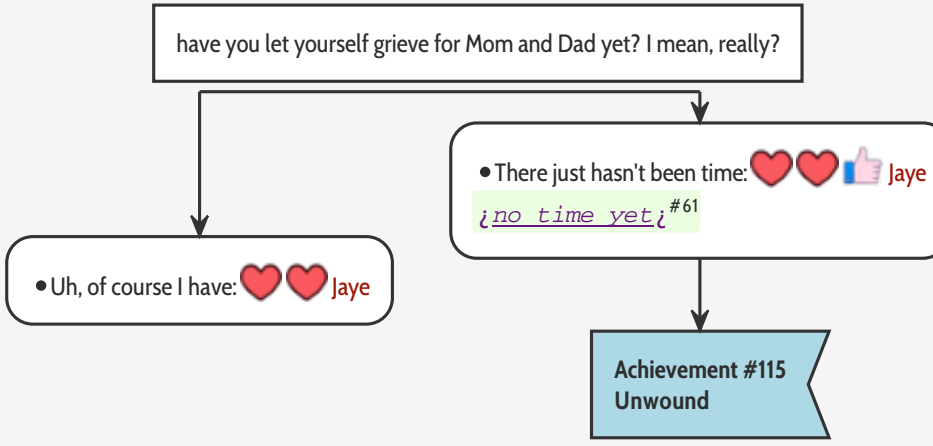
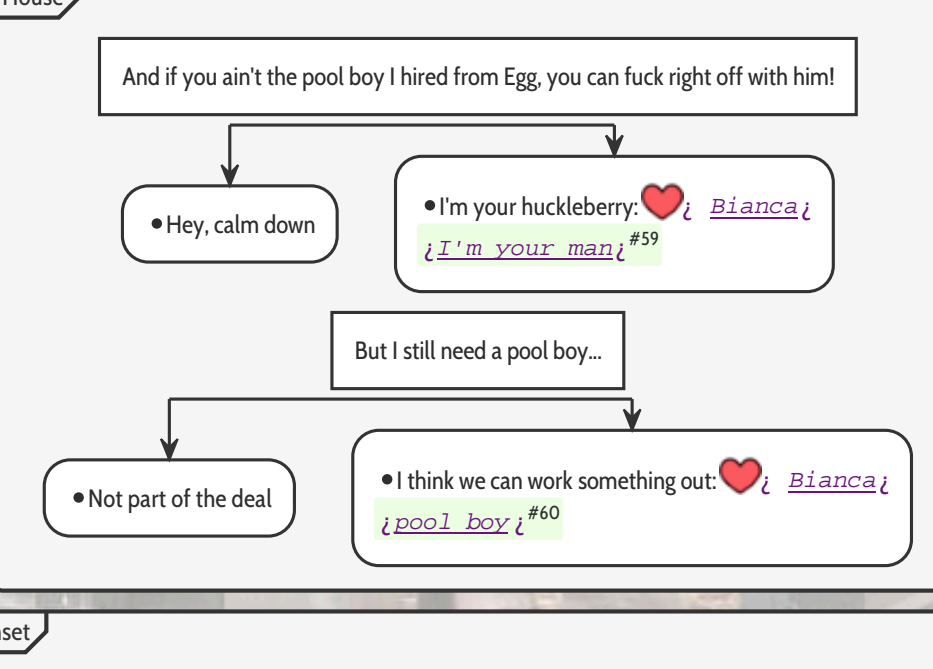
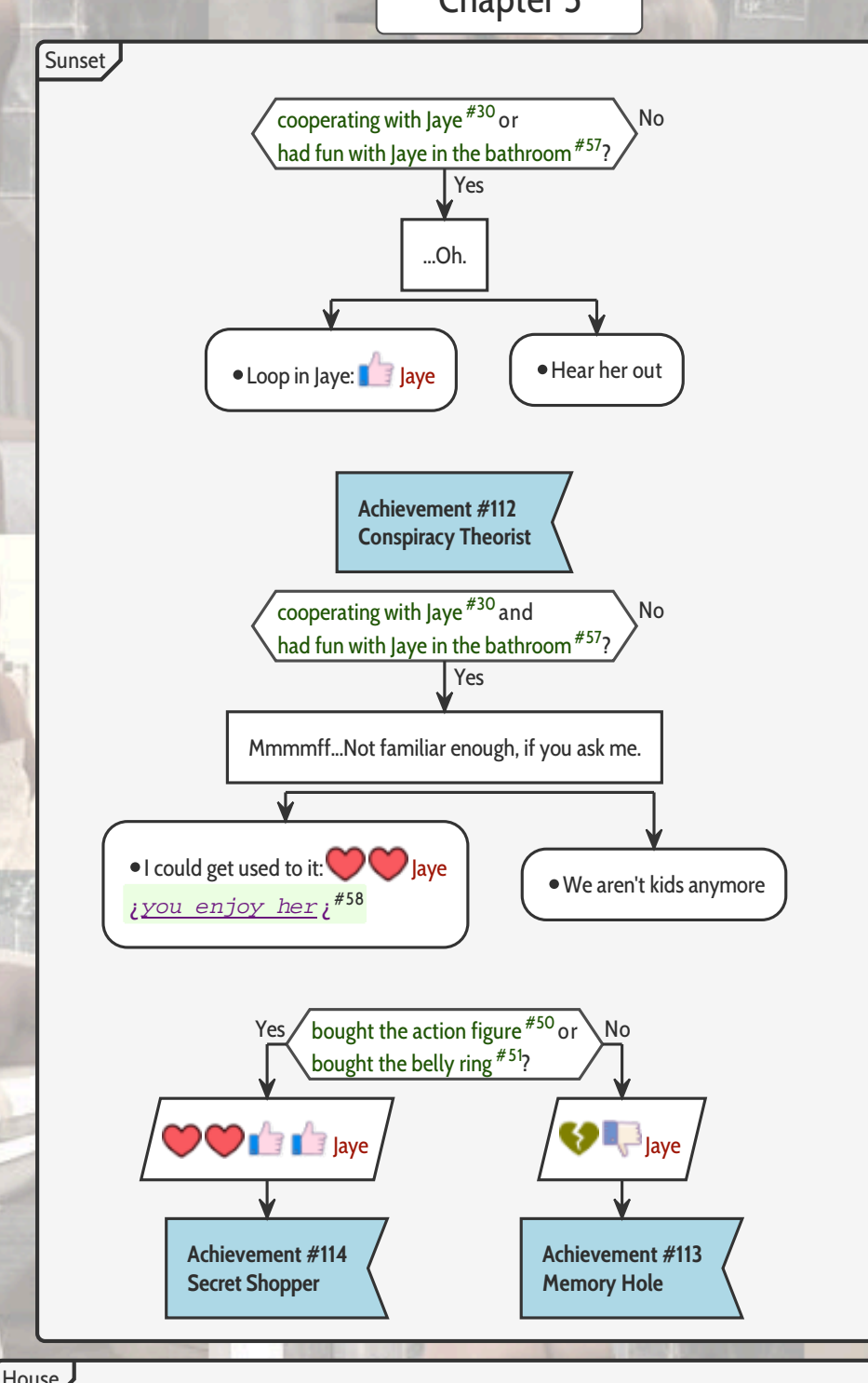


# Chasing Sunsets Chapter 4



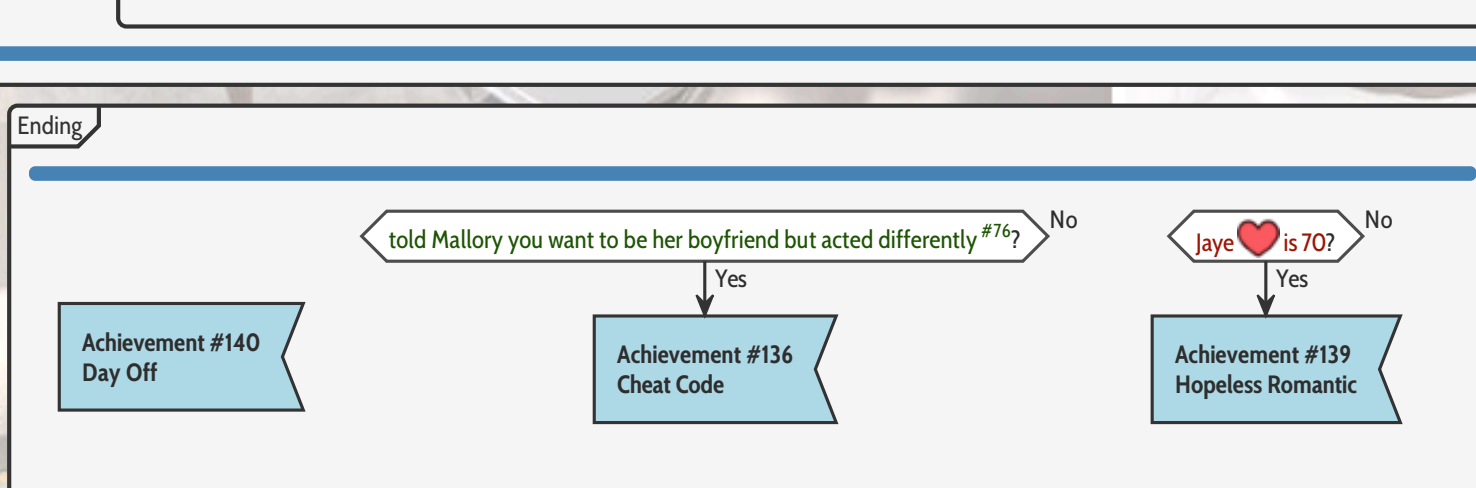
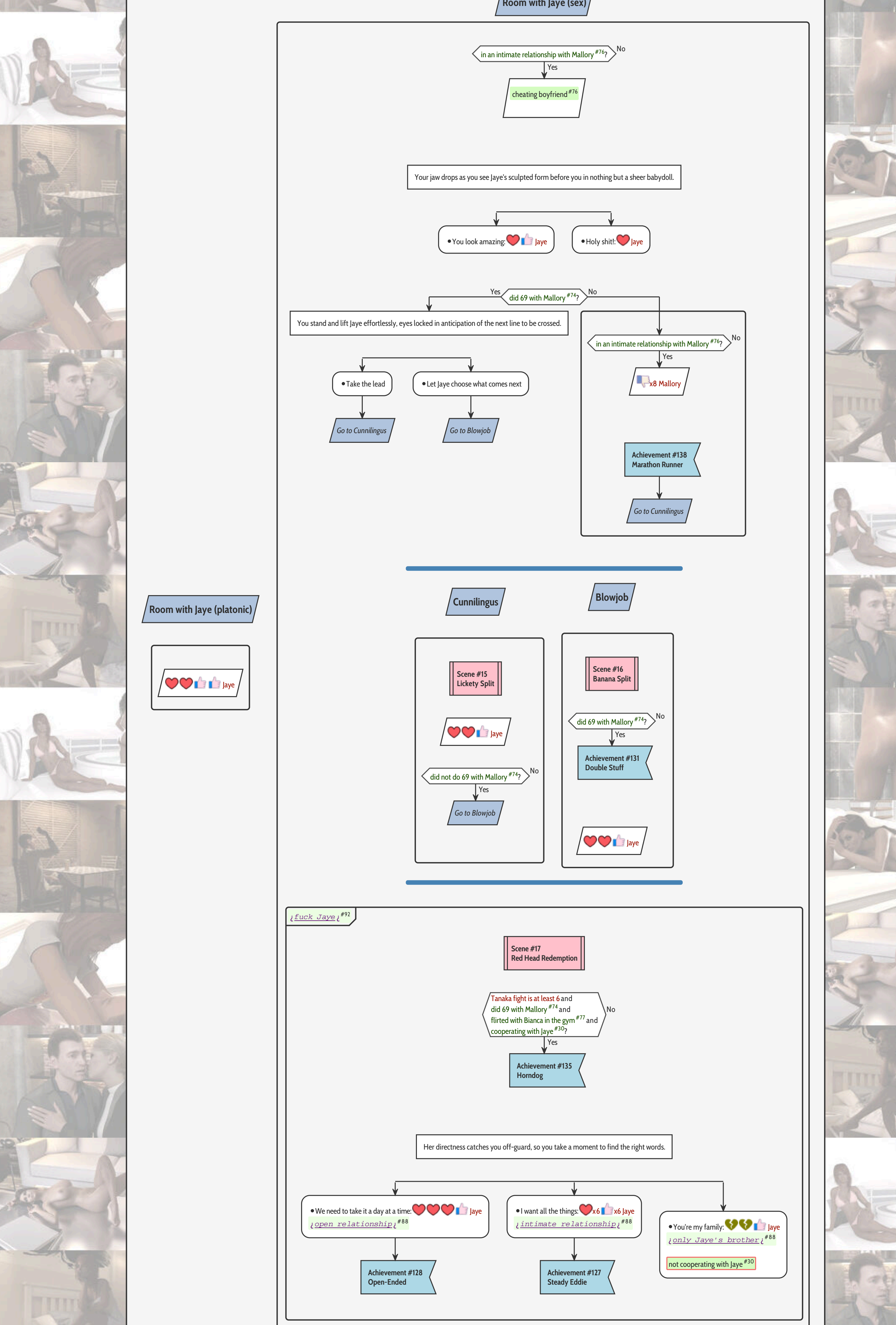
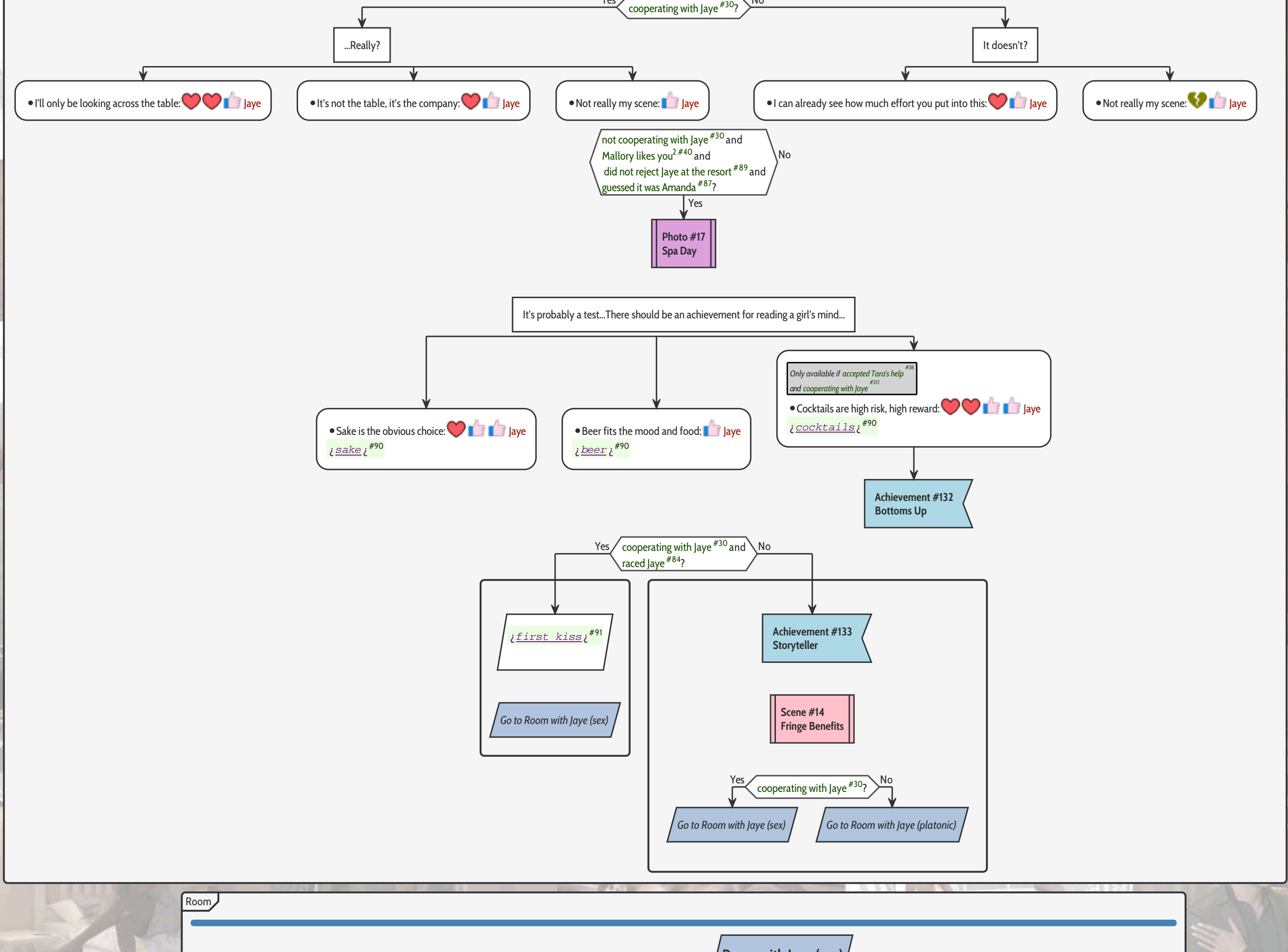
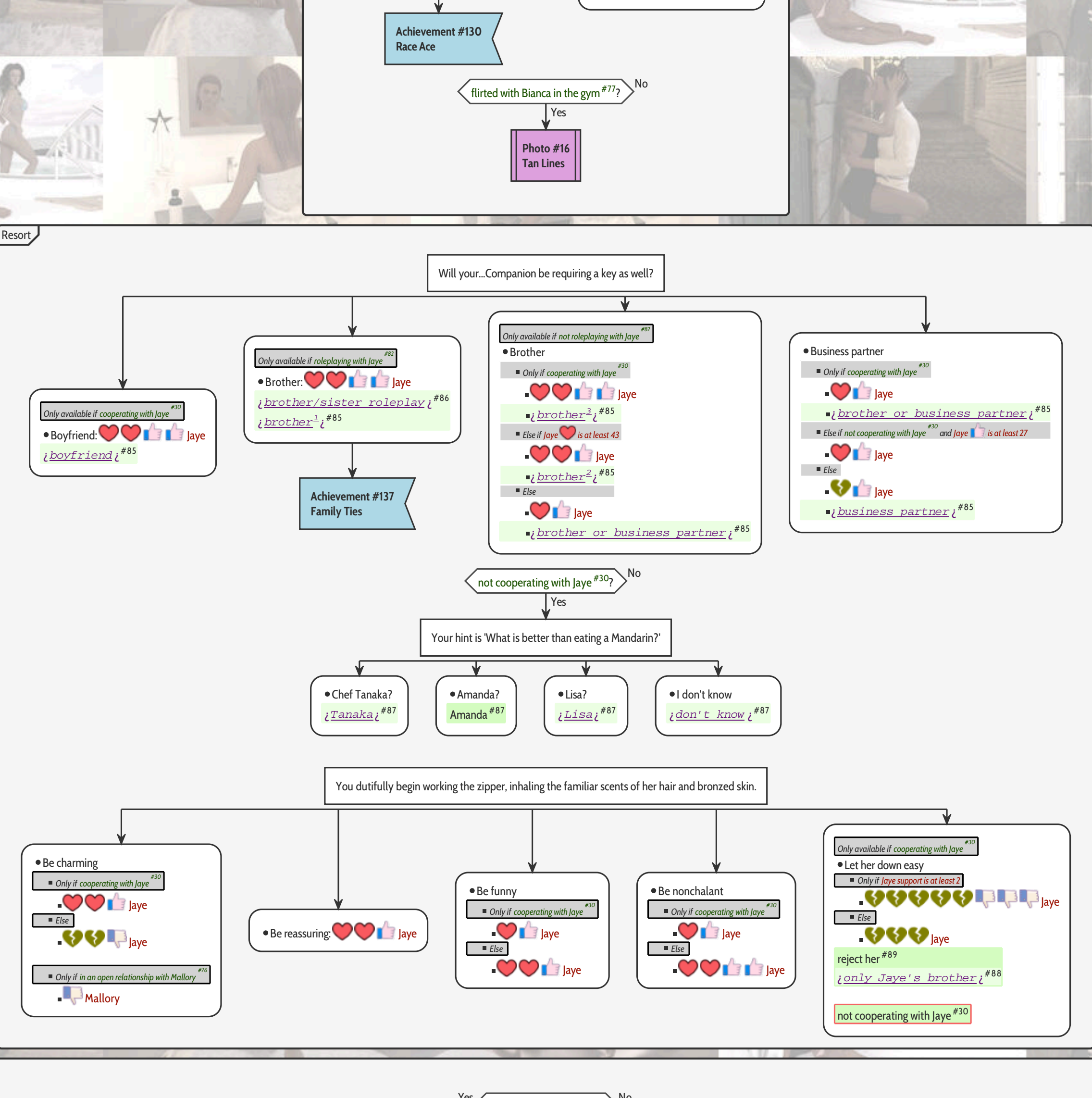
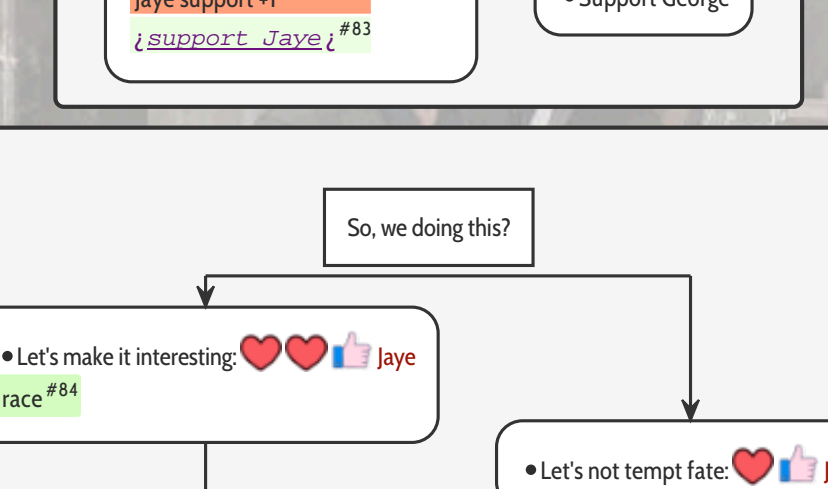
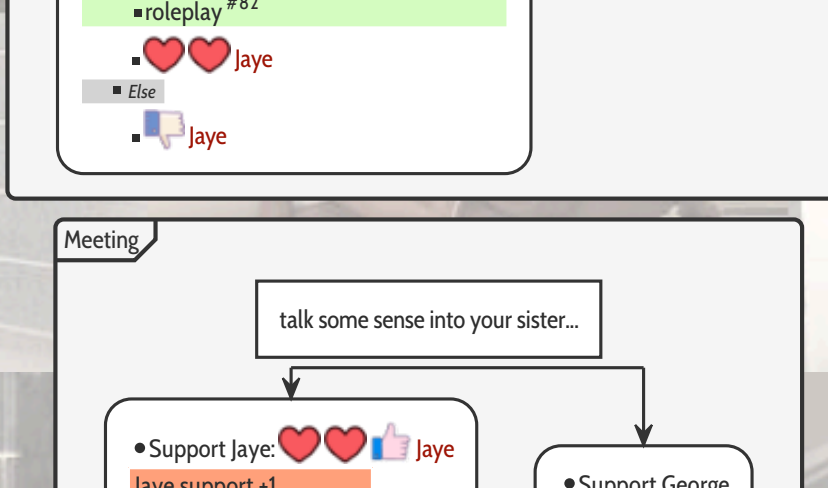
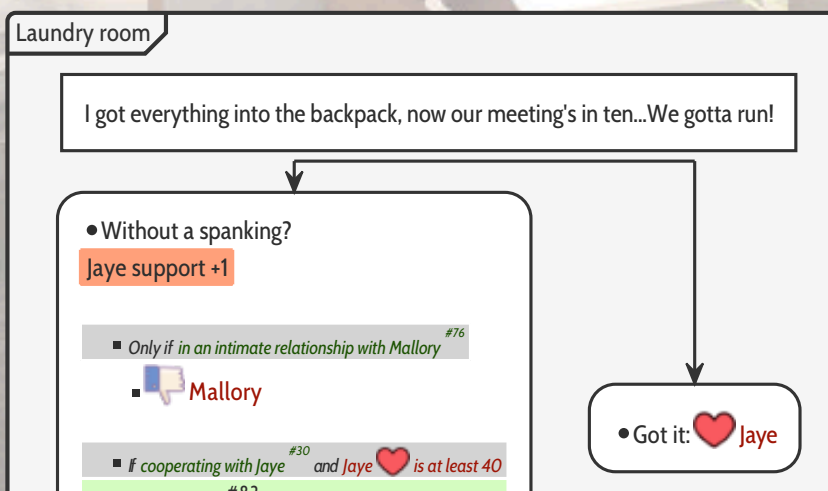
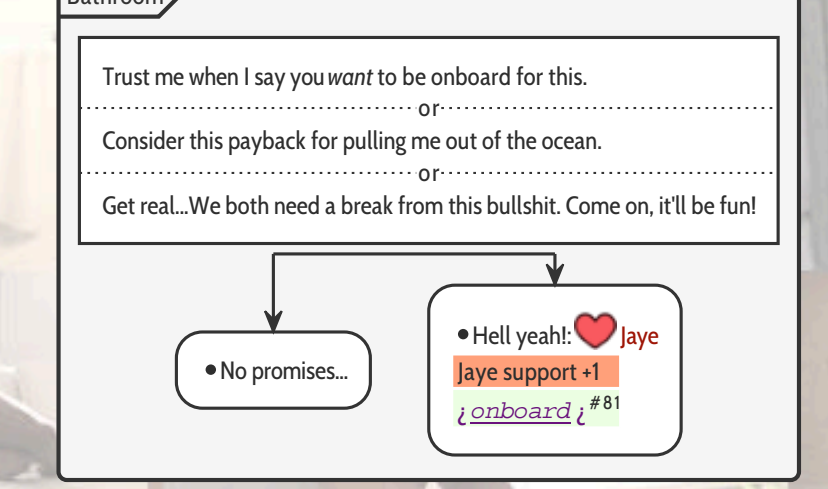
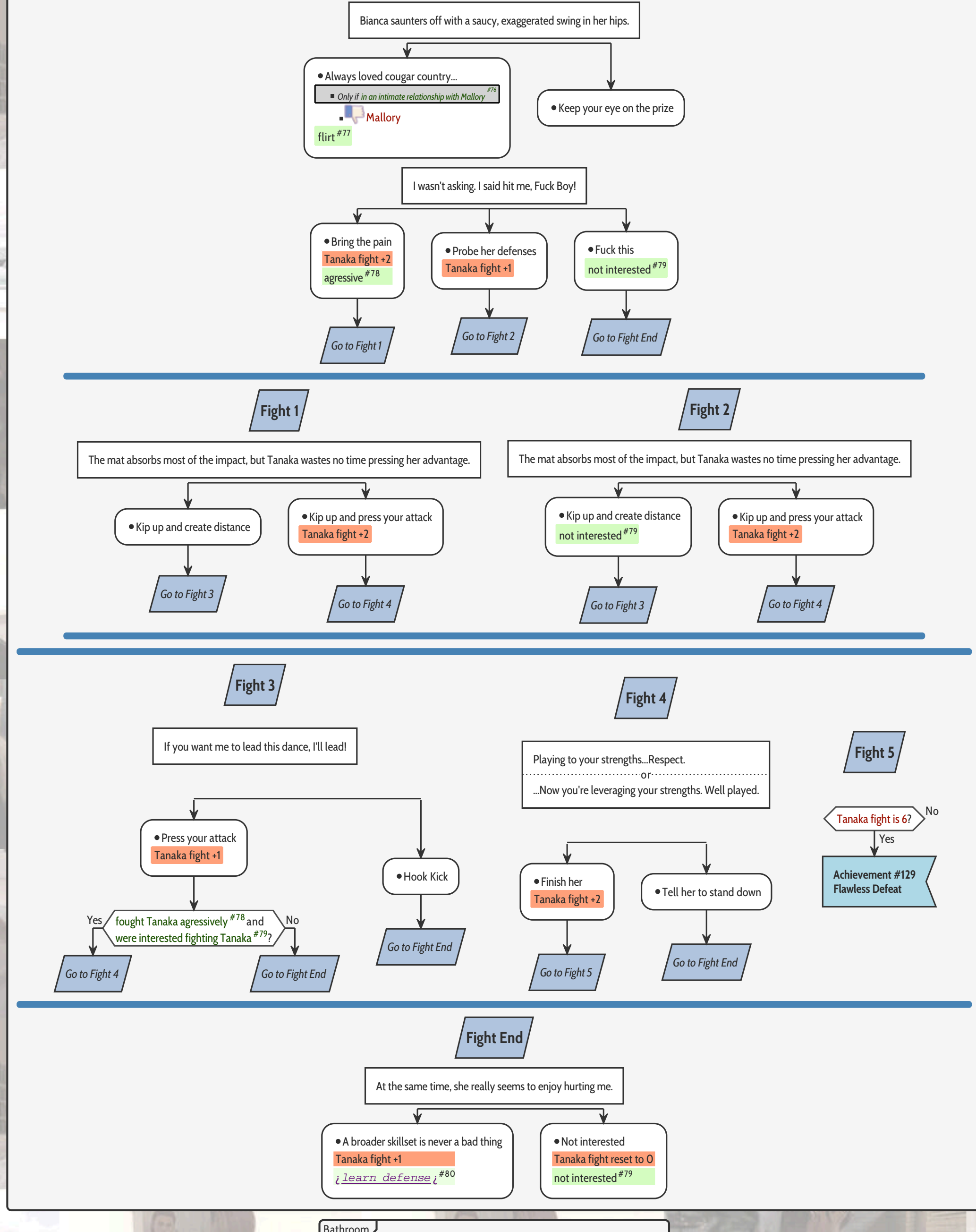
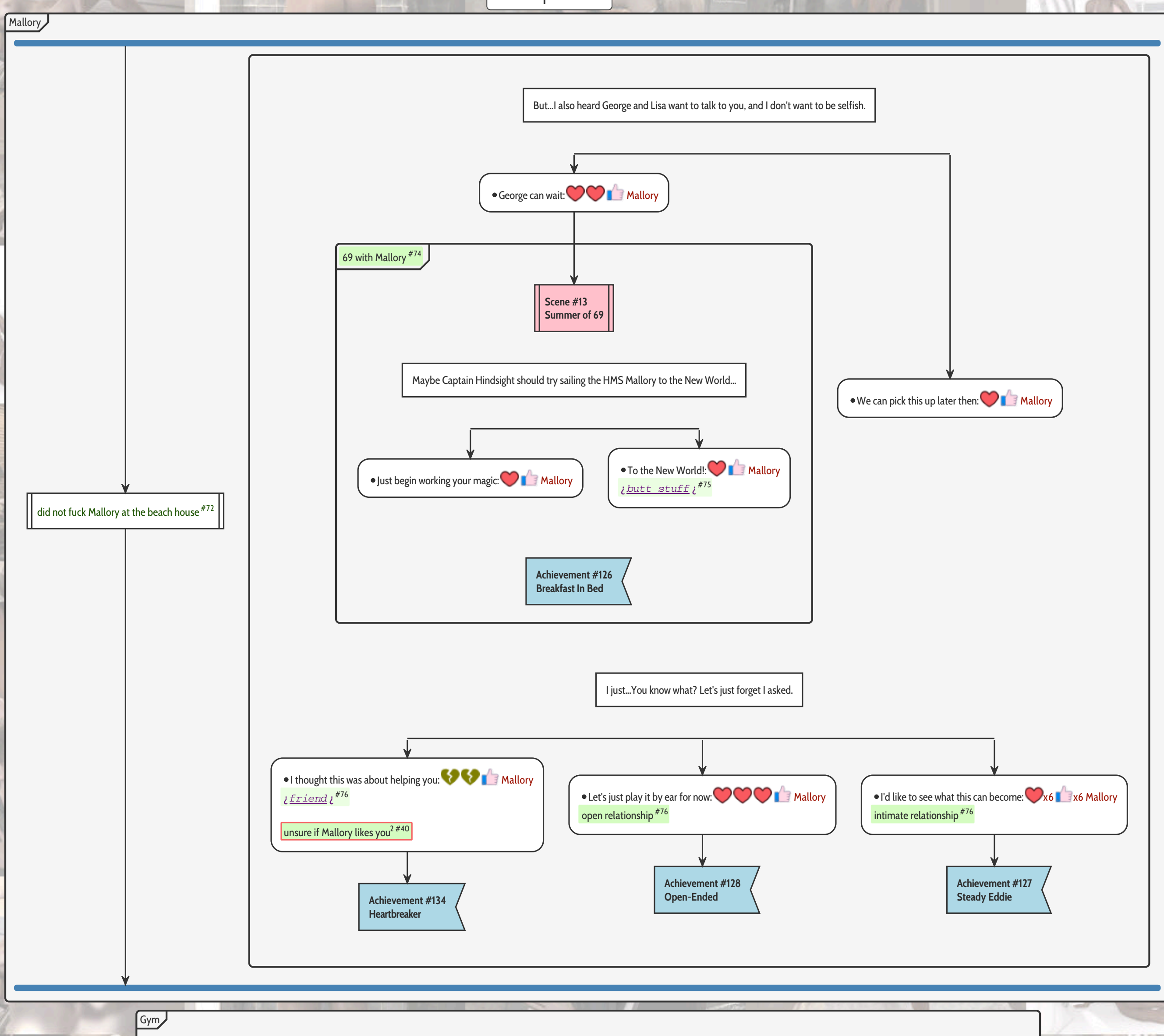


# Chasing Sunsets Chapter 5





Chasing Sunsets Chapter 6





# Chasing Sunsets 0.7a Walkthrough rev 1.3.1

Cheats 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, no MOD required.

First of all, you need to enable the developer console. If you are lucky it is already enabled, type Shift+O in the game. (Hold the SHIFT key and type the letter O).  
If not, close the game, go to the same 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:  

```
init python:  
    config.developer = True
```

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	unset variable	check current value
num000	Jaye love points	num000 = value	num000	num000
num002	Jaye trust points	num002 = value	num002	num002
num001	Mallory love points	num001 = value	num001	num001
num003	Mallory trust points	num003 = value	num003	num003
num004	Walter trust points	num004 = value	num004	num004
num018	Bianca love points	num018 = value	num018	num018
num019	Lisa love points	num019 = value	num019	num019
num026	Tanaka fight	num026 = value	num026	num026
num027	Jaye support	num027 = value	num027	num027

## 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
throw a bone #1	boo1036 = True	boo1036 = False	boo1036
olive branch #2	boo1037 = True	boo1037 = False	boo1037
read the impressions #3	boo1003 = True	boo1003 = False	boo1003
sucker punch #4	boo1004 = True	boo1004 = False	boo1004
{Jaye run the company} #5	boo1013 = True	boo1013 = False	boo1013
{both involved} #6	boo1014 = True	boo1014 = False	boo1014
{run the company} #7	boo1015 = True	boo1015 = False	boo1015
{kind} #8	boo1005 = True	boo1005 = False	boo1005
{investigate} #9	boo1016 = True	boo1016 = False	boo1016
{wake Linda} #10	boo1006 = True	boo1006 = False	boo1006
wake Erica #11	boo1007 = True	boo1007 = False	boo1007
{sleep} #12	boo1008 = True	boo1008 = False	boo1008
{creampie} #13	boo1009 = True	boo1009 = False	boo1009
{tease Mallory} #14	boo1017 = True	boo1017 = False	boo1017
help the wolf #15	boo1011 = True	boo1011 = False	boo1011
{kiss Mallory} #16	boo1012 = True	boo1012 = False	boo1012
how Christian get off the sunset #17	show him off: num007 = 1 really show him off: num007 = 2 don't give a shit: num007 = 3 got her back: num007 = 4	num007 = 0	num007
{bug Jaye} #18	boo1030 = True	boo1030 = False	boo1030
{kiss Mallory} #19	boo1028 = True	boo1028 = False	boo1028
{Jaye first} #20	boo1029 = True	boo1029 = False	boo1029
{lie} #21	boo1031 = True	boo1031 = False	boo1031
kiss Jaye #22	boo1019 = True	boo1019 = False	boo1019
{ask Jaye's opinion} #23	boo1032 = True	boo1032 = False	boo1032
{congratulate Mallory} #24	boo1033 = True	boo1033 = False	boo1033
click pic #25	boo1039 = True	boo1039 = False	boo1039
{stare at Jaye} #26	num011_1 = True	num011_1 = False	num011_1
{don't share info with Jaye} #27	boo1085 = True	boo1085 = False	boo1085
working with Jaye #28	cooperate: num013 = 1 change your mind and cooperate: num013 = 2 complete: num013 = 3	num013 = 0	num013
day one tasks #29	complete: num008 = 1 cooperate: num008 = 2 fake cooperation: num008 = 3	num008 = 0	num008
cooperate with Jaye #30	boo1046 = True	boo1046 = False	boo1046
{tease Mallory} #31	boo1038 = True	boo1038 = False	boo1038
{encourage her} #32	boo1086 = True	boo1086 = False	boo1086
Mallory likes you #33	boo1040 = True	boo1040 = False	boo1040
{Sarah's notes} #34	boo1049 = True	boo1049 = False	boo1049
recover Polygene property from the docks #35	team up with Jaye: num009 = 1 refuse: num009 = 2 team up with Mallory: num009 = 3 alone: num009 = 4	num009 = 0	num009
accept Tara's help #36	boo1055 = True	boo1055 = False	boo1055
Jaye apologizes #37	Jaye apologizes: num014 = 1 Jaye apologizes and takes another journal: num014 = 2	num014 = 0	num014
{Mallory comes to your room} #38	boo1053 = True	boo1053 = False	boo1053
Mallory's intimacy issues #39	help if it's real: num015 = 1 help Mallory: num015 = 2 refuse to help: num015 = 3	num015 = 0	num015
Mallory likes you #40	boo1047 = True	boo1047 = False	boo1047
{Jaye is a virgin} #41	boo1058 = True	boo1058 = False	boo1058
{reply} #42	boo1075 = True	boo1075 = False	boo1075
{it's possible} #43	boo1070 = True	boo1070 = False	boo1070
{agree to the treatment} #44	boo1057 = True	boo1057 = False	boo1057
Jaye makes you a sandwich #45	boo1078 = True	boo1078 = False	boo1078
split lunch #46	boo1056 = True	boo1056 = False	boo1056
walking with Mallory on the beach #47	boo1065 = True	boo1065 = False	boo1065
kiss Mallory #48	boo1066 = True	boo1066 = False	boo1066
{buy liquor} #49	boo1067 = True	boo1067 = False	boo1067
buy the action figure #50	boo1061 = True	boo1061 = False	boo1061
buy the belly ring #51	boo1062 = True	boo1062 = False	boo1062
{repair marriage} #52	boo1076 = True	boo1076 = False	boo1076
mess with Lisa #53	boo1063 = True	boo1063 = False	boo1063
be transparent #54	boo1064 = True	boo1064 = False	boo1064
{save Jaye} #55	num016_1 = True	num016_1 = False	num016_1
bed for #56	boo1071 = True	boo1071 = False	boo1071
fun in the bathroom #57	boo1072 = True	boo1072 = False	boo1072
{I'm enjoy her} #58	boo1092 = True	boo1092 = False	boo1092
{I'm your man} #59	boo1088 = True	boo1088 = False	boo1088
{pool boy} #60	boo1081 = True	boo1081 = False	boo1081
{no time yet} #61	boo1089 = True	boo1089 = False	boo1089
{be patient} #62	boo1090 = True	boo1090 = False	boo1090
{be persistent} #63	boo1091 = True	boo1091 = False	boo1091
{looks nice} #64	boo1083 = True	boo1083 = False	boo1083
{turn her down} #65	boo1093 = True	boo1093 = False	boo1093
{text Mallory} #66	boo1079 = True	boo1079 = False	boo1079
feelings towards Mallory's discovery #67	appalled: num020 = 1 angry: num020 = 2 empathetic: num020 = 3 accepting: num020 = 4	num020 = 0	num020
{make up} #68	boo1097 = True	boo1097 = False	boo1097
accept #69	boo1094 = True	boo1094 = False	boo1094
{which one you like} #70	Mallory: num021 = 1 both: num021 = 2 Jaye: num021 = 3	num021 = 0	num021
{let her continue} #71	boo1084 = True	boo1084 = False	boo1084
fuck Mallory #72	boo1095 = True	boo1095 = False	boo1095
{cum inside} #73	boo1096 = True	boo1096 = False	boo1096
69 with Mallory #74	boo1100 = True	boo1100 = False	boo1100
{butt stuff} #75	boo1101 = True	boo1101 = False	boo1101
Mallory's relationship #76	intimate relationship: num025 = 1 open relationship: num025 = 2 friend but she wants more: num025 = 3 cheating boyfriend: num025 = 4	num025 = 0	num025
flirt #77	boo1108 = True	boo1108 = False	boo1108
aggressive #78	boo1102 = True	boo1102 = False	boo1102
not interested #79	boo1103 = True	boo1103 = False	boo1103
{I learn defense} #80	boo1104 = True	boo1104 = False	boo1104
{onboard} #81	boo1110 = True	boo1110 = False	boo1110
roleplay #82	boo1109 = True	boo1109 = False	boo1109
{support Jaye} #83	boo1111 = True	boo1111 = False	boo1111
race #84	boo1105 = True	boo1105 = False	boo1105
{hotel introduction} #85	boyfriend: num029 = 1 brother: num029 = 2 brother: num029 = 3 brother: num029 = 4 brother or business partner: num029 = 5 business partner: num029 = 6	num029 = 0	num029
{brother/sister roleplay} #86	boo1099 = True	boo1099 = False	boo1099
unknown caller guess #87	Tanaka: num028 = 1 Amanda: num028 = 2 Lisa: num028 = 3 don't know: num028 = 4	num028 = 0	num028
{Jaye's relationship} #88	family: num024 = 0 intimate relationship: num024 = 1 open relationship: num024 = 2 brother but she wants more: num024 = 3	num024 = 0	num024
reject her #89	boo1106 = True	boo1106 = False	boo1106
{drink order} #90	sake: num023 = 1 beer: num023 = 2 cocktails: num023 = 3	num023 = 0	num023
{first kiss} #91	boo1113 = True	boo1113 = False	boo1113
{fuck Jaye} #92	boo1107 = True	boo1107 = False	boo1107

## Unlock scenes

**number:** The scene number  
**title:** The scene title  
**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	title	unlock	lock	check current value
1	Reminiscing	unlock_scene_item(1)	debug_lock_scene_item(1)	persistent_scene_list(0).is_locked
2	The Italian Job	unlock_scene_item(2)	debug_lock_scene_item(2)	persistent_scene_list(1).is_locked
3	Cherry Pie	unlock_scene_item(3)	debug_lock_scene_item(3)	persistent_scene_list(2).is_locked
4	Memory Lane	unlock_scene_item(4)	debug_lock_scene_item(4)	persistent_scene_list(3).is_locked
5	Bombshell	unlock_scene_item(5)	debug_lock_scene_item(5)	persistent_scene_list(4).is_locked
6	Night Visit	unlock_scene_item(6)	debug_lock_scene_item(6)	persistent_scene_list(5).is_locked
7	Sandy Handy	unlock_scene_item(7)	debug_lock_scene_item(7)	persistent_scene_list(6).is_locked
8	Red Handed	unlock_scene_item(8)	debug_lock_scene_item(8)	persistent_scene_list(7).is_locked
9	Blurred Lines	unlock_scene_item(9)	debug_lock_scene_item(9)	persistent_scene_list(8).is_locked
10	Boss Lady	unlock_scene_item(10)	debug_lock_scene_item(10)	persistent_scene_list(9).is_locked
11	Boss Man	unlock_scene_item(11)	debug_lock_scene_item(11)	persistent_scene_list(10).is_locked
12	Two O'Clock	unlock_scene_item(12)	debug_lock_scene_item(12)	persistent_scene_list(11).is_locked
13	Summer of 69	unlock_scene_item(13)	debug_lock_scene_item(13)	persistent_scene_list(12).is_locked
14	Fringing Benefits	unlock_scene_item(14)	debug_lock_scene_item(14)	persistent_scene_list(13).is_locked
15	Lickety Split	unlock_scene_item(15)	debug_lock_scene_item(15)	persistent_scene_list(14).is_locked
16	Banana Split	unlock_scene_item(16)	debug_lock_scene_item(16)	persistent_scene_list(15).is_locked
17	Red Head Redemption	unlock_scene_item(17)	debug_lock_scene_item(17)	persistent_scene_list(16).is_locked

## Unlock photos

**number:** The photo number  
**title:** The photo title  
**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	title	unlock	lock	check current value
1	All Apologies	unlock_image_item(1)	debug_lock_image_item(1)	persistent_image_list(0).is_locked
2	D-Day	unlock_image_item(2)	debug_lock_image_item(2)	persistent_image_list(1).is_locked
3	Scene of the Crime	unlock_image_item(3)	debug_lock_image_item(3)	persistent_image_list(2).is_locked
4	Nom! Nom!	unlock_image_item(4)	debug_lock_image_item(4)	persistent_image_list(3).is_locked
5	First Class Service	unlock_image_item(5)	debug_lock_image_item(5)	persistent_image_list(4).is_locked
6	Bedroom Eyes	unlock_image_item(6)	debug_lock_image_item(6)	persistent_image_list(5).is_locked
7	References	unlock_image_item(7)	debug_lock_image_item(7)	persistent_image_list(6).is_locked
8	Pillow Talk	unlock_image_item(8)	debug_lock_image_item(8)	persistent_image_list(7).is_locked
9	Motivational	unlock_image_item(9)	debug_lock_image_item(9)	persistent_image_list(8).is_locked
10	Wifi Password	unlock_image_item(10)	debug_lock_image_item(10)	persistent_image_list(9).is_locked
11	Double Trouble	unlock_image_item(11)	debug_lock_image_item(11)	persistent_image_list(10).is_locked
12	Cougar Hunt	unlock_image_item(12)	debug_lock_image_item(12)	persistent_image_list(11).is_locked
13	Pronged Land	unlock_image_item(13)	debug_lock_image_item(13)	persistent_image_list(12).is_locked
14	Beach Body	unlock_image_item(14)	debug_lock_image_item(14)	persistent_image_list(13).is_locked
15	Local Flavor	unlock_image_item(15)	debug_lock_image_item(15)	persistent_image_list(14).is_locked
16	Tan Lines	unlock_image_item(16)	debug_lock_image_item(16)	persistent_image_list(15).is_locked
17	Spa Day	unlock_image_item(17)	debug_lock_image_item(17)	persistent_image_list(16).is_locked

## Unlock achievements

**number:** The achievement number  
**title:** The achievement title  
**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	title	unlock	lock	check current value
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