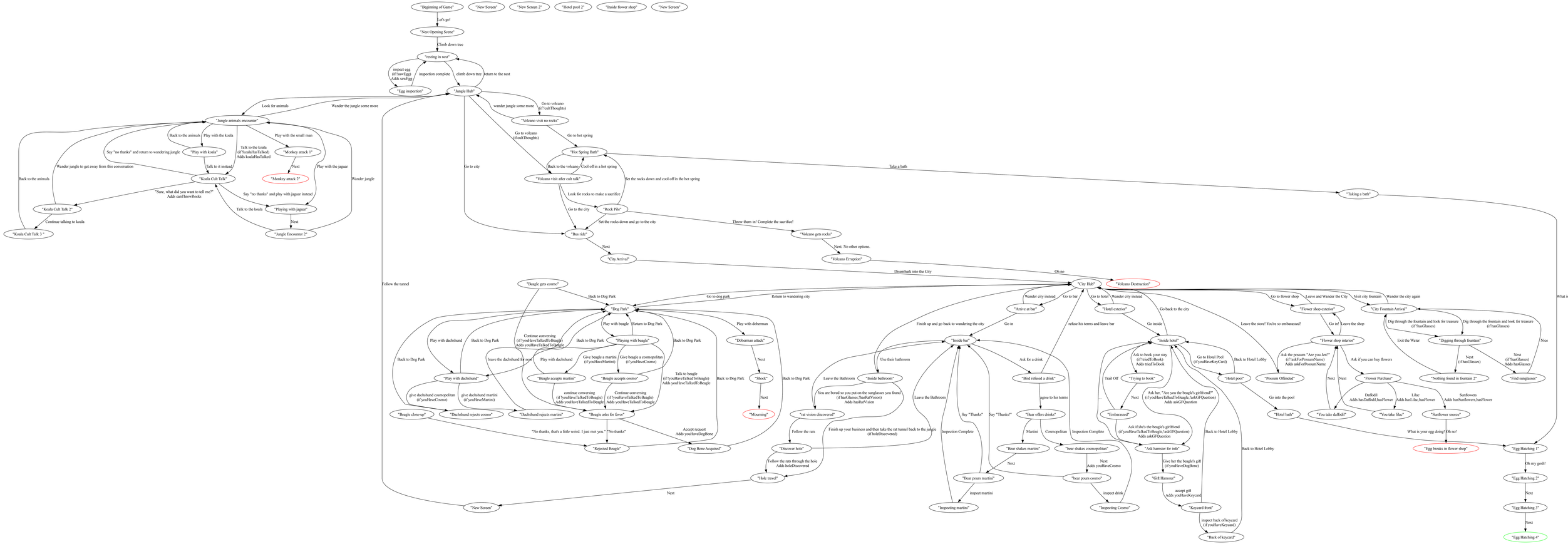
"Beginning of Game"
"New Screen"
"New Screen 2"
"Hotel pool 2"
"Inside flower shop"
"New Screen"
Let's go!
"Nest Opening Scene"
Climb down tree
"resting in nest"
inspect egg (if!sawEgg) Adds sawEgg
inspection complete
climb down tree
return to the nest
"Egg inspection"
"Jungle Hub"
Go to volcano (if!cultThoughts)
wander jungle some more
"Volcano visit no rocks"
Go to hot spring
"Hot Spring Bath"
Take a bath
"Taking a bath"
What is your egg doing!
Go to volcano (if!cultThoughts)
Back to the volcano/Cool off in a hot spring
Set the rocks down and cool off in the hot spring
"Volcano visit after cult talk"
Look for rocks to make a sacrifice
"Rock Pile"
Go to the city
Set the rocks down and go to the city
Throw them in! Complete the sacrifice!
"Volcano gets rocks"
Next. No other options.
"Volcano Eruption"
"Bus ride"
Next
"City Arrival"
Disembark into the City
Oh no
"Volcano Destruction"
Go to city
Look for animals
Wander the jungle some more
"Jungle animals encounter"
Back to the animals
Play with the koala
Play with the small man
Say "no thanks" and return to wandering jungle
"Play with koala"
Talk to the koala (if !koalaHasTalked) Adds koalaHasTalked
"Monkey attack 1"
Wander jungle to get away from this conversation
Talk to it instead
Next
"Monkey attack 2"
Play with the jaguar
Back to the animals
"Koala Cult Talk"
Wander jungle
"Sure, what did you want to tell me?" Adds canThrowRocks
Say "no thanks" and play with jaguar instead
"Koala Cult Talk 2"
Talk to the koala
"Playing with jaguar"
Continue talking to koala
Next
"Koala Cult Talk 3"
"Jungle Encounter 2"
Follow the tunnel
"Beagle gets cosmo"
Back to Dog Park
Go to dog park
Return to wandering city
"Dog Park"
Play with dachshund
Back to Dog Park
Play with beagle
Return to Dog Park
Play with doberman
Continue conversing (if !youHaveTalkedToBeagle) Adds youHaveTalkedToBeagle
Back to Dog Park
"Playing with beagle"
Back to Dog Park
"Doberman attack"
Next
"Shock"
Next
"Mourning"
Back to Dog Park
Back to Dog Park
"Play with dachshund"
leave the dachshund for now
Play with dachshund
Give beagle a martini (if youHaveMartini)
Give beagle a cosmopolitan (if youHaveCosmo)
Talk to beagle (if !youHaveTalkedToBeagle) Adds youHaveTalkedToBeagle
give dachshund cosmopolitan (if youHaveCosmo)
give dachshund martini (if youHaveMartini)
"Beagle accepts martini"
"Beagle accepts cosmo"
continue conversing (if !youHaveTalkedToBeagle) Adds youHaveTalkedToBeagle
Continue conversing (if !youHaveTalkedToBeagle) Adds youHaveTalkedToBeagle
"Beagle close-up"
"Dachshund rejects cosmo"
"Dachshund rejects martini"
"Beagle asks for favor"
"No thanks, that's a little weird. I just met you."
"No thanks"
Accept request Adds youHaveDogBone
"Rejected Beagle"
"Dog Bone Acquired"
"City Hub"
Wander city instead
Go to bar
Go to hotel
Wander city instead
Go to flower shop
Leave and Wander the City
Visit city fountain
Wander the city again
"Arrive at bar"
"Hotel exterior"
"Flower shop exterior"
"City Fountain Arrival"
Finish up and go back to wandering the city
Go in
refuse his terms and leave bar
Go inside
Go back to the city
Leave the store! You're so embarassed!
Go in!
Leave the shop
Dig through the fountain and look for treasure (if !hasGlasses)
Dig through the fountain and look for treasure (if !hasGlasses)
Exit the Water
"Digging through fountain"
Nice
"Inside bar"
"Inside hotel"
"Flower shop interior"
Use their bathroom
Ask for a drink
Ask to book your stay (if !tried!ToBook) Adds tried!ToBook
Go to Hotel Pool (if youHaveKeyCard)
Back to Hotel Lobby
Ask the possum "Are you Jen?" (if !askForPossumName) Adds askForPossumName
Ask if you can buy flowers
Next
Next
Next (if !hasGlasses)
Next (if !hasGlasses) Adds hasGlasses
"Possum Offended"
"Nothing found in fountain 2"
"Find sunglasses"
"Inside bathroom"
"Bird refused a drink"
Trail Off
"Trying to book"
"Hotel pool"
Go into the pool
Leave the Bathroom
agree to his terms
Next
Ask her, "Are you the beagle's girlfriend?" (if youHaveTalkedToBeagle,!askGFQuestion) Adds askGFQuestion
"Embarassed"
DuffoldI Adds hasDuffoldI,hasFlower
Lilac Adds hasLilac,hasFlower
Sunflowers Adds hasSunflowers,hasFlower
"Hotel bath"
"You take duffoldI"
"You take lilac"
"Sunflower sneeze"
You are bored so you put on the sunglasses you found (if!hasGlasses,!hasRatVision) Adds hasRatVision
"Bear offers drinks"
Ask if she's the beagle's girlfriend (if youHaveTalkedToBeagle,!askGFQuestion) Adds askGFQuestion
"Ask hamster for info"
"Rat vision discovered"
Martini
Cosmopolitan
Inspection Complete
Back to Hotel Lobby
Back to Hotel Lobby
Back to Hotel Lobby
What is your egg doing!
Oh no!
"Egg breaks in flower shop"
"Egg Hatching 1"
Leave the Bathroom
Finish up your business and then take the rat tunnel back to the jungle (if !boldDiscovered)
Say "Thanks"
Say "Thanks!"
Inspection Complete
"Bear shakes martini"
"bear shakes cosmopolitan"
Oh my gosh!
"Egg Hatching 2"
Follow the rats
"Discover hole"
Next
Adds youHaveCosmo
Give her the beagle's gift (if youHaveDogBone)
Follow the rats through the hole Adds holeDiscovered
"Bear pours martini"
"bear pours cosmo"
"Gift Hamster"
Next
"Egg Hatching 3"
"Hole travel"
inspect martini
inspect drink
accept gift Adds youHaveKeycard
Next
"Egg Hatching 4"
Next
"New Screen"
"Inspecting martini"
"Inspecting Cosmo"
"Keycard front"
inspect back of keycard (if youHaveKeycard)
"Back of keycard"