

Chasing Sunsets 0.8a Walkthrough rev 1.4

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Chasing Sunsets

By Stone Fox Studios

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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 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

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: Cheat without a MOD ([link](#)).

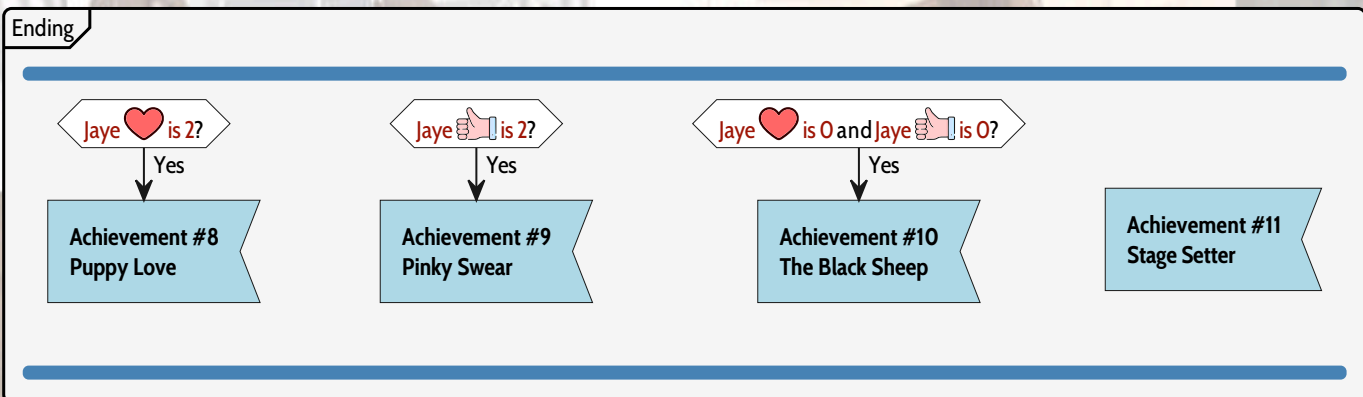
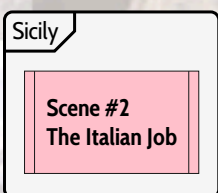
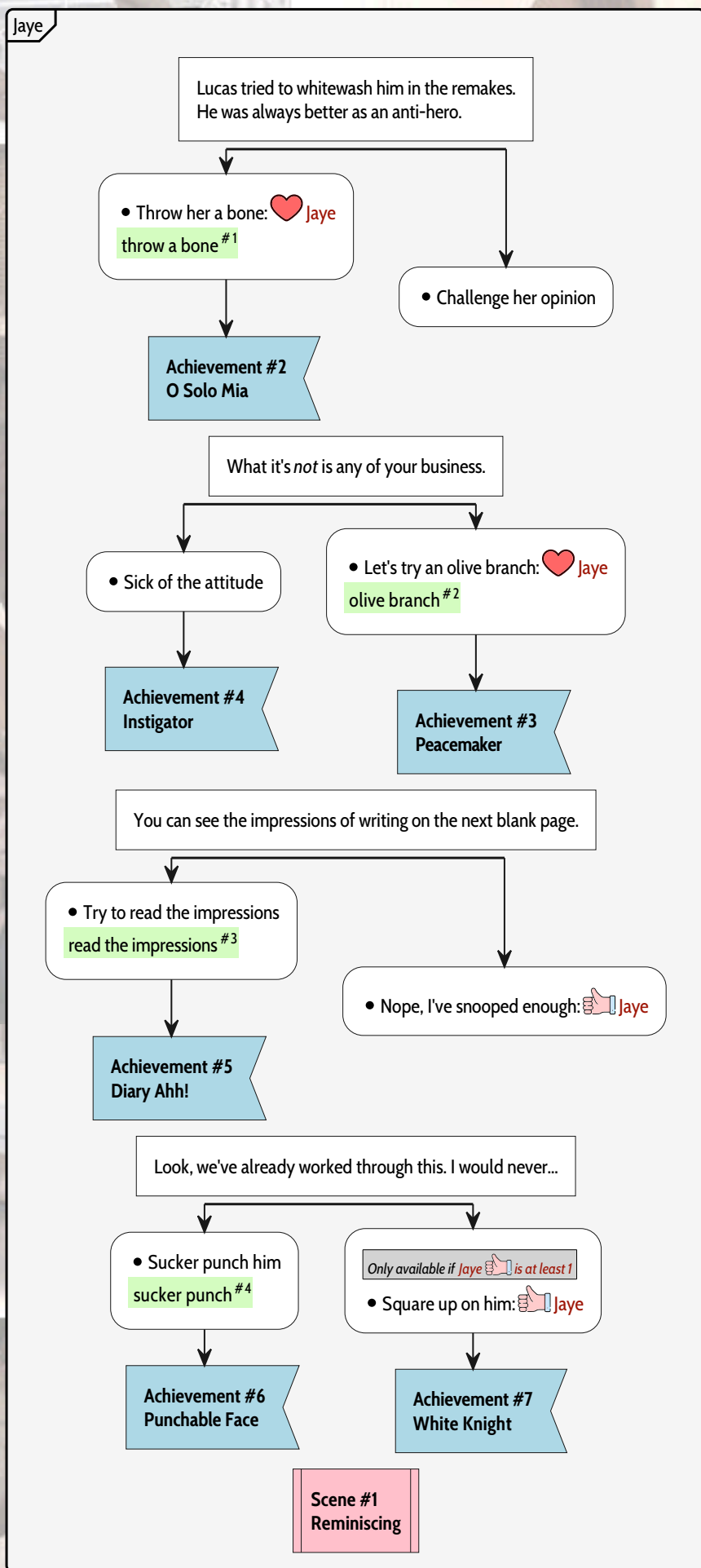
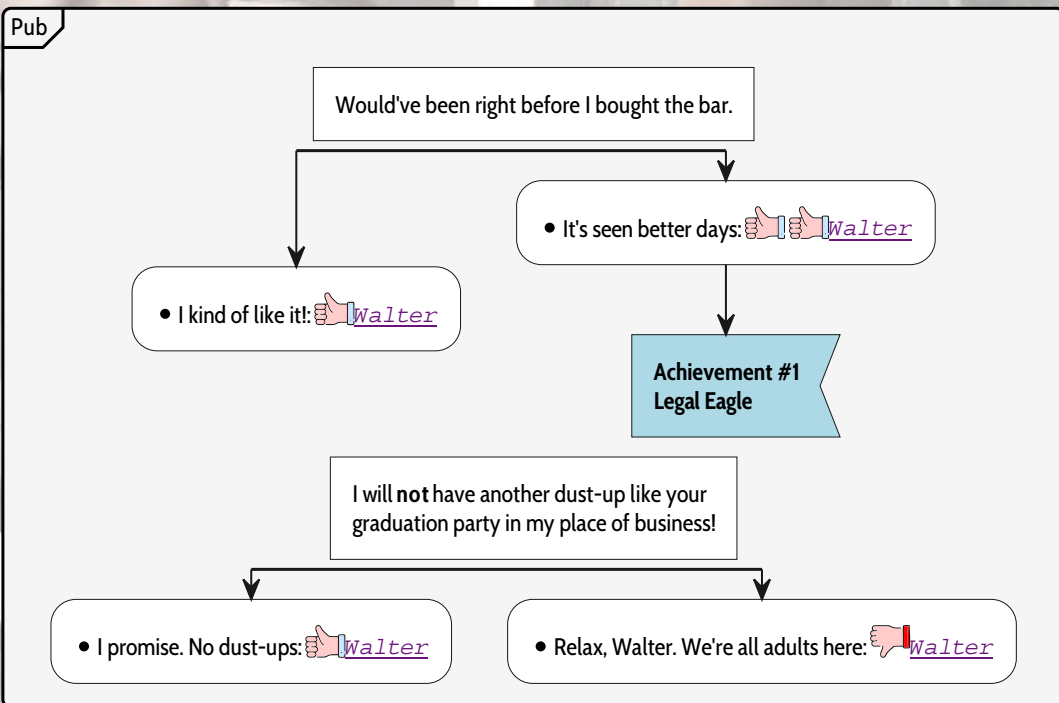
Enjoy the game!

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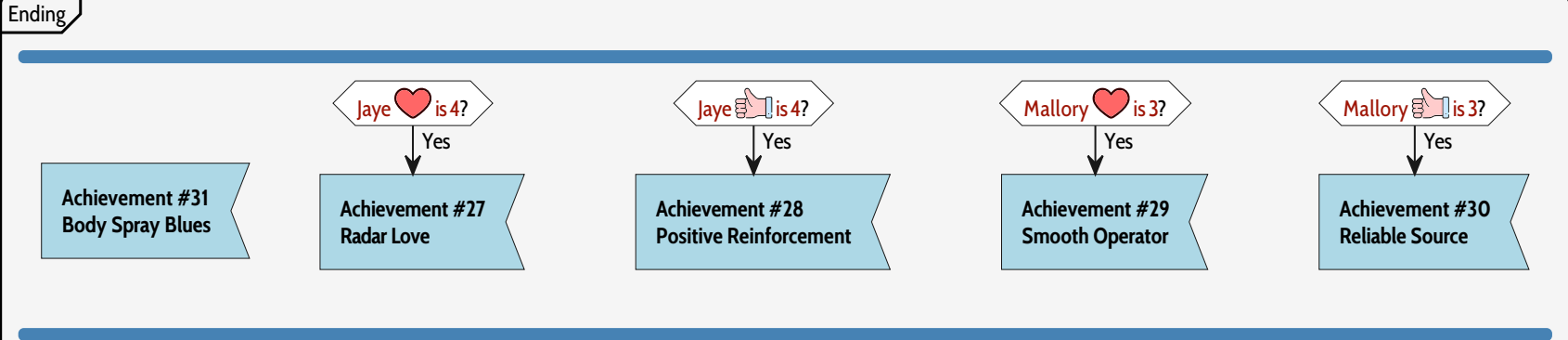
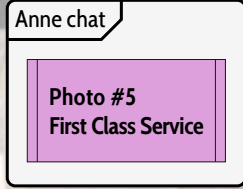
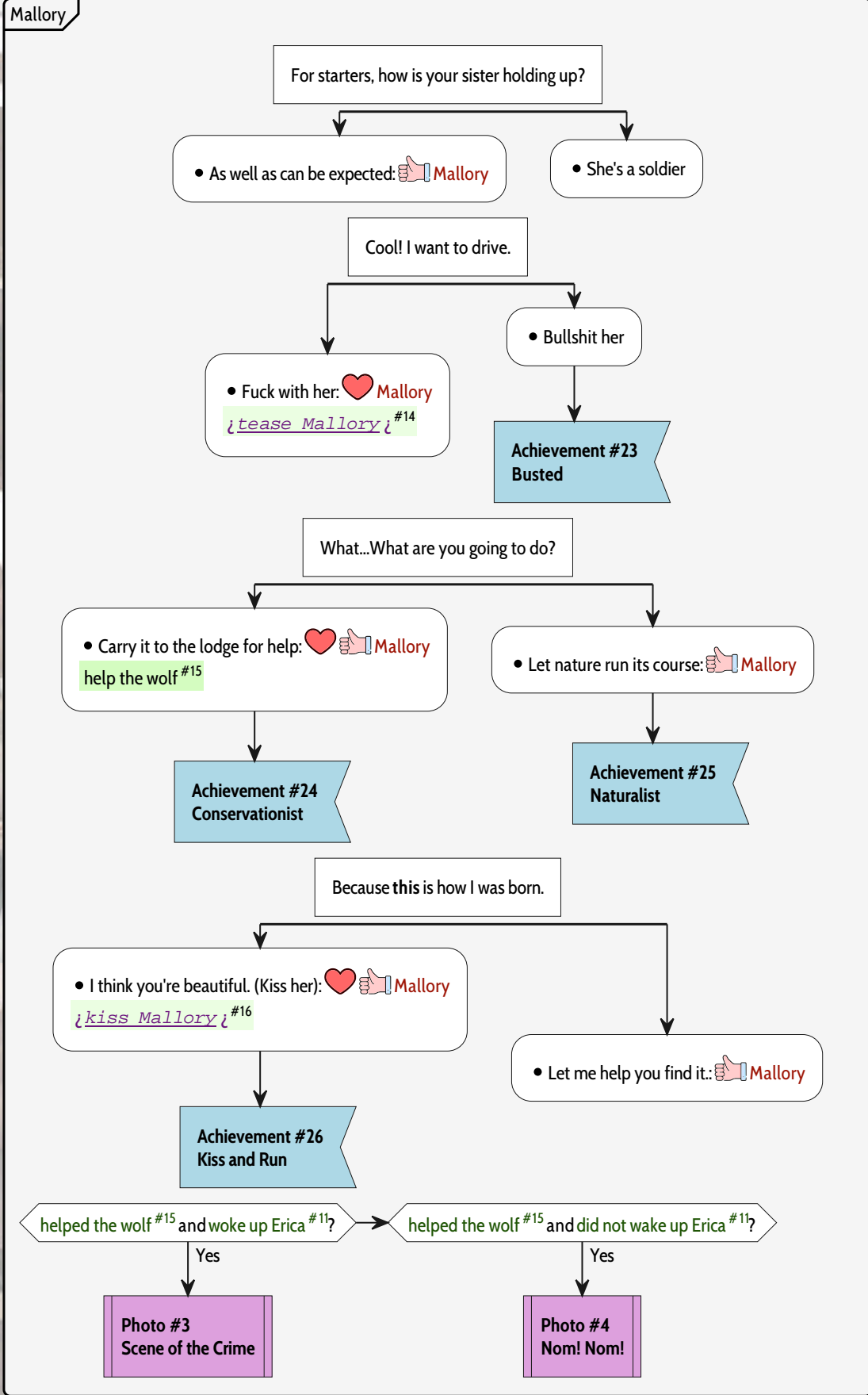
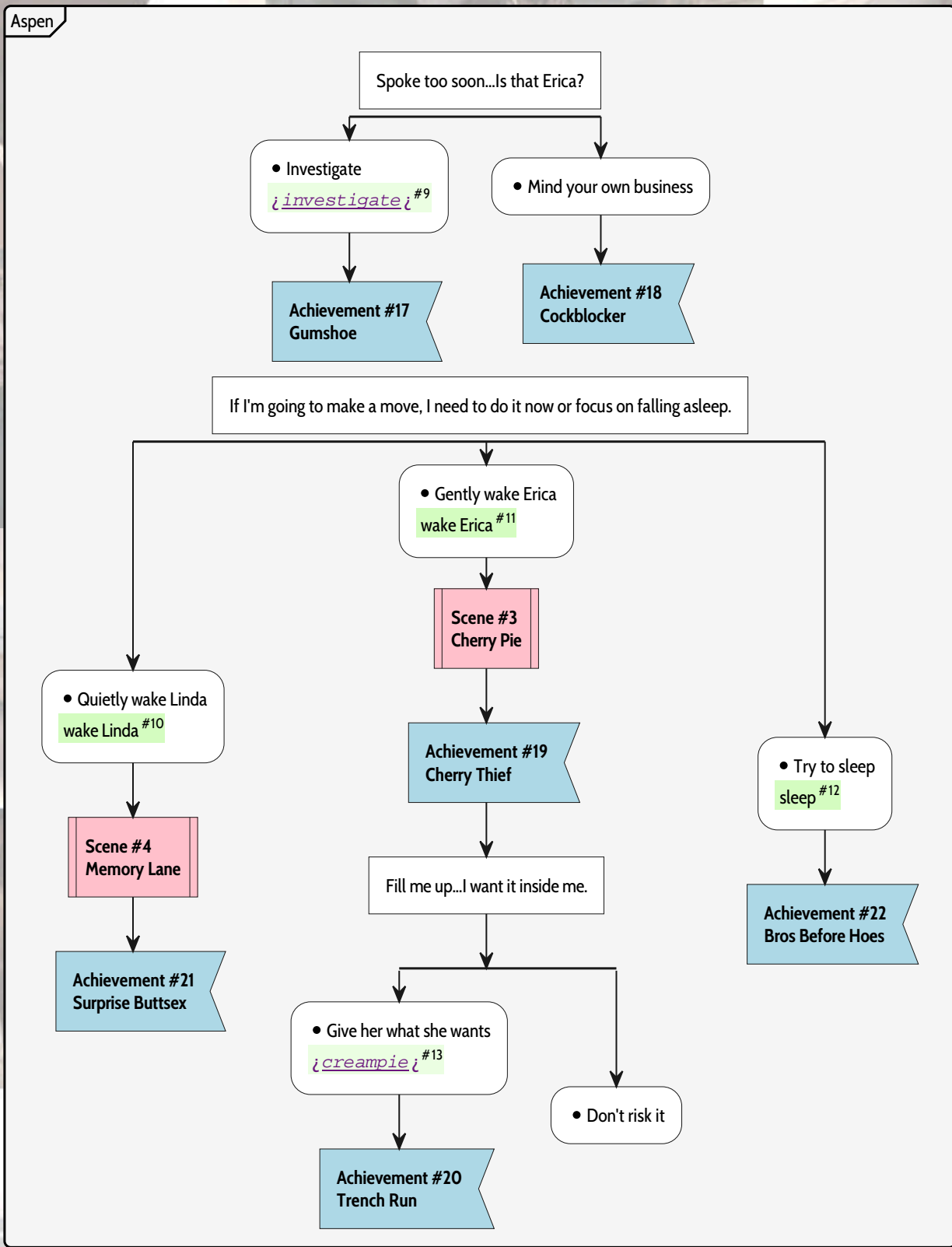
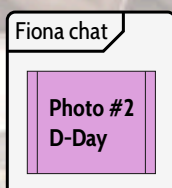
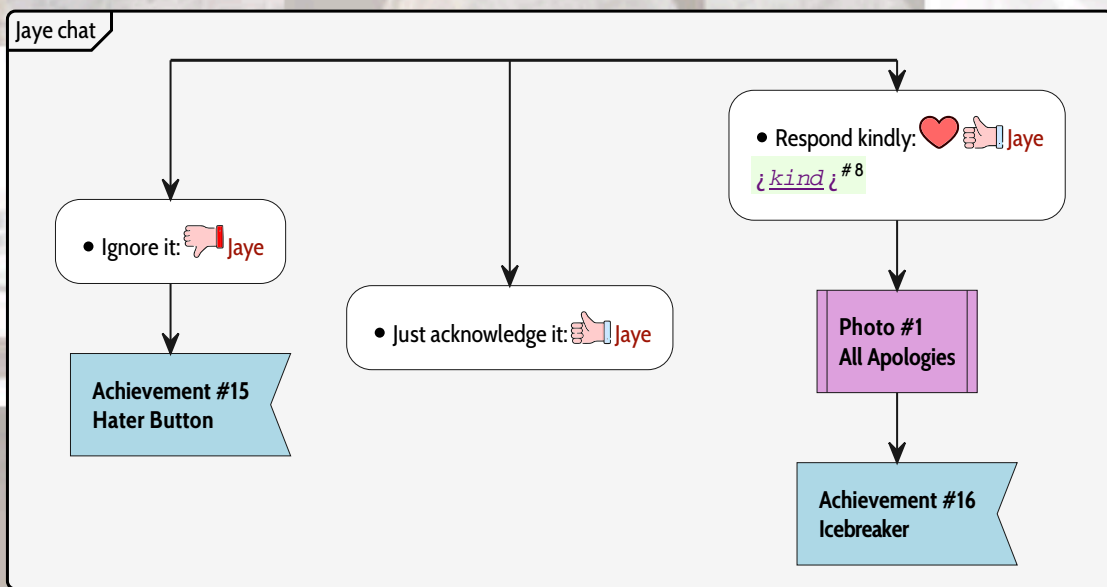
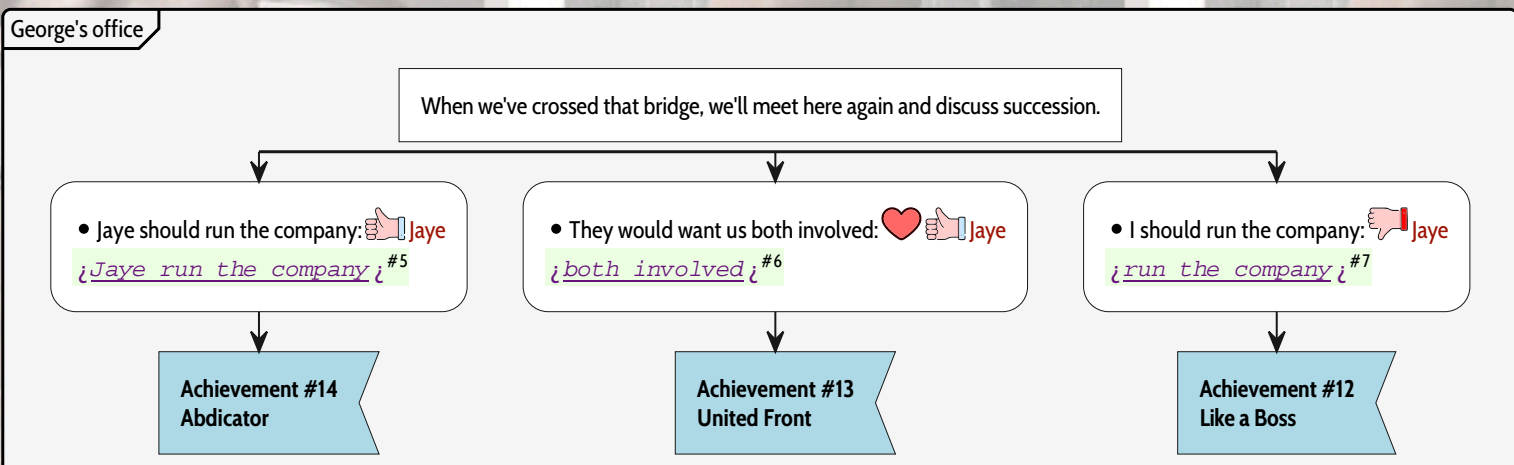
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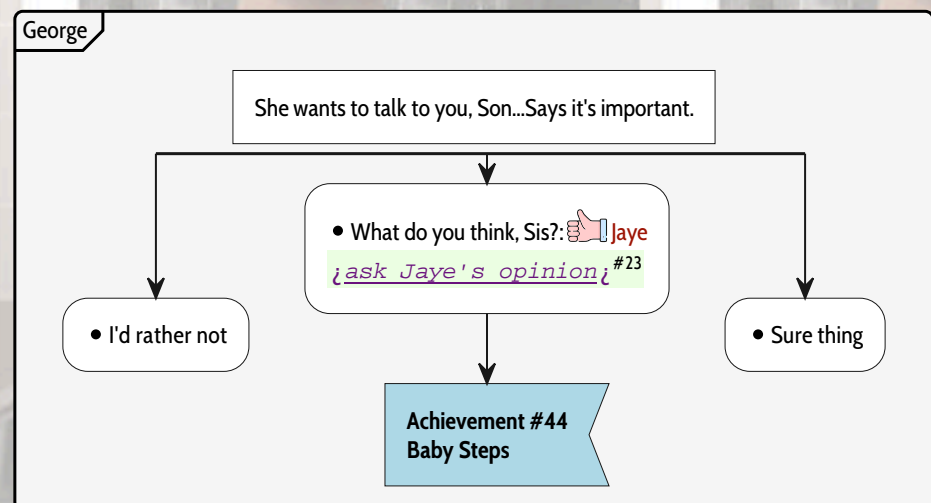
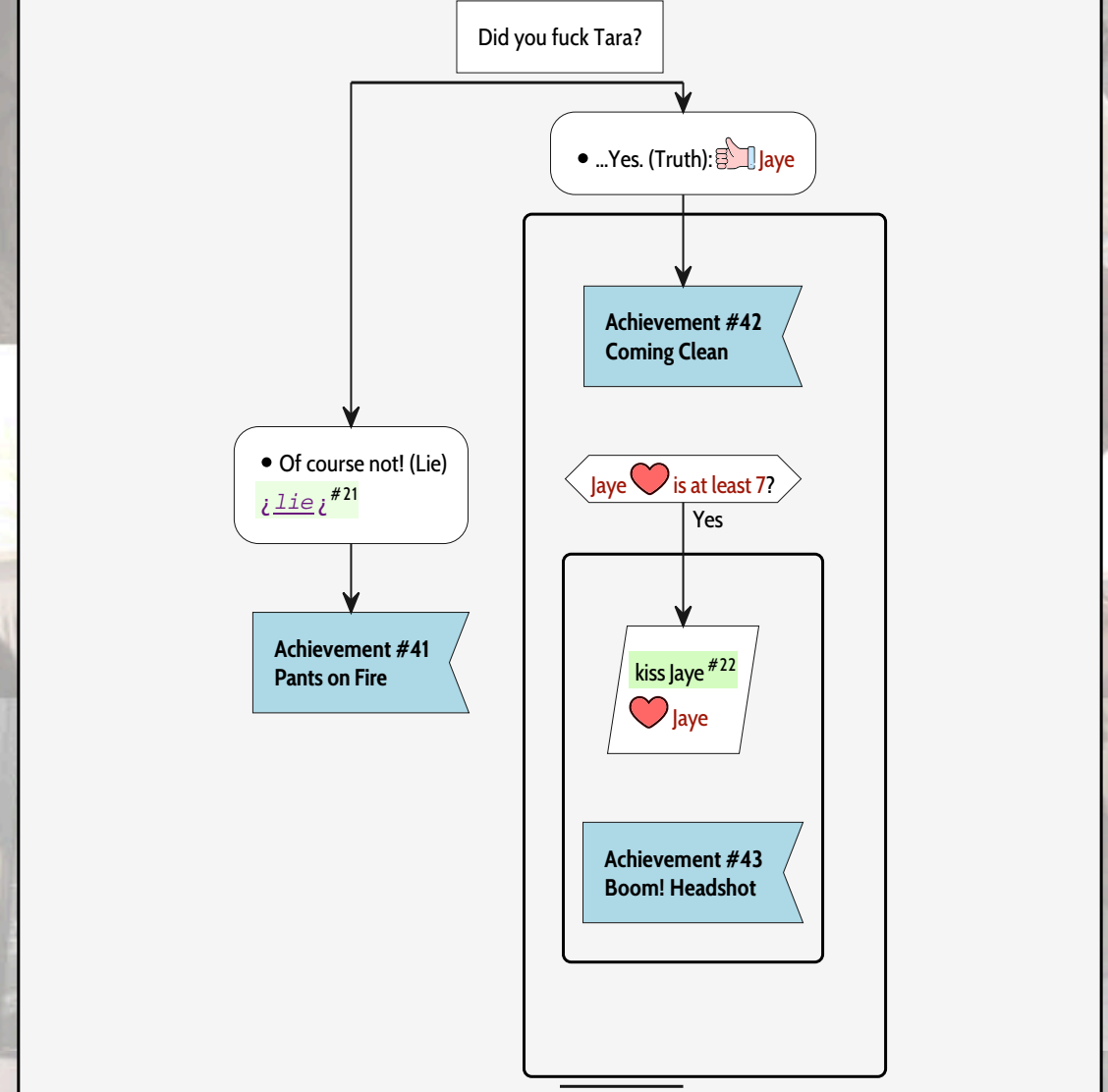
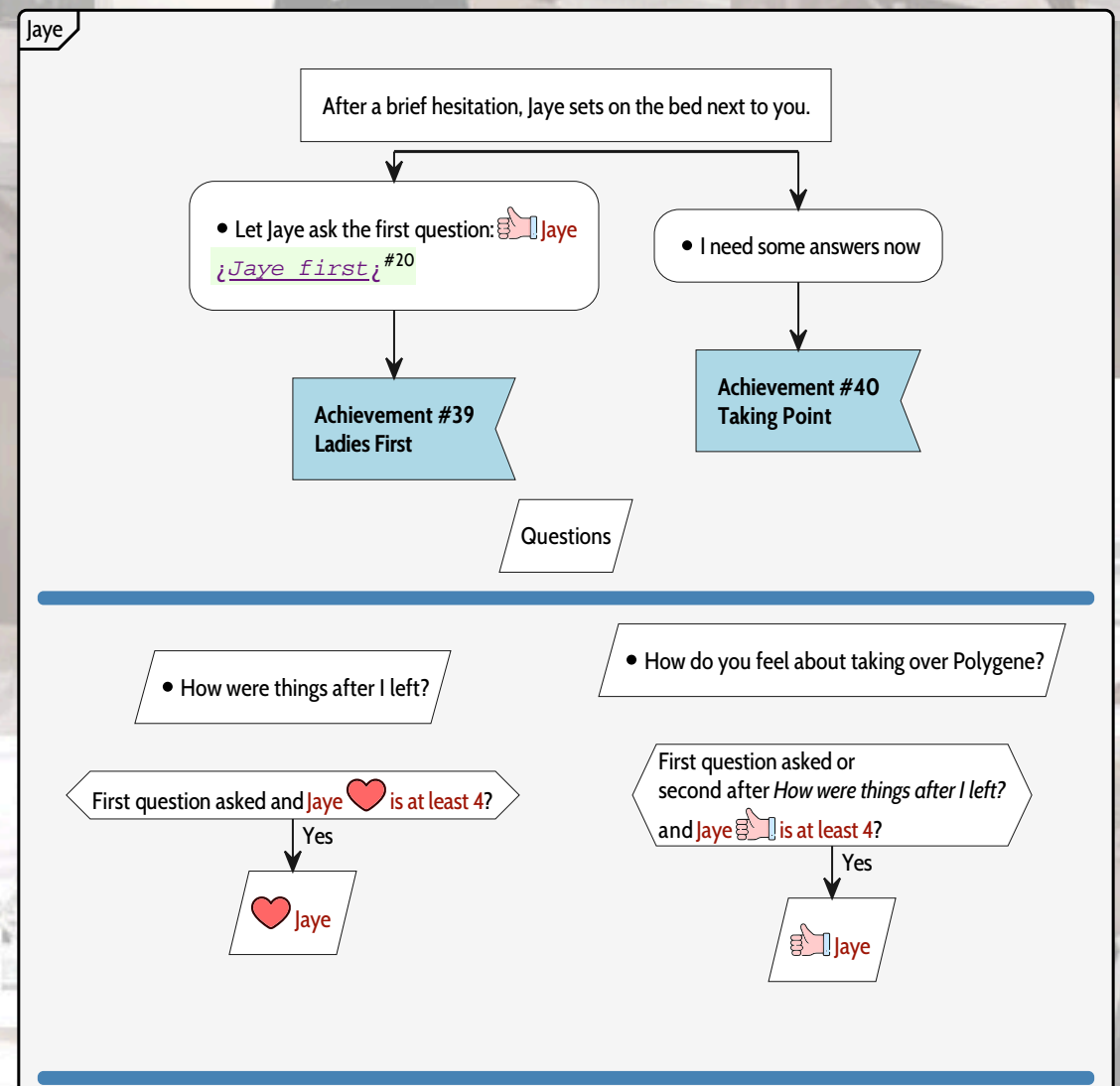
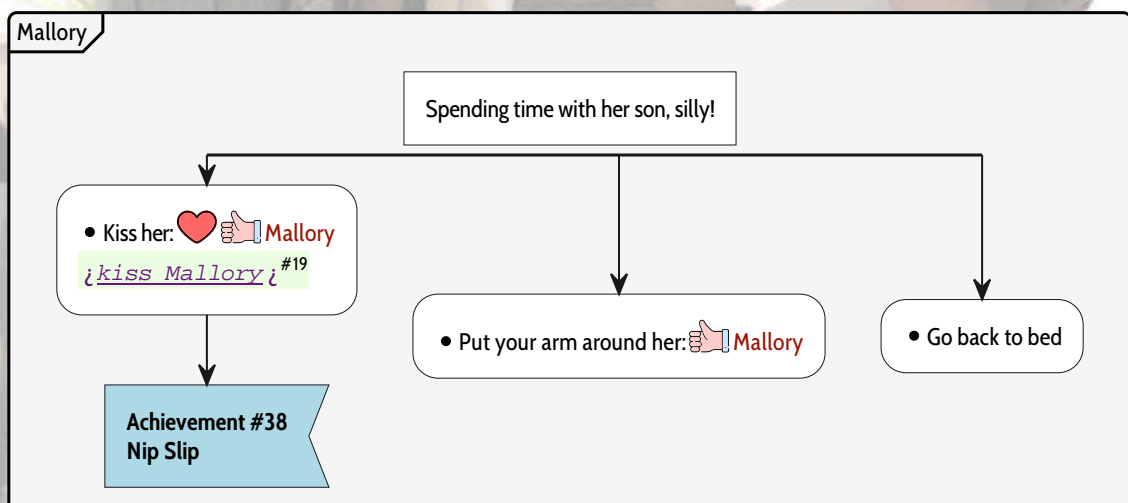
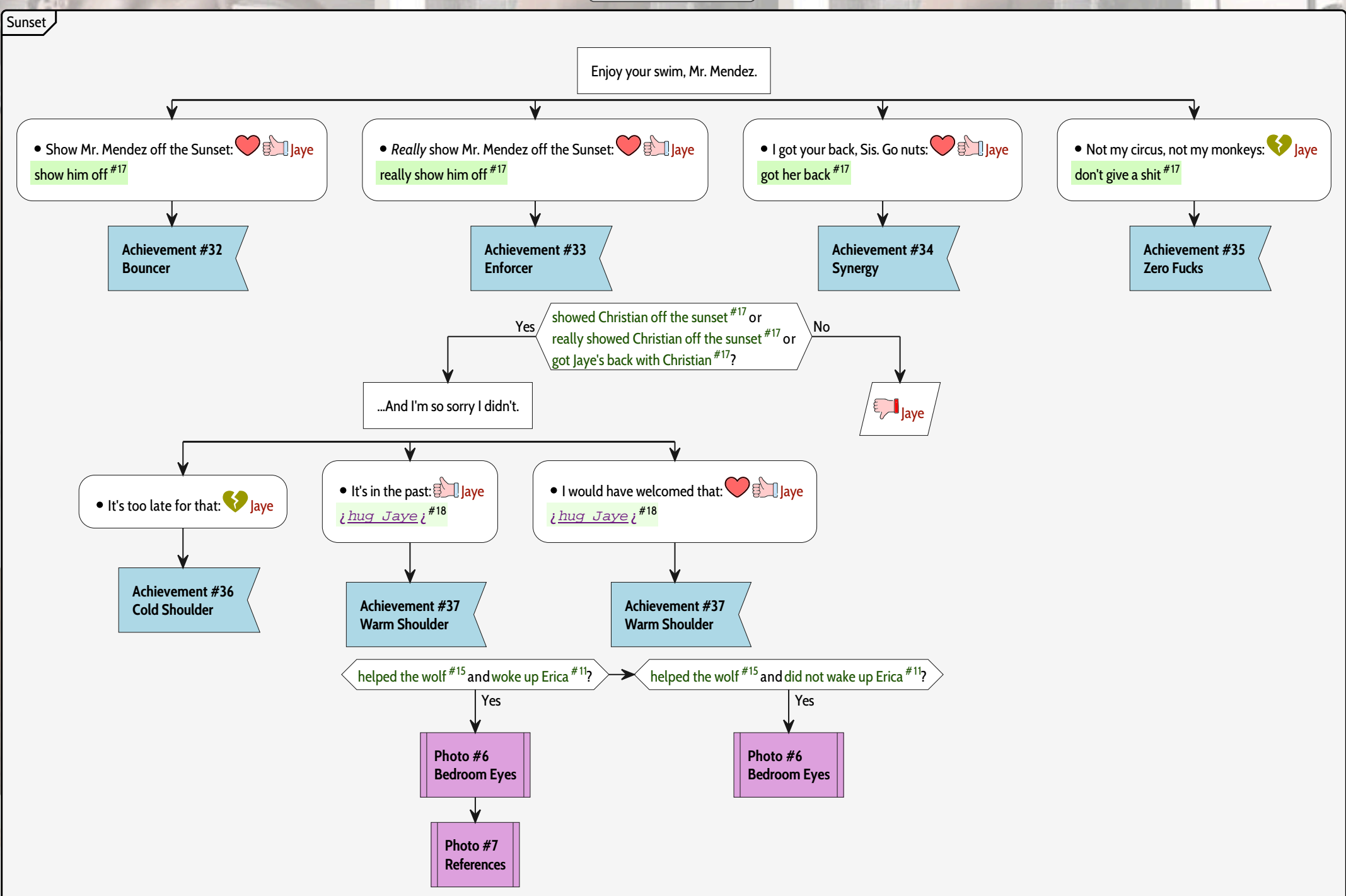
Chasing Sunsets Prologue



Chasing Sunsets Chapter 1



Chasing Sunsets Chapter 2

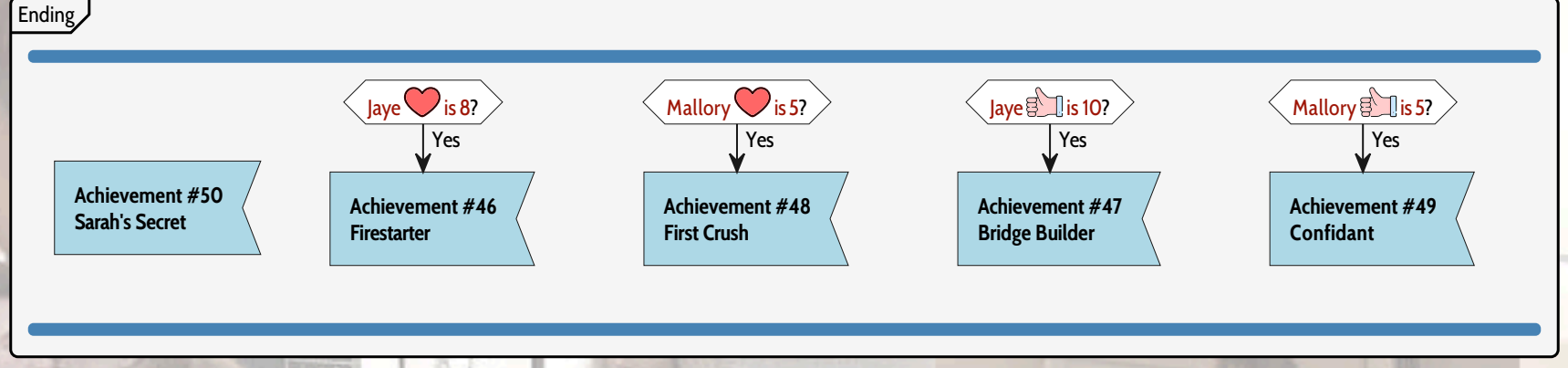
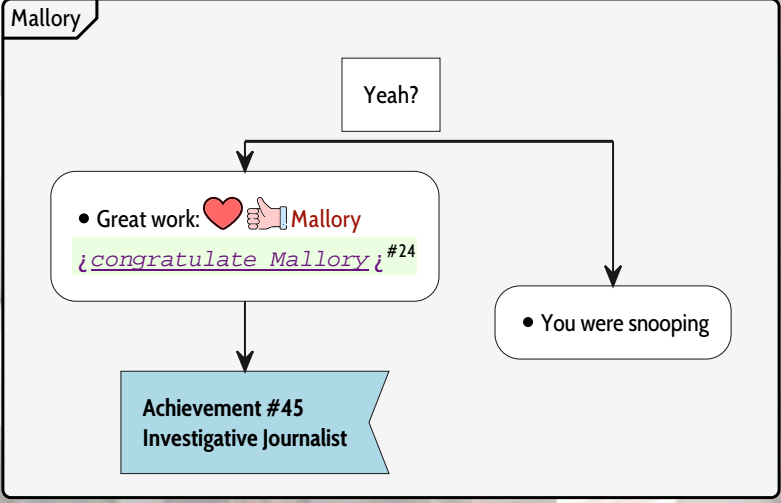


Fiona chat

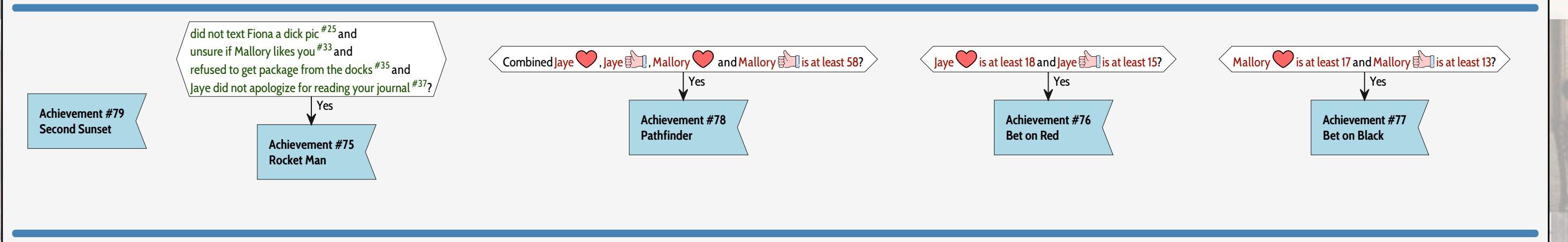
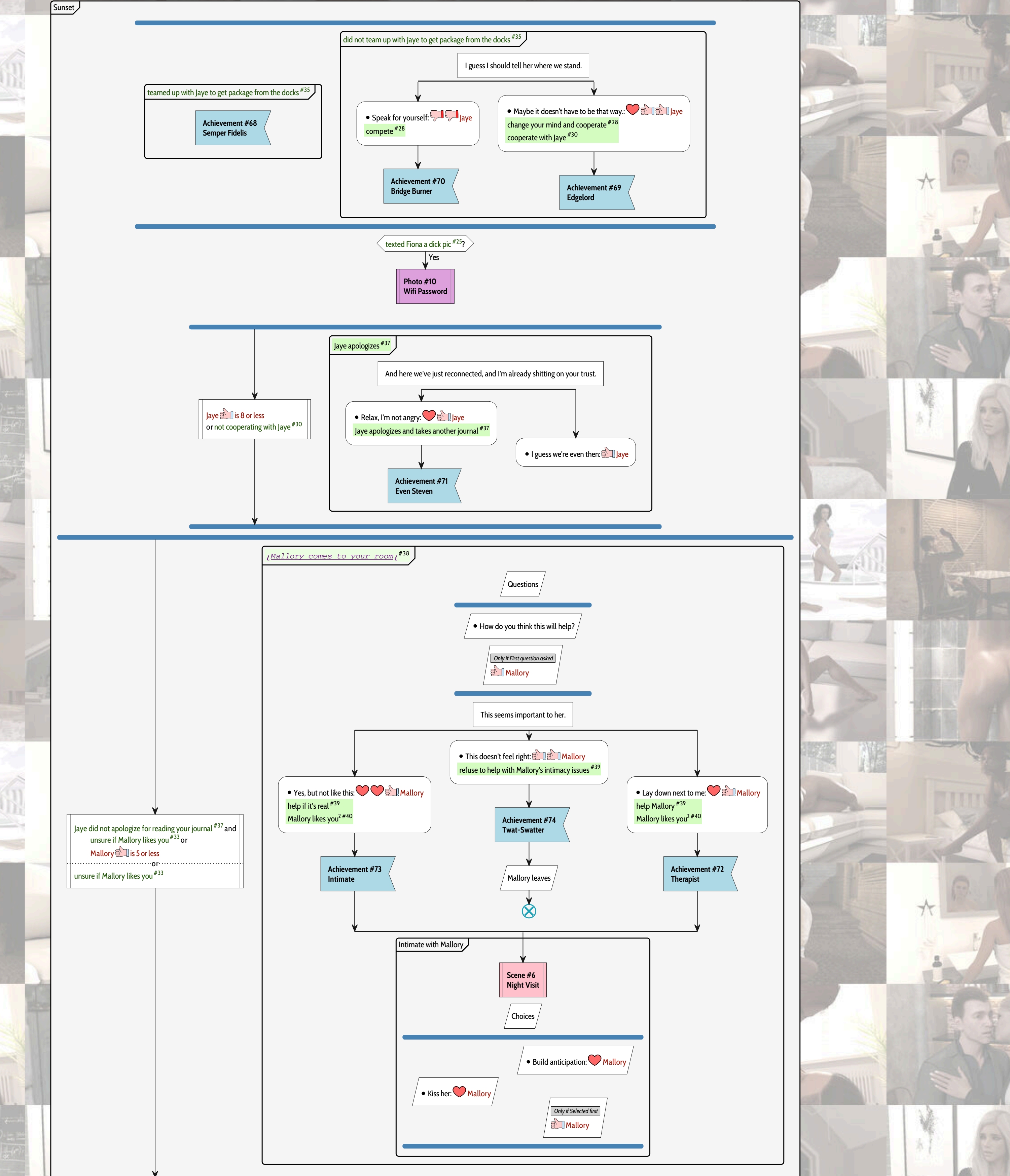
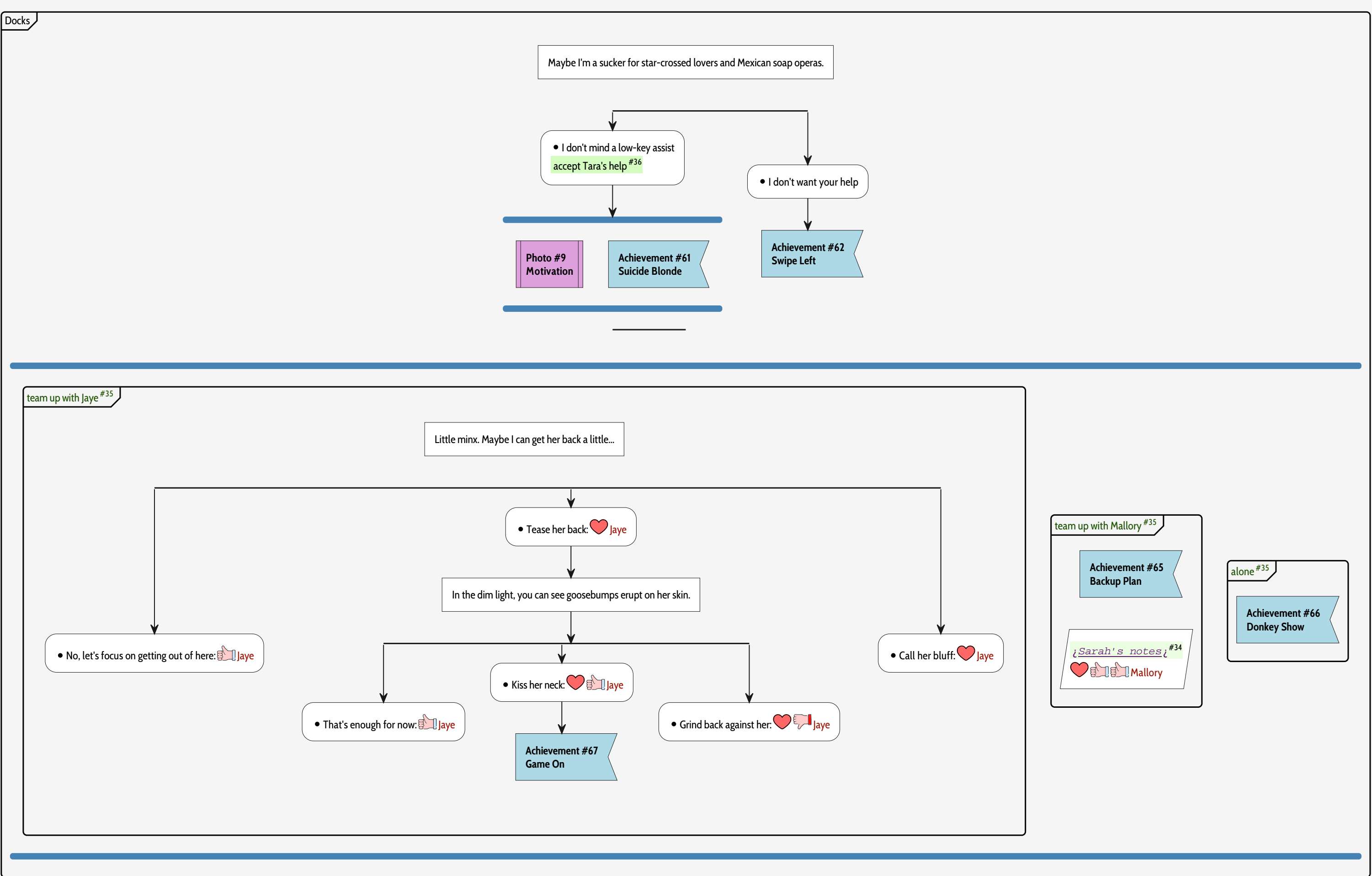
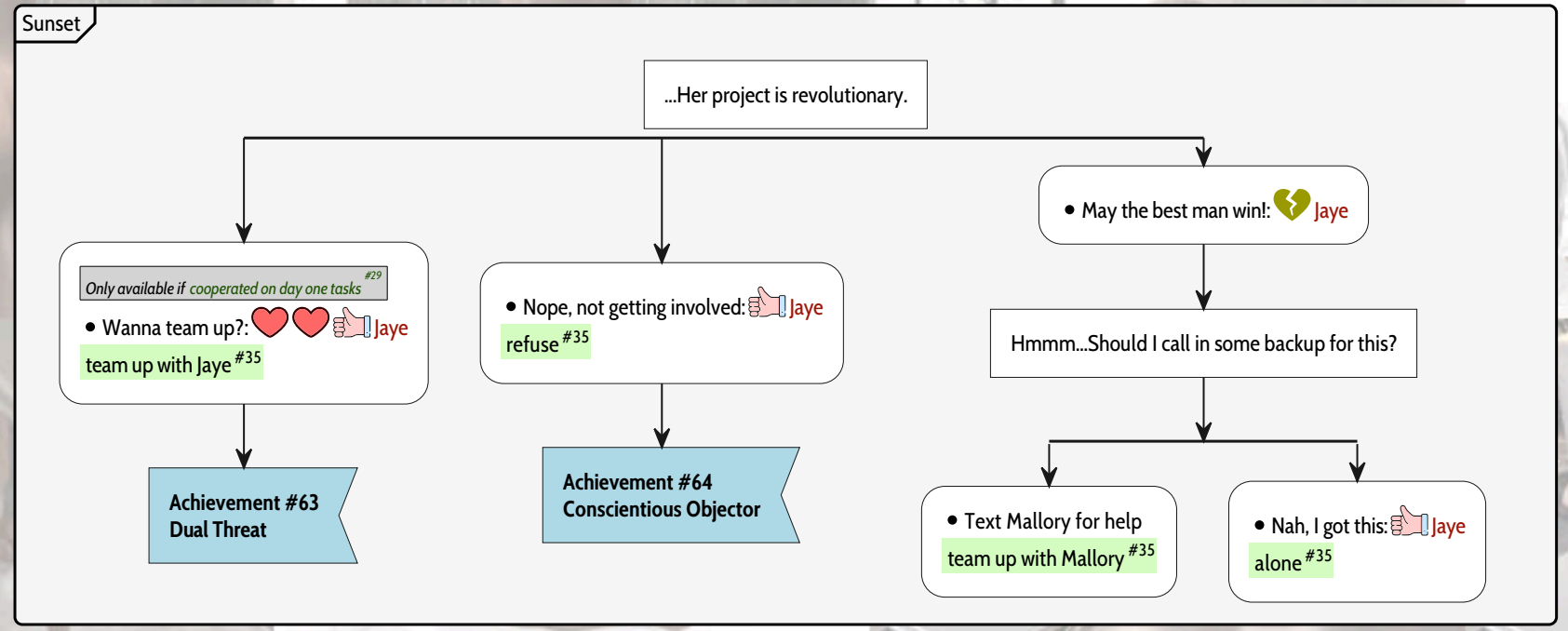
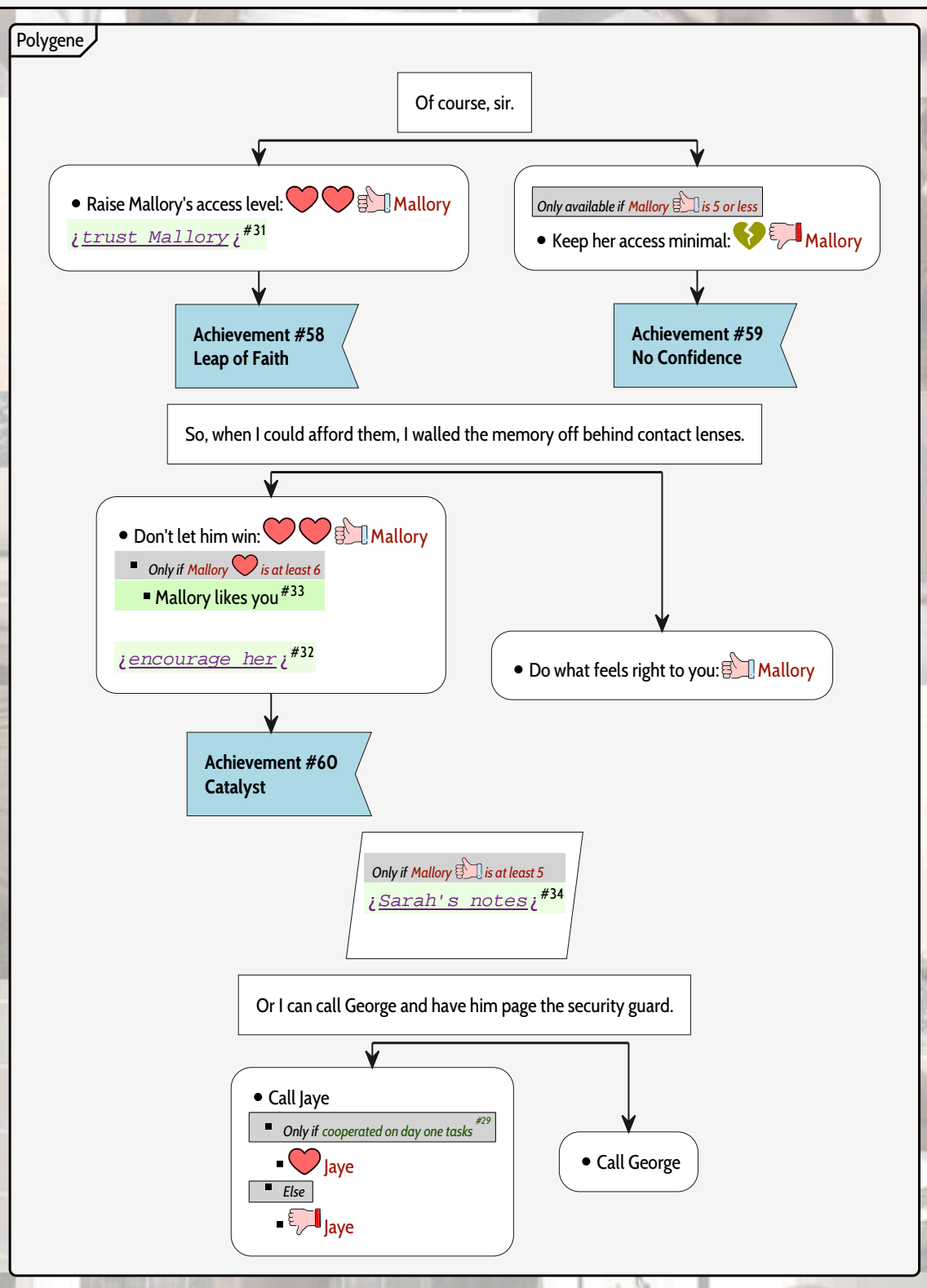
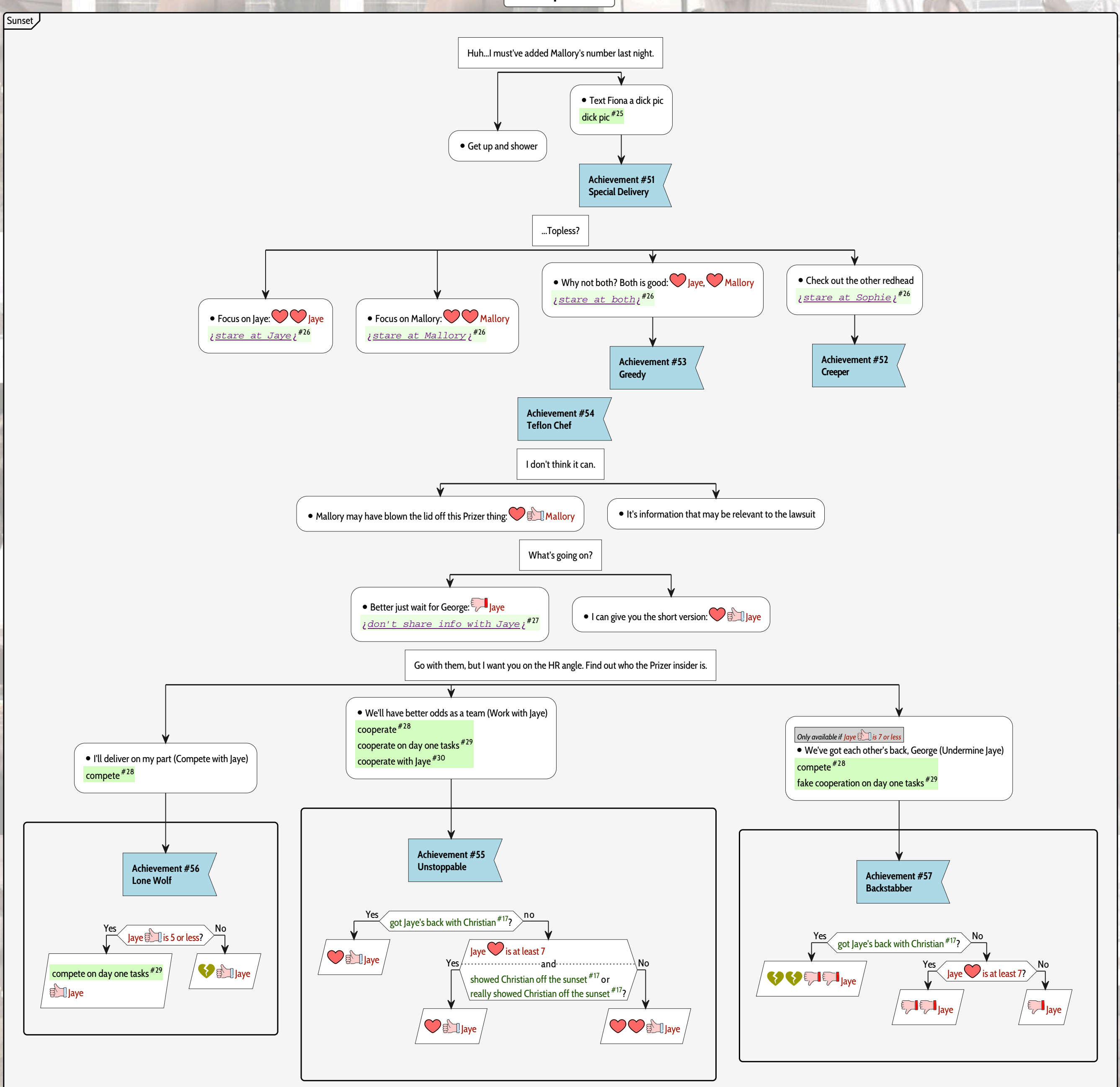
Photo #8 Pillow Talk

Tara

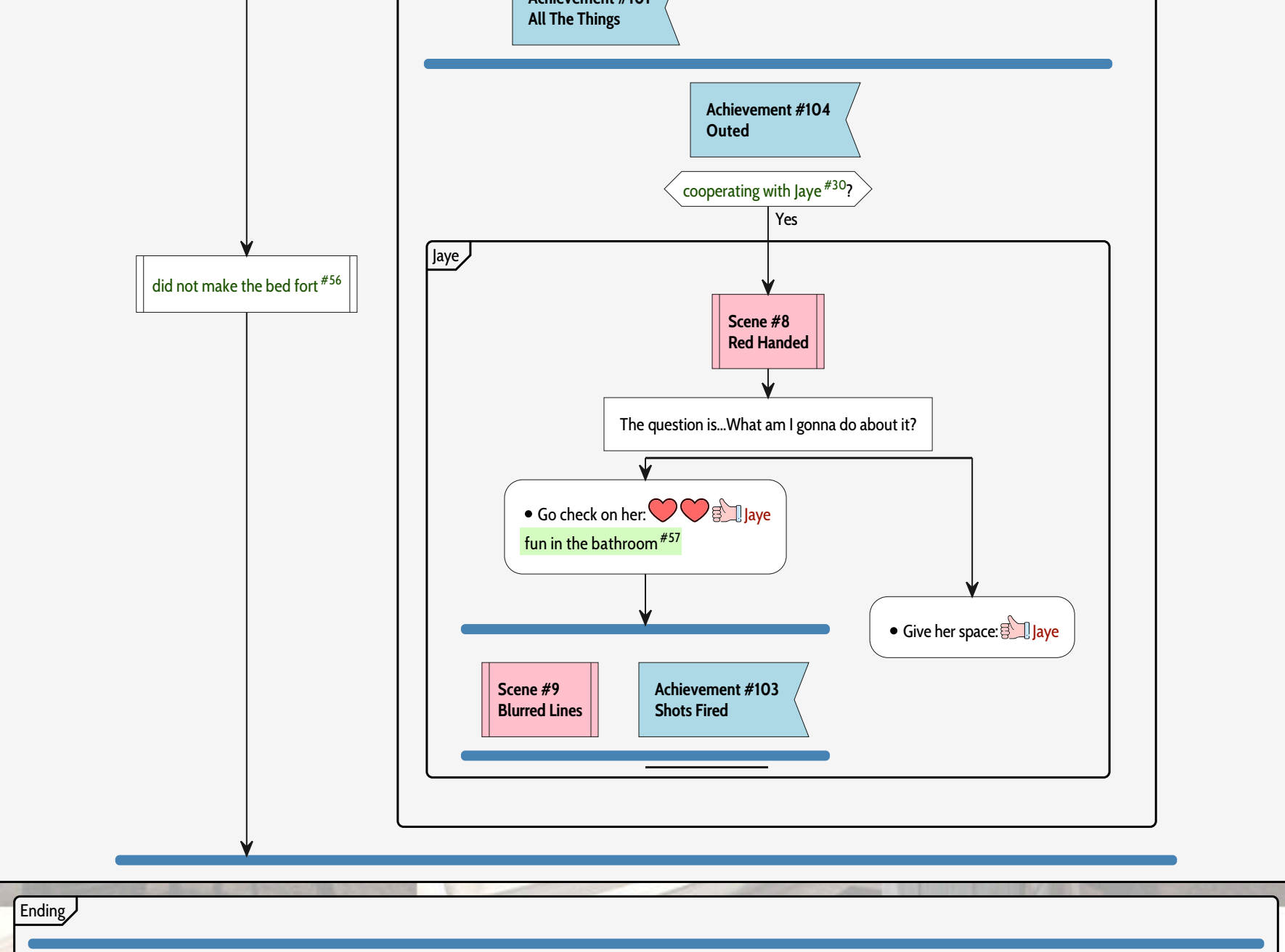
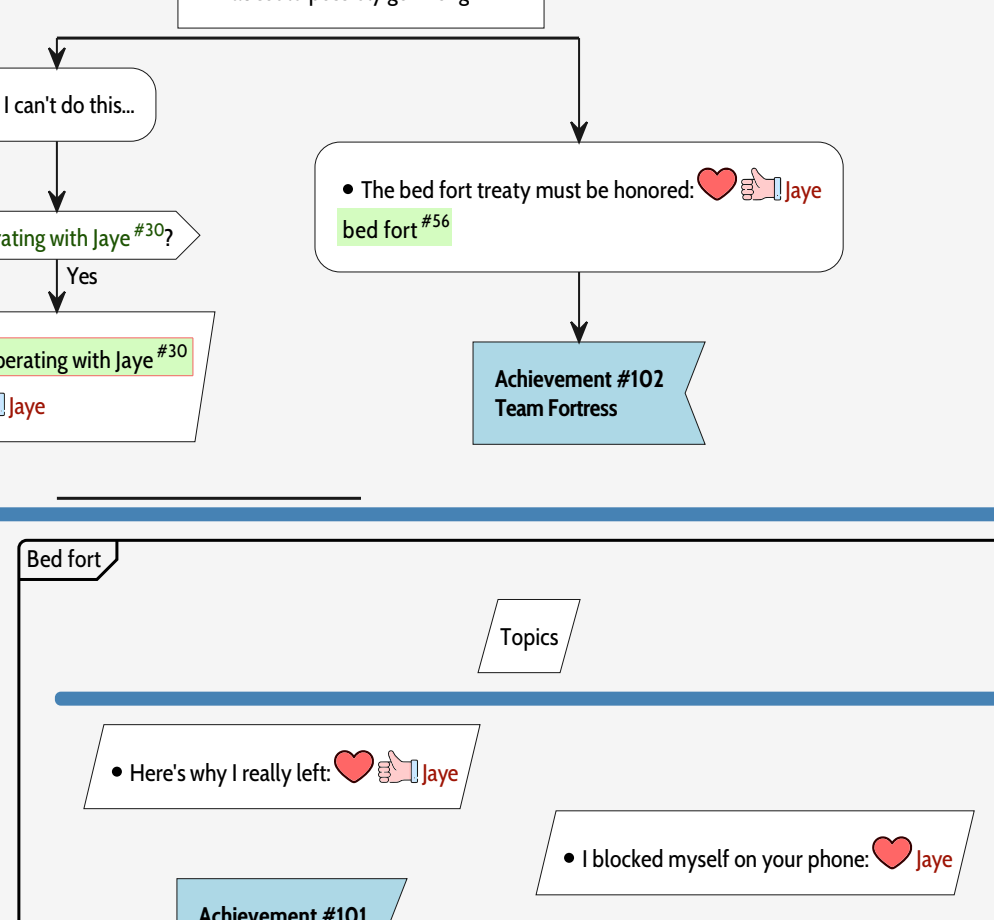
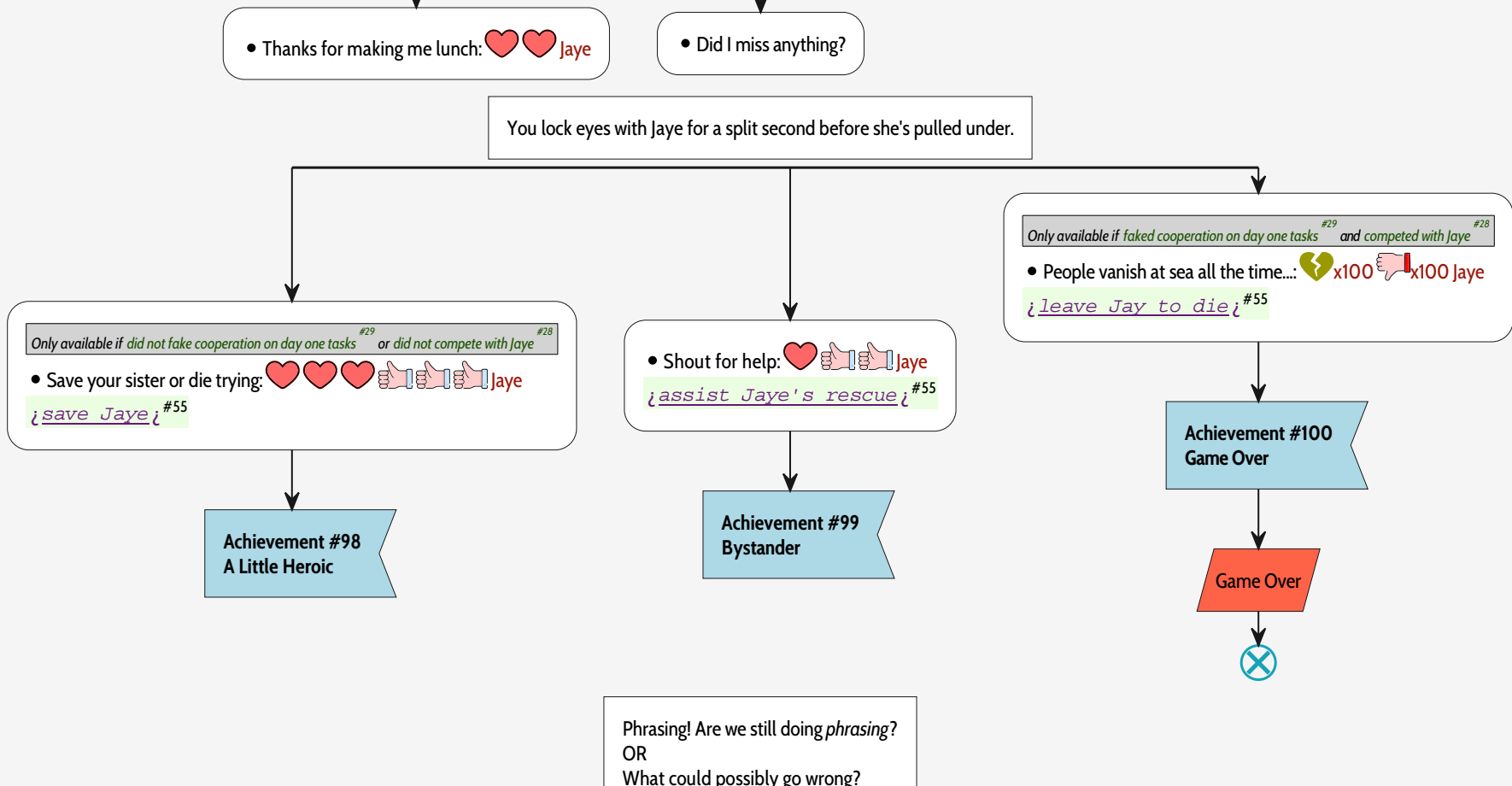
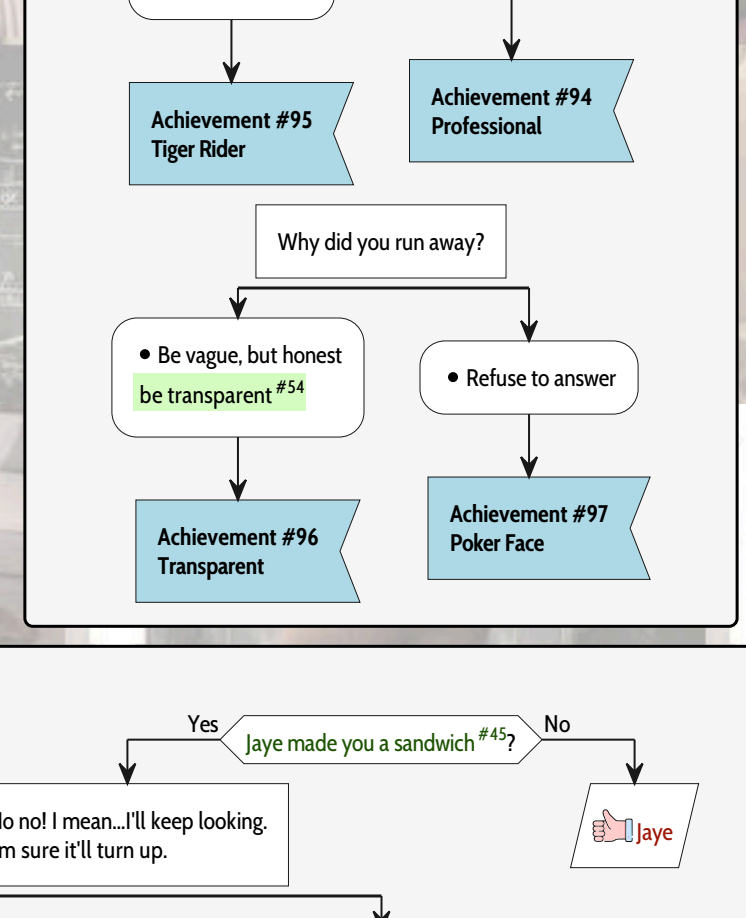
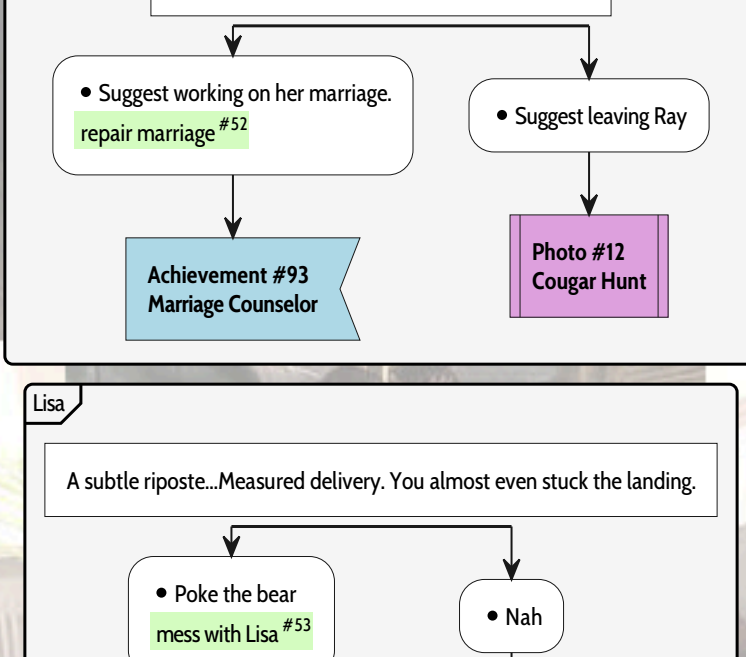
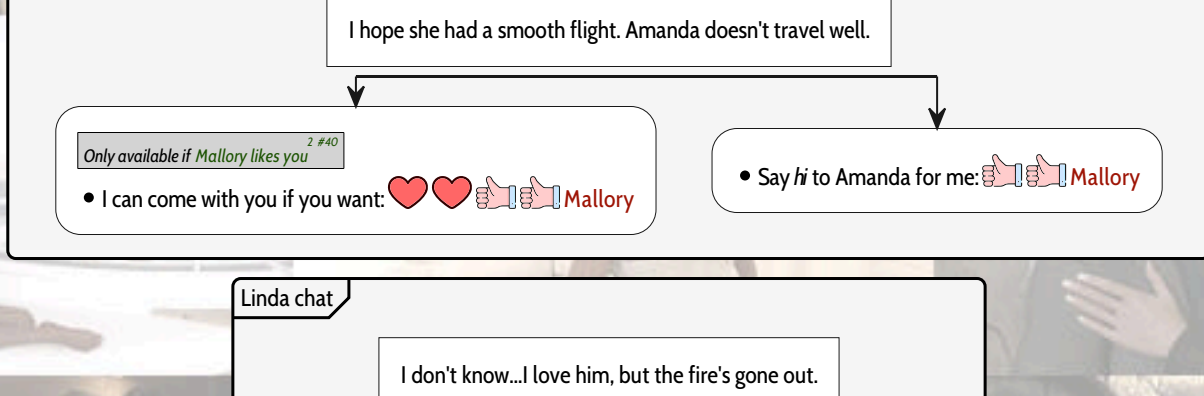
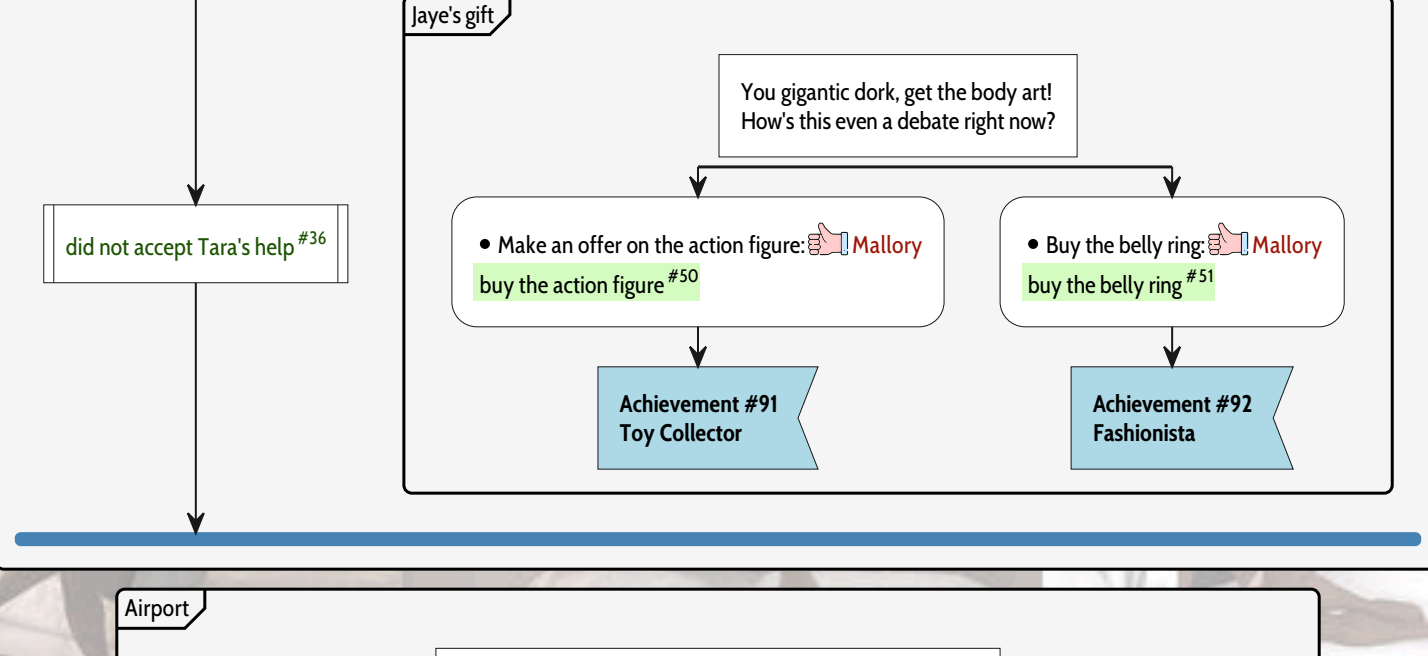
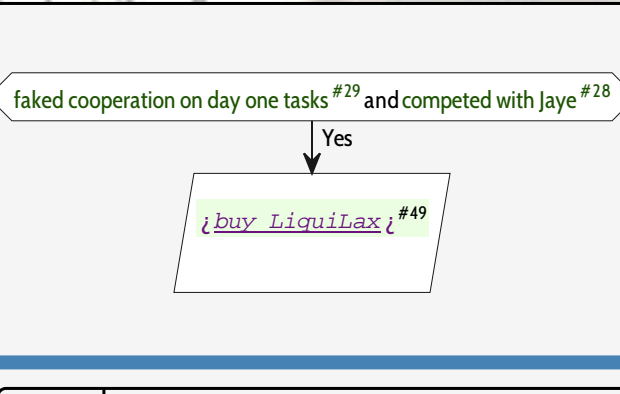
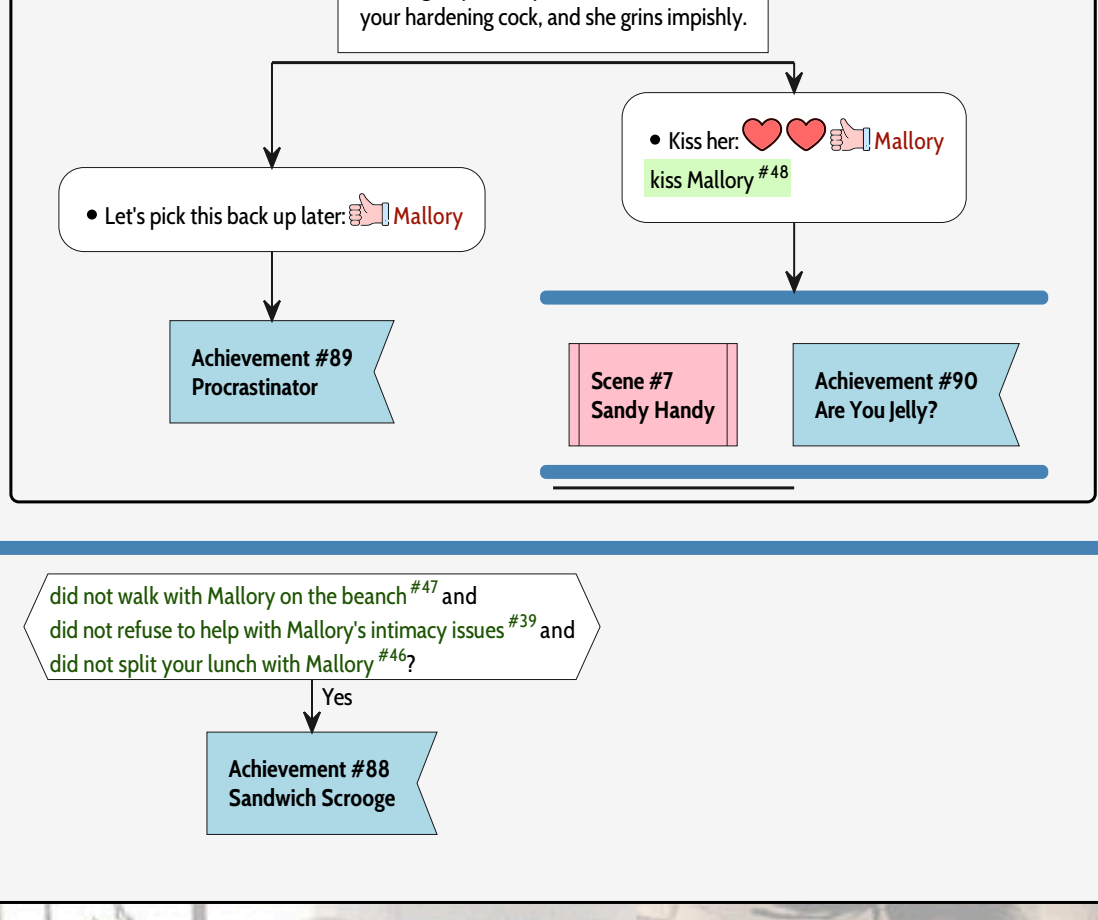
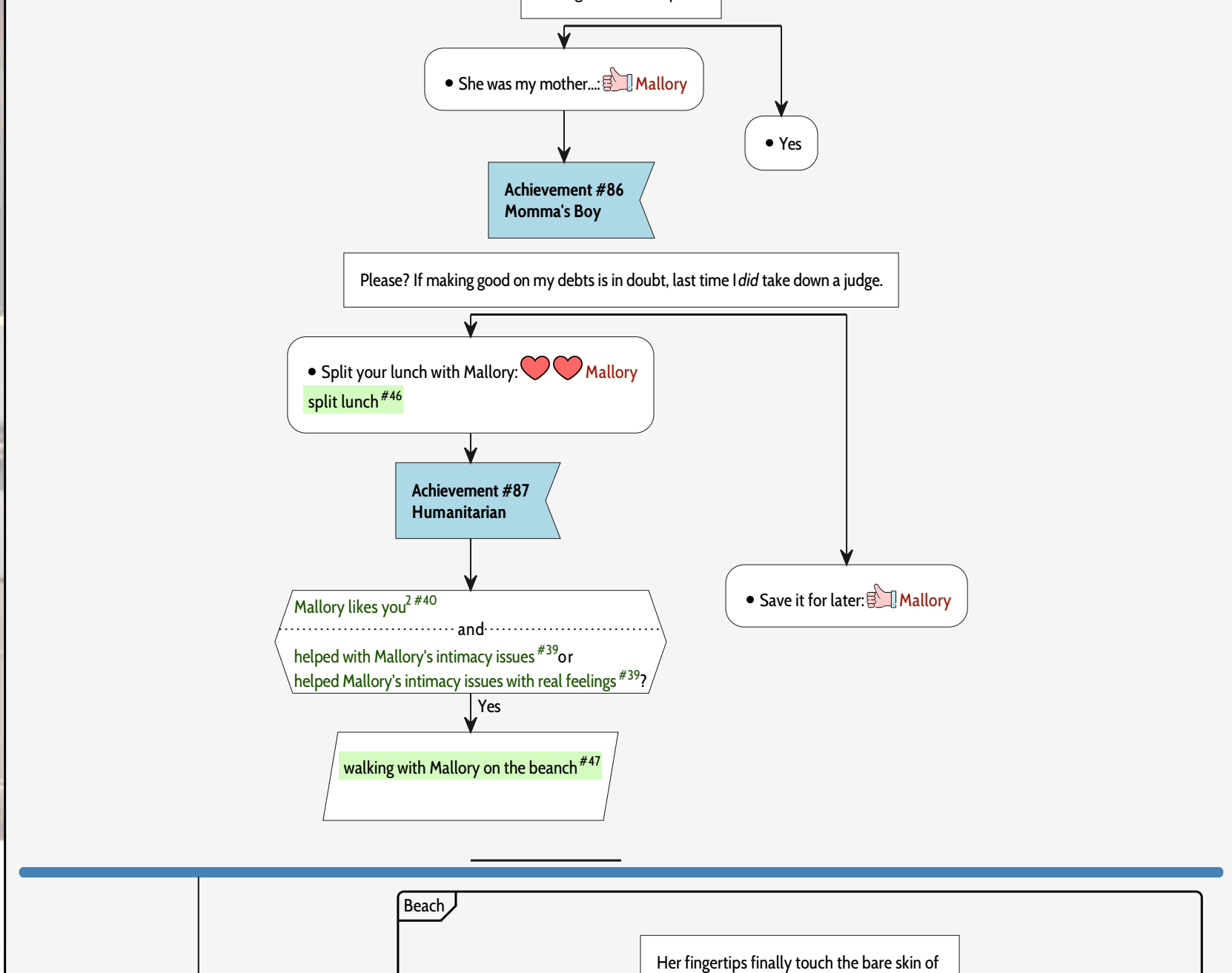
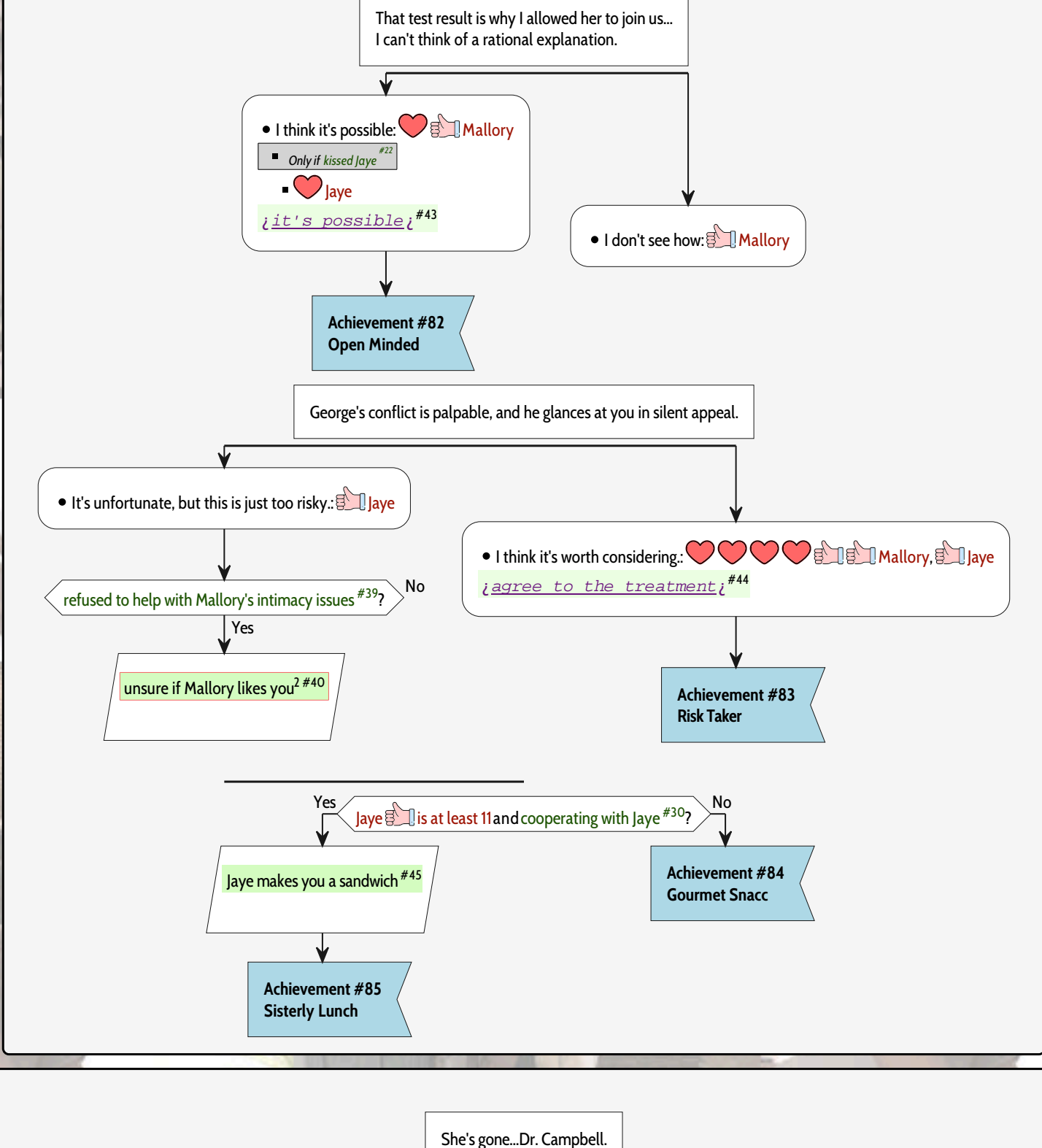
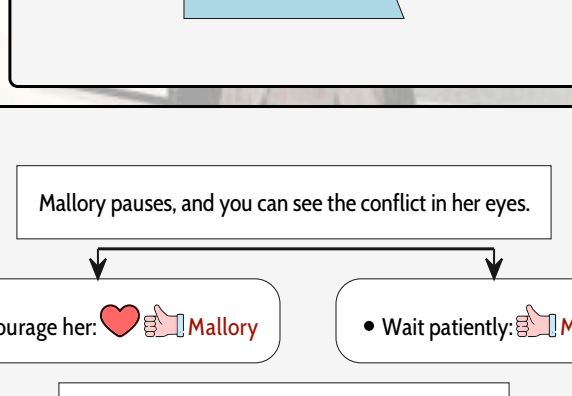
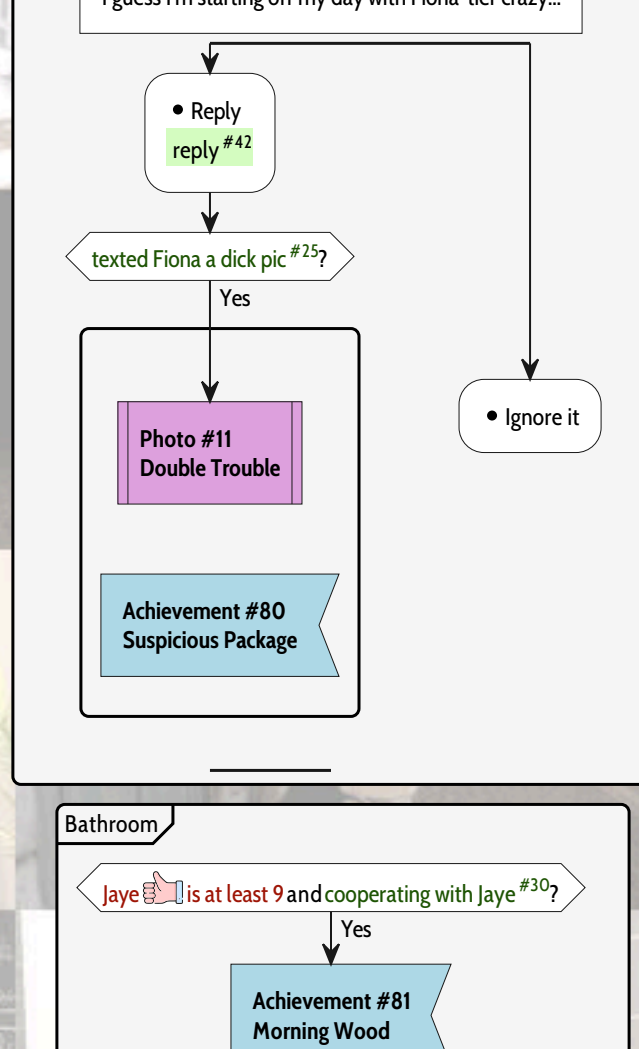
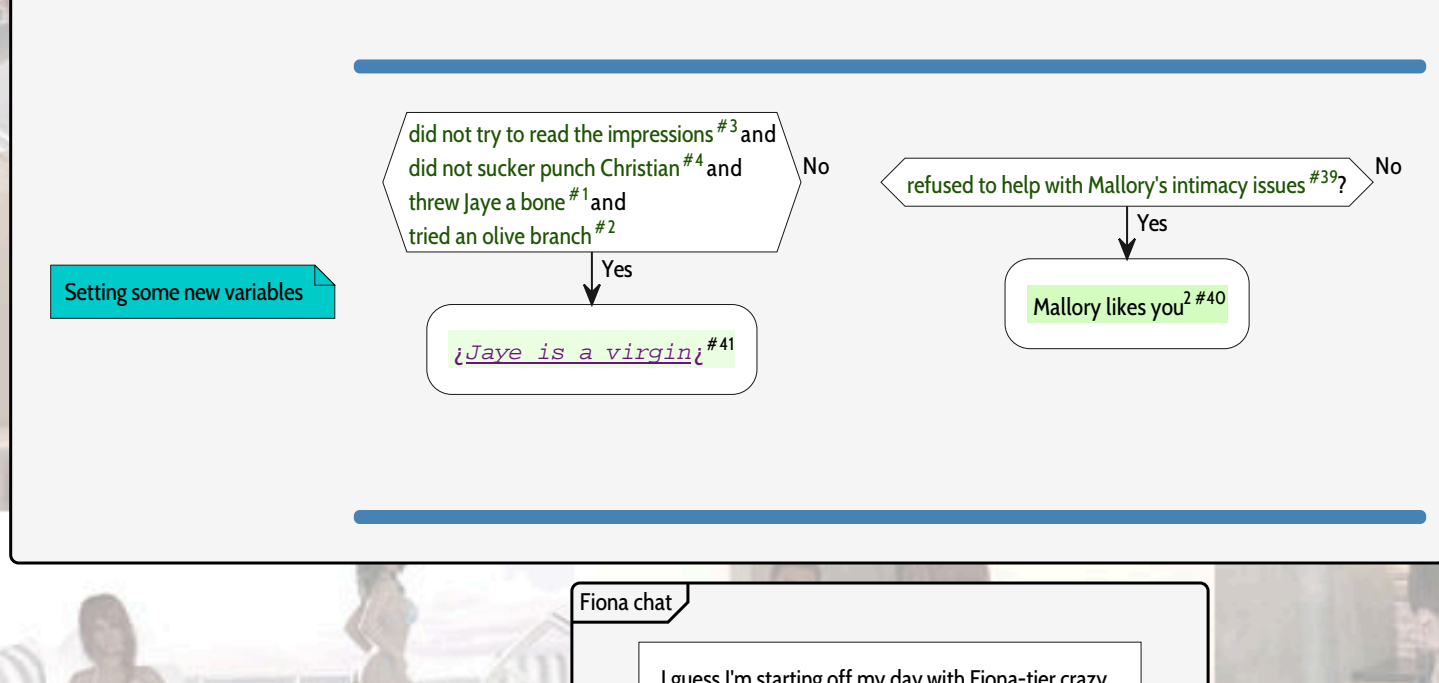
Scene #5 Bombshell



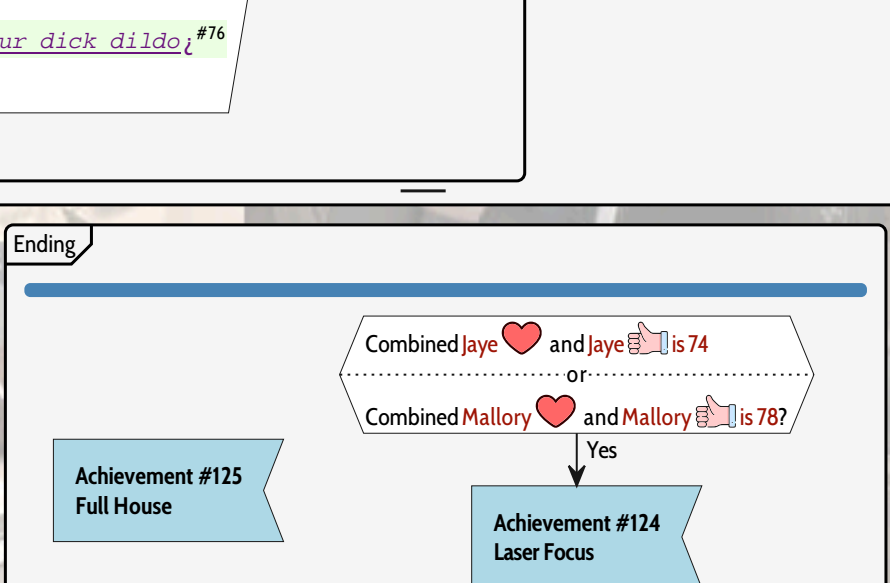
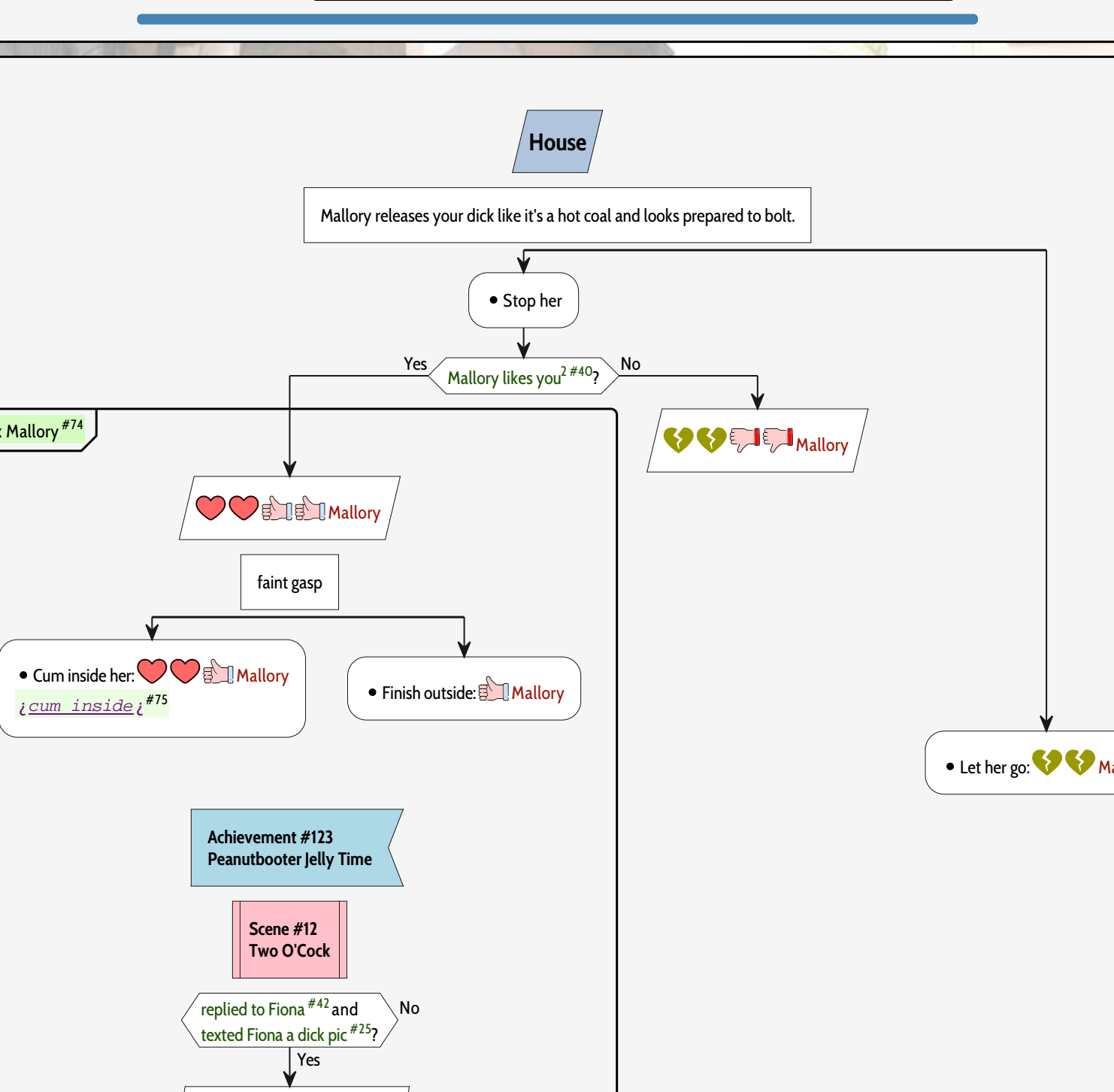
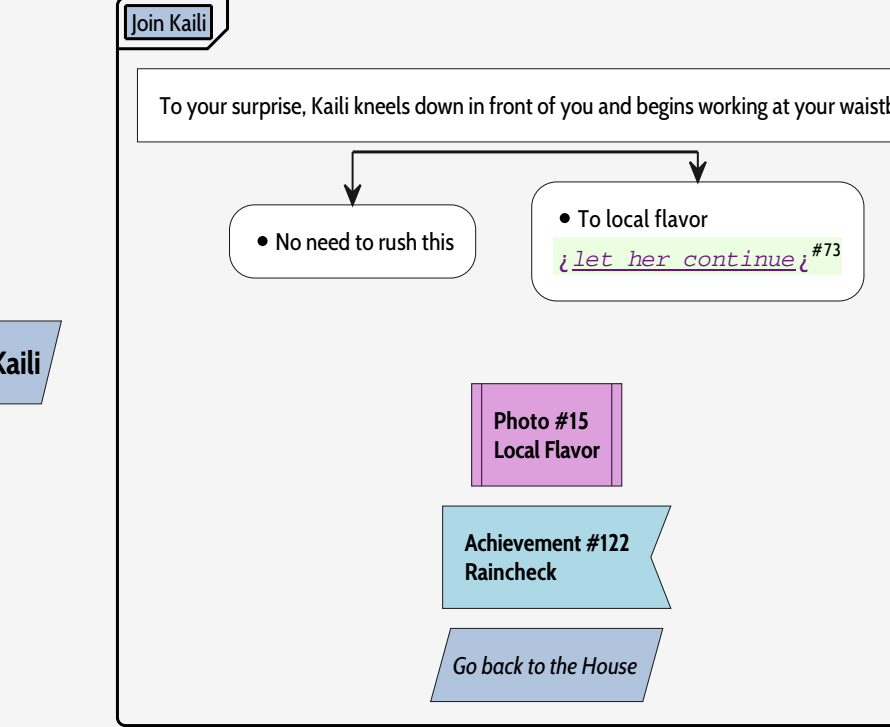
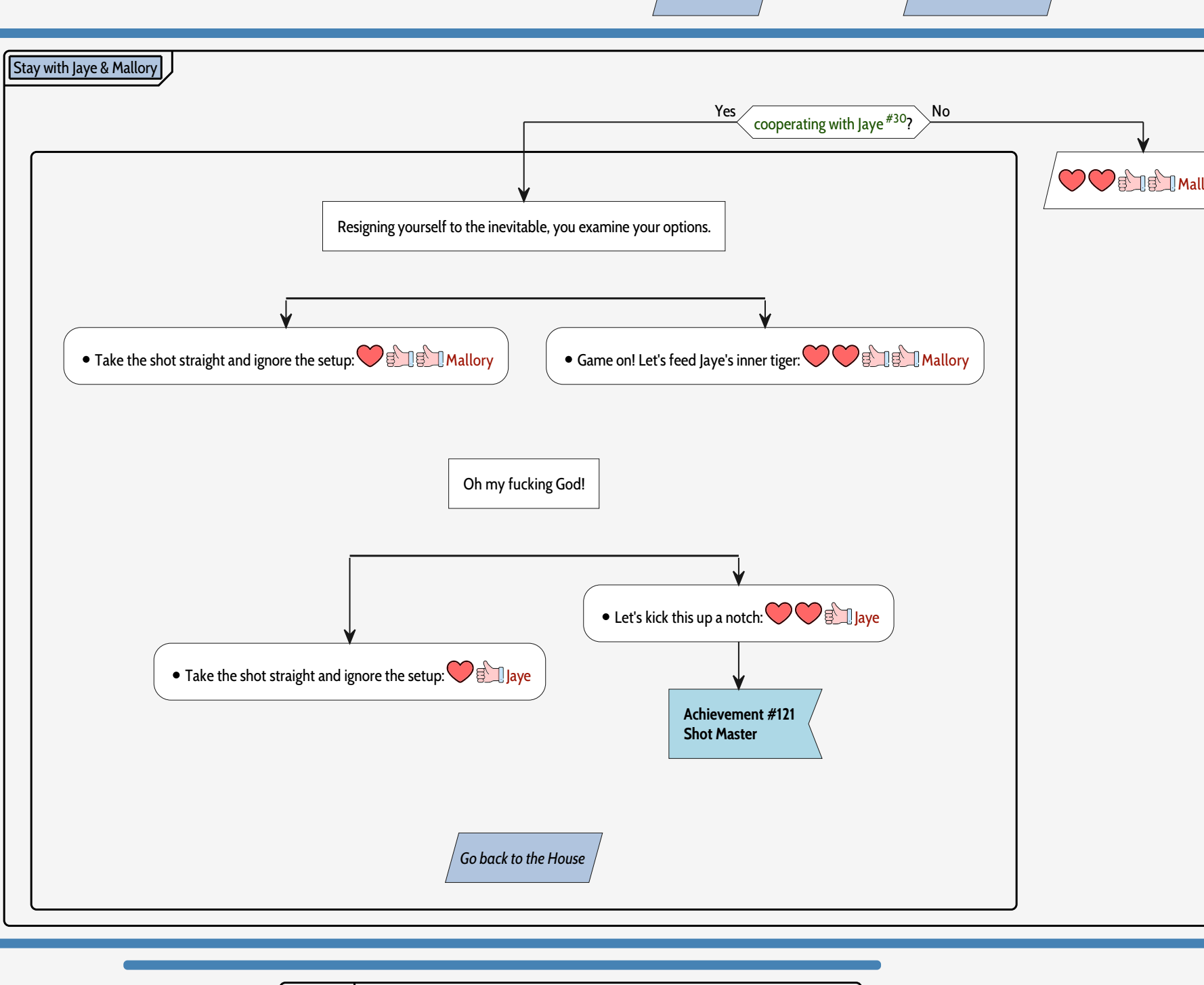
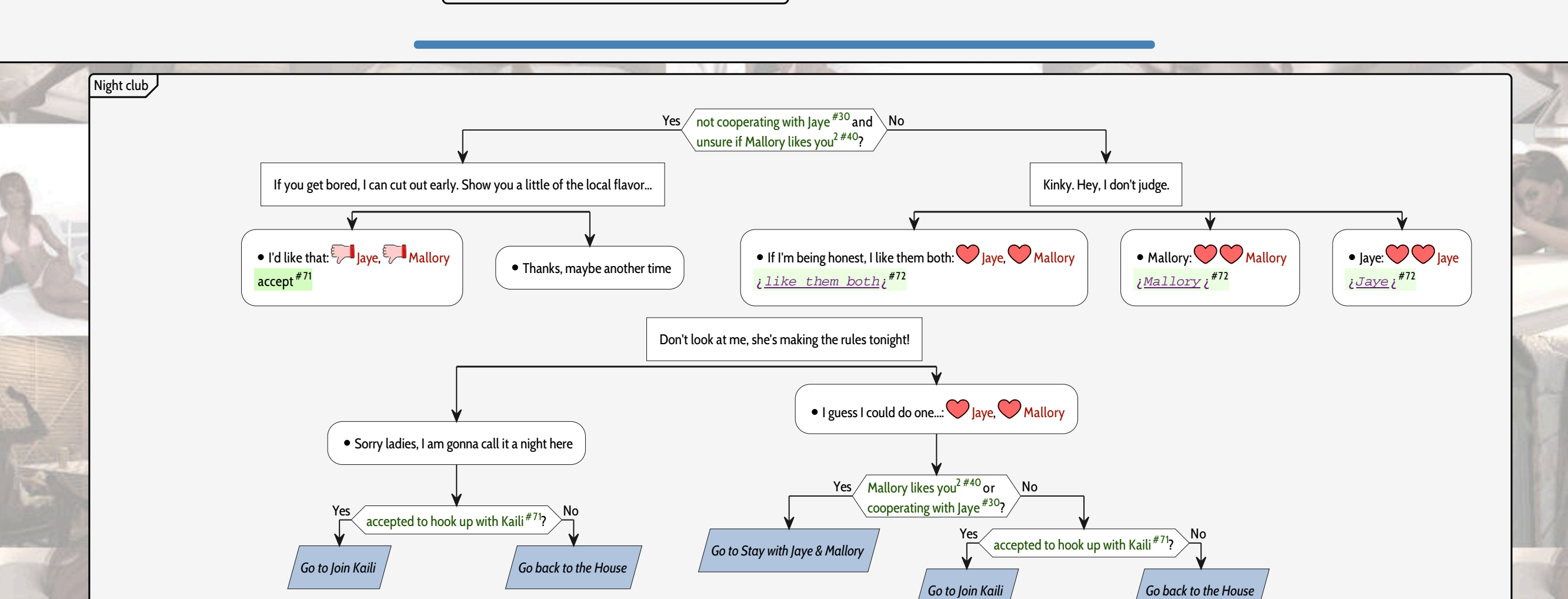
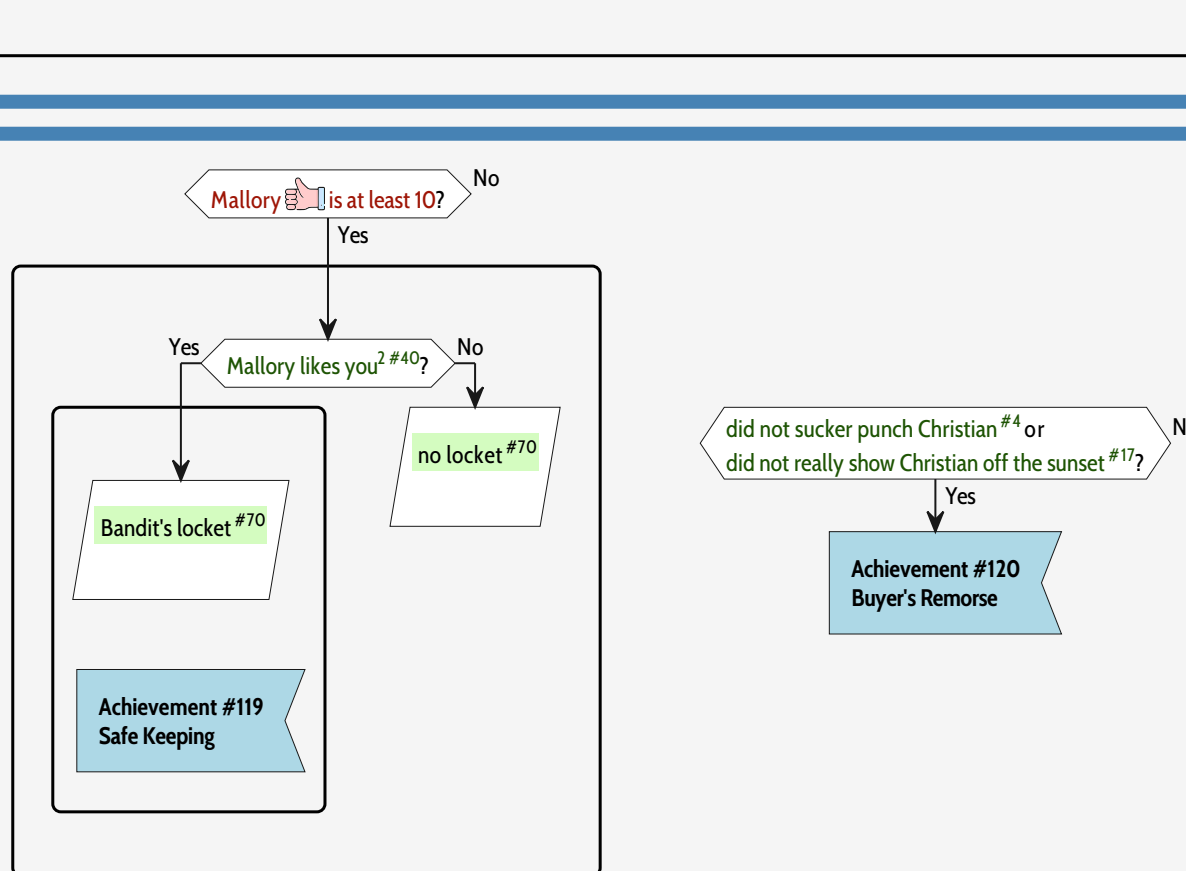
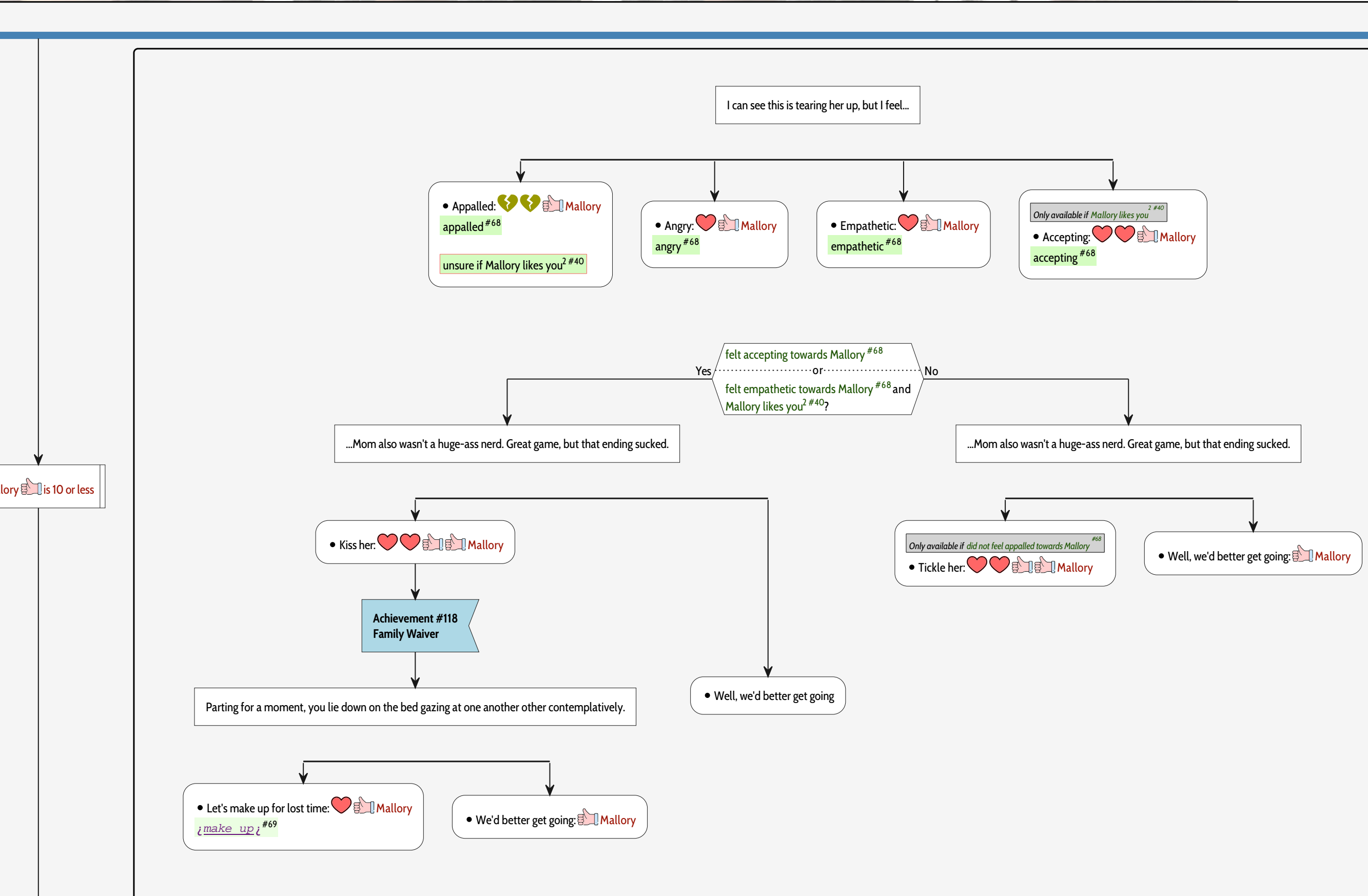
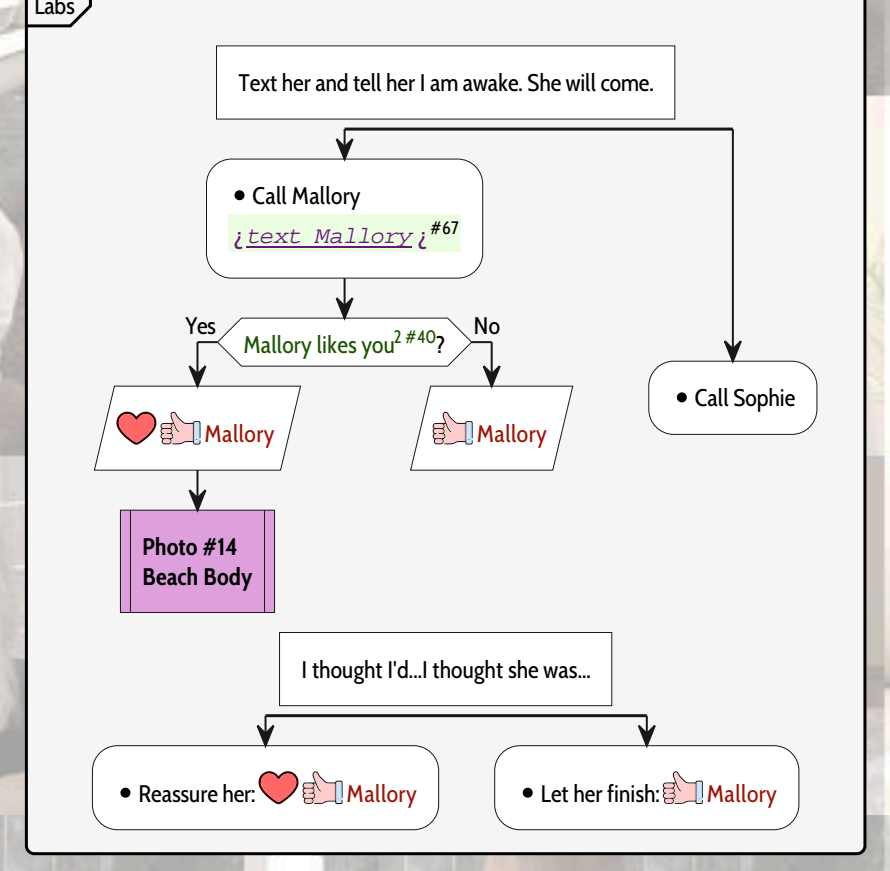
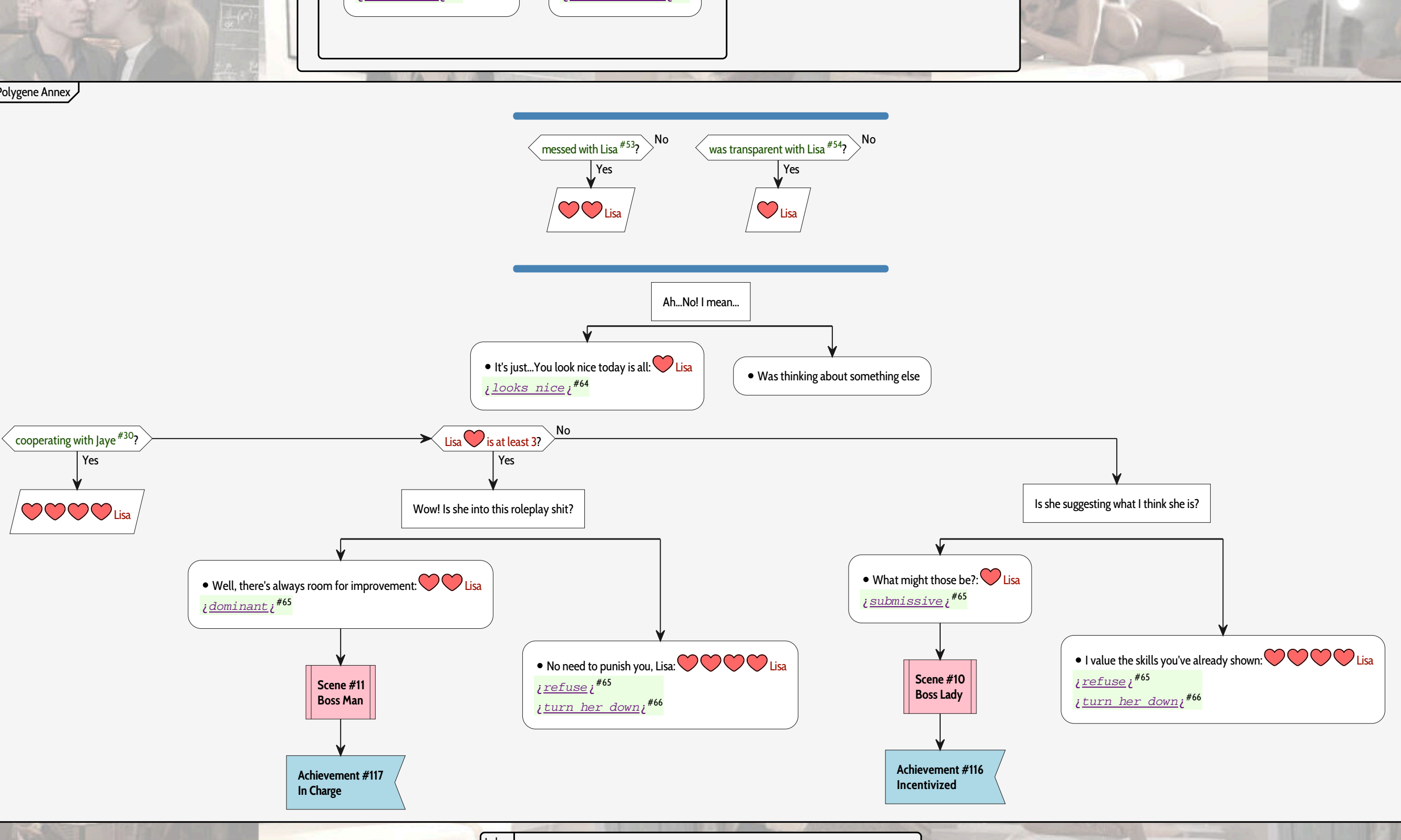
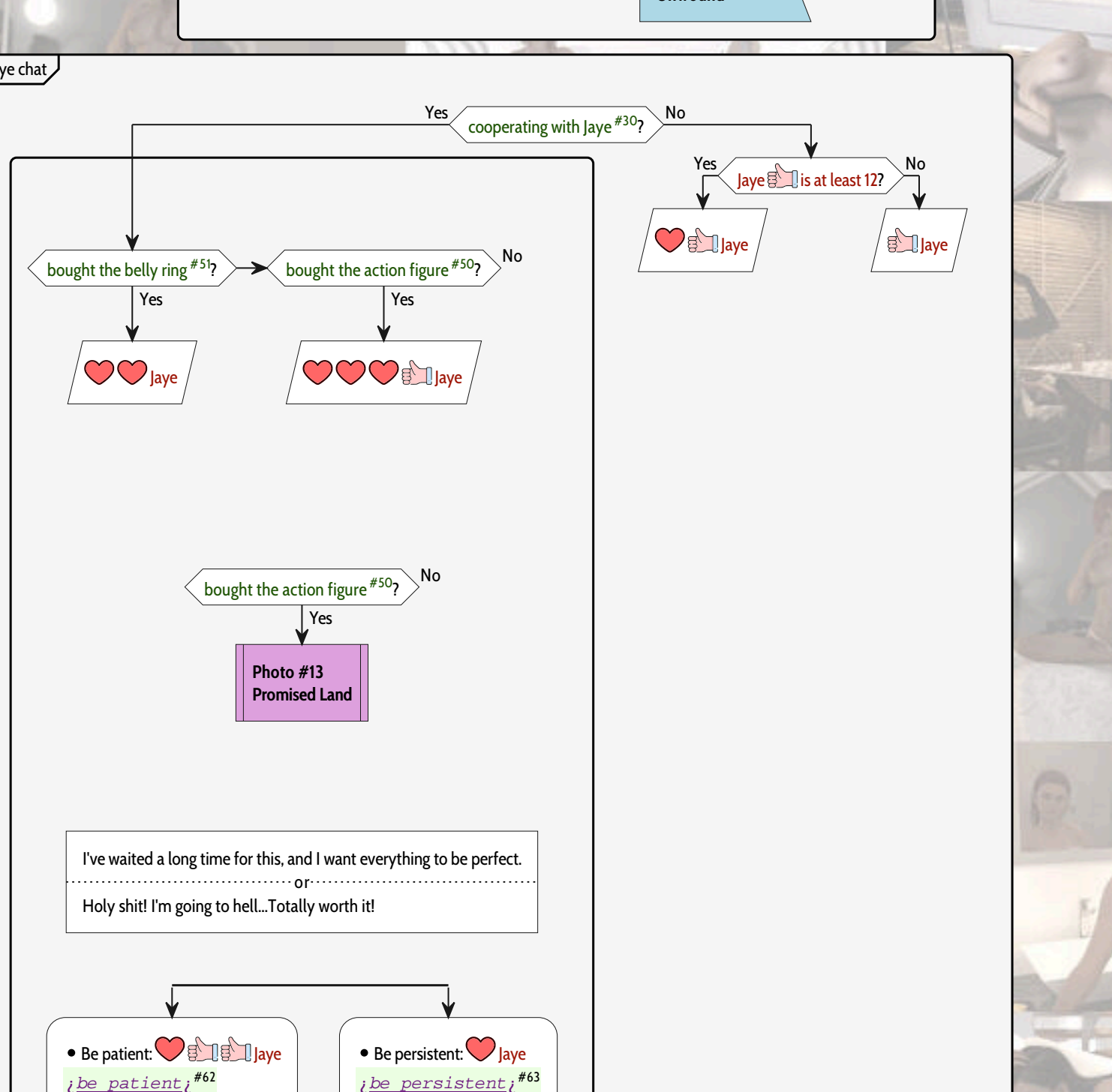
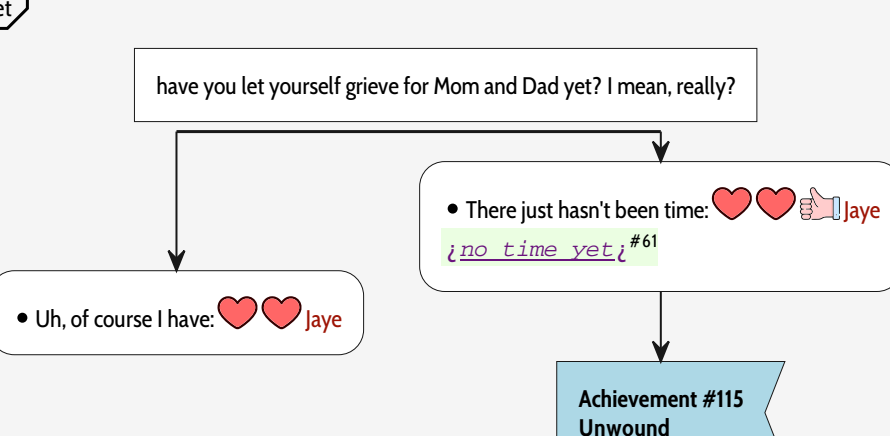
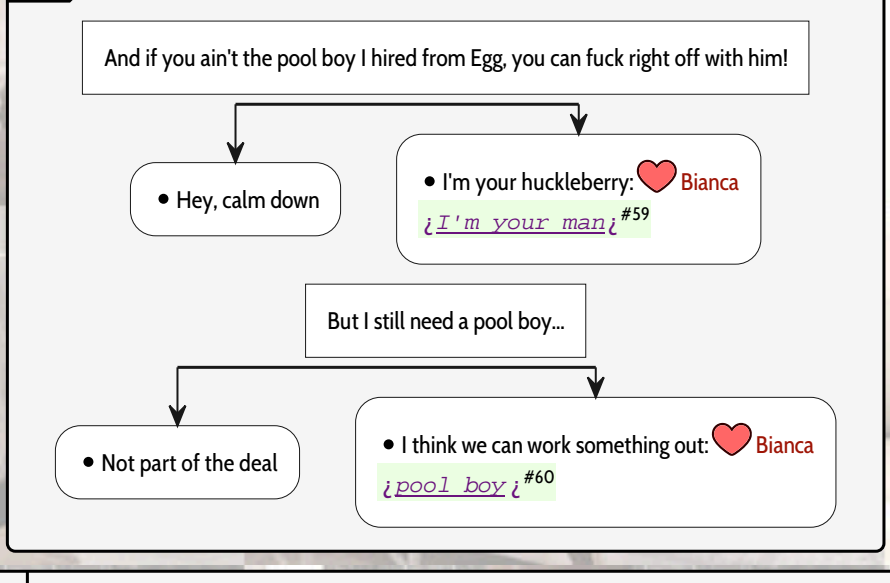
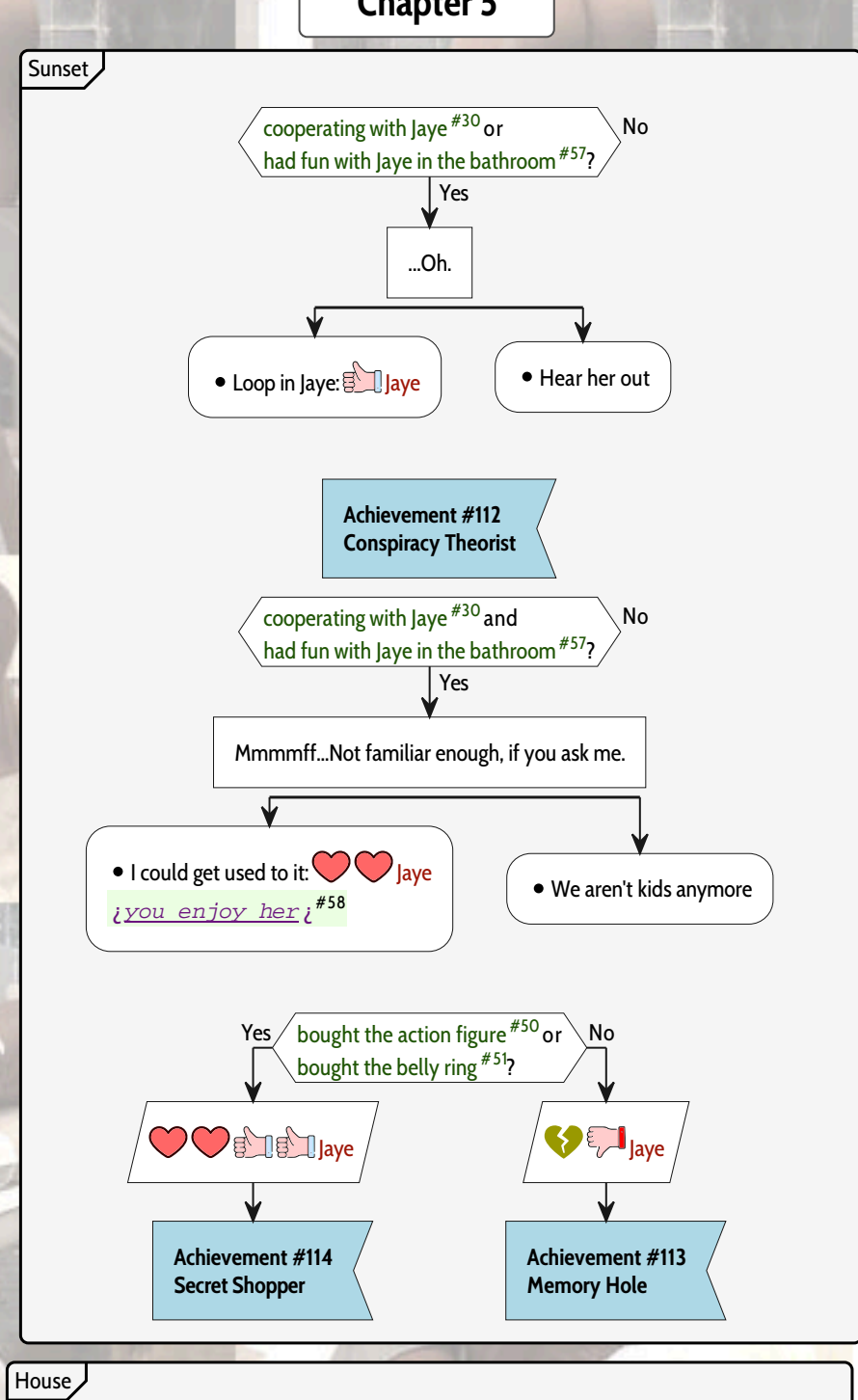
Chasing Sunsets Chapter 3



Chasing Sunsets Chapter 4



Chasing Sunsets Chapter 5



Chasing Sunsets 0.8a

Walkthrough rev 1.0a

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
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 love points	num026 = value	num026	num026
num027	Jaye support	num027 = value	num027	num027
num038	Pleasure giver points???	num038 = value	num038	num038

Game Decisions Variables

label: The label as found in the walkthrough
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

label	set variable	unset variable	check current value
throw a bone #1	bool036 = True	bool036 = False	bool036
olive branch #2	bool037 = True	bool037 = False	bool037
read the impressions #3	bool003 = True	bool003 = False	bool003
sucker punch #4	bool004 = True	bool004 = False	bool004
{iJaye run the company} #5	bool013 = True	bool013 = False	bool013
{i both involved} #6	bool014 = True	bool014 = False	bool014
{i run the company} #7	bool015 = True	bool015 = False	bool015
{i kind} #8	bool005 = True	bool005 = False	bool005
{i investigate} #9	bool016 = True	bool016 = False	bool016
wake Linda #10	bool006 = True	bool006 = False	bool006
wake Erica #11	bool007 = True	bool007 = False	bool007
sleep #12	bool008 = True	bool008 = False	bool008
{i scream} #13	bool009 = True	bool009 = False	bool009
{i tease Mallory} #14	bool017 = True	bool017 = False	bool017
help the wolf #15	bool011 = True	bool011 = False	bool011
{i kiss Mallory} #16	bool012 = True	bool012 = False	bool012
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
{i hug Jave} #18	bool030 = True	bool030 = False	bool030
{i kiss Mallory} #19	bool028 = True	bool028 = False	bool028
{i Jave first} #20	bool029 = True	bool029 = False	bool029
{i lie} #21	bool031 = True	bool031 = False	bool031
kiss Jave #22	bool019 = True	bool019 = False	bool019
{i ask Jave's opinion} #23	bool032 = True	bool032 = False	bool032
{i congratulate Mallory} #24	bool033 = True	bool033 = False	bool033
click pic #25	bool034 = True	bool034 = False	bool034
{i stare at Jave} #26	num011 = 1	num011 = 1	num011
{i don't share info with Jave} #27	bool085 = True	bool085 = False	bool085
working with Jave #28	cooperate: num013 = 1 change your mind and cooperate: num013 = 2 compete: num013 = 3 fake cooperation: num013 = 4	num013 = 0	num013
day one tasks #29	num008 = 1	num008 = 0	num008
cooperate with Jave #30	bool046 = True	bool046 = False	bool046
{i trust Mallory} #31	bool038 = True	bool038 = False	bool038
{i encourage her} #32	bool086 = True	bool086 = False	bool086
Mallory likes you #33	bool040 = True	bool040 = False	bool040
{i Sarah's notes} #34	bool049 = True	bool049 = False	bool049
recover Polygene property from the docks #35	team up with Jave: num009 = 1 refuse: num009 = 2 team up with Mallory: num009 = 3 alone: num009 = 4	num009 = 0	num009
accept Tara's help #36	bool055 = True	bool055 = False	bool055
Jaye apologies #37	Jaye apologizes: num014 = 1 Jaye apologizes and takes another journal: num014 = 2	num014 = 0	num014
{i Mallory comes to your room} #38	bool053 = True	bool053 = False	bool053
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	bool047 = True	bool047 = False	bool047
{i Jave is a virgin} #41	bool058 = True	bool058 = False	bool058
reply #42	bool075 = True	bool075 = False	bool075
{i it's possible} #43	bool070 = True	bool070 = False	bool070
{i agree to the treatment} #44	bool057 = True	bool057 = False	bool057
Jaye makes you a sandwich #45	bool078 = True	bool078 = False	bool078
split lunch #46	bool056 = True	bool056 = False	bool056
walking with Mallory on the beach #47	bool065 = True	bool065 = False	bool065
kiss Mallory #48	bool066 = True	bool066 = False	bool066
{i buy LiquiLax} #49	bool067 = True	bool067 = False	bool067
buy the action figure #50	bool061 = True	bool061 = False	bool061
buy the belly ring #51	bool062 = True	bool062 = False	bool062
repair marriage #52	bool076 = True	bool076 = False	bool076
mess with Lisa #53	bool063 = True	bool063 = False	bool063
be transparent #54	bool064 = True	bool064 = False	bool064
{i save Jave} #55	num016 = 1	num016 = 1	num016
bed for #56	bool071 = True	bool071 = False	bool071
fun in the bathroom #57	bool072 = True	bool072 = False	bool072
{i you enjoy her} #58	bool092 = True	bool092 = False	bool092
{i i'm your man} #59	bool088 = True	bool088 = False	bool088
{i i'm boy} #60	bool081 = True	bool081 = False	bool081
{i no time yet} #61	bool089 = True	bool089 = False	bool089
{i be patient} #62	bool090 = True	bool090 = False	bool090
{i be persistent} #63	bool091 = True	bool091 = False	bool091
{i looks nice} #64	bool083 = True	bool083 = False	bool083
{i sex with Lisa} #65	dominant: num030 = 1 submissive: num030 = 2 refuse: num030 = 3	num030 = 0	num030
{i turn her down} #66	bool093 = True	bool093 = False	bool093
{i text Mallory} #67	bool079 = True	bool079 = False	bool079
feelings towards Mallory's discovery #68	appalled: num020 = 1 angry: num020 = 2 empathetic: num020 = 3 accepting: num020 = 4	num020 = 0	num020
{i make up} #69	bool097 = True	bool097 = False	bool097
Bandit's locker #70	locker: num010 = 1 no locker: num010 = 2	num010 = 0	num010
accept #71	bool094 = True	bool094 = False	bool094
{i which one you like} #72	Mallory: num021 = 1 both: num021 = 2 Jaye: num021 = 3	num021 = 0	num021
{i let her continue} #73	bool084 = True	bool084 = False	bool084
luck Mallory #74	bool095 = True	bool095 = False	bool095
{i am inside} #75	bool096 = True	bool096 = False	bool096
{i your dick dildo} #76	bool087 = True	bool087 = False	bool087
69 with Mallory #77	bool100 = True	bool100 = False	bool100
butt stuff #78	bool101 = True	bool101 = False	bool101
Mallory's relationship #79	intimate relationship: num025 = 1 open relationship: num025 = 2 friend but she wants more: num025 = 3 cheating boyfriend: num025 = 4 with Amanda: num025 = 5 hard love: num025 = 6	num025 = 0	num025
flirt #80	bool108 = True	bool108 = False	bool108
aggressive #81	bool102 = True	bool102 = False	bool102
not interested #82	bool103 = True	bool103 = False	bool103
learn defense #83	bool104 = True	bool104 = False	bool104
{i onboard} #84	bool110 = True	bool110 = False	bool110
roleplay #85	bool109 = True	bool109 = False	bool109
{i support Jave} #86	bool111 = True	bool111 = False	bool111
race #87	num005 = 1	num005 = 0	num005
{i best introduction} #88	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 #89	bool099 = True	bool099 = False	bool099
unknown caller guess #90	Tanaka: num028 = 1 Amanda: num028 = 2 Lisa: num028 = 3 don't know: num028 = 4	num028 = 0	num028
Jaye's relationship #91	family: num024 = 0 intimate relationship: num024 = 1 open relationship: num024 = 2 brother but she wants more: num024 = 3 brother but she's with her: num024 = 4	num024 = 0	num024
reject her #92	bool106 = True	bool106 = False	bool106
{i drink order} #93	sake: num023 = 1 beer: num023 = 2 cocktails: num023 = 3	num023 = 0	num023
{i first kiss} #94	bool113 = True	bool113 = False	bool113
{i fuck Jave} #95	bool107 = True	bool107 = False	bool107
very mean to Christian #96	bool132 = True	bool132 = False	bool132
Erica's relationship #97	platonic: num031 = 0 helped the wolf and fucked, parents together: num031 = 1 helped the wolf or fucked, parents together: num031 = 2 did not fuck Linda, parents not together: num031 = 3 fucked Linda, parents not together: num031 = 4	num031 = 0	num031
{i about last night} #98	bool131 = True	bool131 = False	bool131
{i against using Crucible technology} #99	bool118 = True	bool118 = False	bool118
{i replicate Bandit} #100	bool119 = True	bool119 = False	bool119
{i don't e tell her you are dating} #101	bool130 = True	bool130 = False	bool130
Bianca's fleet #102	hickle: num039 = 1 massage: num039 = 2 ignore: num039 = 3	num039 = 0	num039
hell her #103	bool141 = True	bool141 = False	bool141
{i flirty Bianca} #104	bool114 = True	bool114 = False	bool114
{i movie Bianca better} #105	bool115 = True	bool115 = False	bool115
{i masturbating} #106	bool137 = True	bool137 = False	bool137
{i remind her} #107	bool120 = True	bool120 = False	bool120
{i what now} #108	bool121 = True	bool121 = False	bool121
{i cannot deal with it} #109	bool124 = True	bool124 = False	bool124
{i lie to Jave} #110	bool123 = True	bool123 = False	bool123
{i learn from Tanaka} #111	bool112 = True	bool112 = False	bool112
{i shaky relationship with Mallory} #112	bool135 = True	bool135 = False	bool135
{i shaky relationship with Jave} #113	bool136 = True	bool136 = False	bool136
{i refuse threesome} #114	bool129 = True	bool129 = False	bool129
{i threesome} #115	bool127 = True	bool127 = False	bool127
{i just friends} #116	bool142 = True	bool142 = False	bool142
{i butt stuff} #117	bool140 = True	bool140 = False	bool140
{i fuck Jave} #118	bool134 = True	bool134 = False	bool134
{i Tanaka's status} #119	defeated her: num037 = 1 friends: num037 = 2 had sex: num037 = 3	num037 = 0	num037
{i finish him} #120	bool125 = True	bool125 = False	bool125

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 Handcled	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	Fringe 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
18	Tactical Retreat	unlock_scene_item(18)	debug_lock_scene_item(18)	persistent.scene_list[17].is_locked
19	Blind Lock	unlock_scene_item(19)	debug_lock_scene_item(19)	persistent.scene_list[18].is_locked
20	The Rematch	unlock_scene_item(20)	debug_lock_scene_item(20)	persistent.scene_list[19].is_locked
21	Spare Change	unlock_scene_item(21)	debug_lock_scene_item(21)	persistent.scene_list[20].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	Nomi Nomi	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	Motivation	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 Hunt	unlock_image_item(11)	debug_lock_image_item(11)	persistent.image_list[10].is_locked
12	Coughing	unlock_image_item(12)	debug_lock_image_item(12)	persistent.image_list[11].is_locked
13	Promised 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 Days	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
18	Triple Threat	unlock_image_item(18)	debug_lock_image_item(18)	persistent.image_list[17].is_locked
19	Grand Theft Dildo	unlock_image_item(19)	debug_lock_image_item(19)	persistent.image_list[18].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
1	Legal Eagle	unlock_achievement(1)	debug_lock_achievement(1)	persistent.achievements[0].is_locked
2	O Solo Mia	unlock_achievement(2)	debug_lock_achievement(2)	persistent.achievements[1].is_locked
3	Peacemaker	unlock_achievement(3)	debug_lock_achievement(3)	persistent.achievements[2].is_locked
4	Instigator	unlock_achievement(4)	debug_lock_achievement(4)	persistent.achievements[3].is_locked
5	Diary AHH!	unlock_achievement(5)	debug_lock_achievement(5)	persistent.achievements[4].is_locked
6	Punchable Face	unlock_achievement(6)	debug_lock_achievement(6)	persistent.achievements[5].is_locked
7	White Knight	unlock_achievement(7)	debug_lock_achievement(7)	persistent.achievements[6].is_locked
8	Puppy Love	unlock_achievement(8)	debug_lock_achievement(8)	persistent.achievements[7].is_locked
9	Pinky Swear	unlock_achievement(9)	debug_lock_achievement(9)	persistent.achievements[8].is_locked
10	The Black Sheep	unlock_achievement(10)	debug_lock_achievement(10)	persistent.achievements[9].is_locked
11	Stage Setter	unlock_achievement(11)	debug_lock_achievement(11)	persistent.achievements[10].is_locked
12	Like a Boss	unlock_achievement(12)	debug_lock_achievement(12)	persistent.achievements[11].is_locked
13	United Front	unlock_achievement(13)	debug_lock_achievement(13)	persistent.achievements[12].is_locked
14	Abductor	unlock_achievement(14)	debug_lock_achievement(14)	persistent.