

Project Stockholm Prologue Walkthrough

Intro

Hello, it's ya boy, Huli. Welcome to MLG Project Stockholm. After reading this, you'll get all the pussy, titties, nipples, and ass, so be sure not to skip anything. Or alternatively, you can just play the game like normal and figure the game out for yourself.

Basics

Once you kidnap the character of your choice, you need to keep them alive by feeding them. Everything you need is in the convenience store east of your apartment. To buy food packages, you need money, which you can get by working at the convenience store. Work in the morning to get \$20 (skips class) or afternoon for \$10. You also need \$2 to pay for bus fare so remember to use the money wisely. Basic food packages restore 1 hunger and adds 1 trust point which premium ones restore 2 hunger and adds 3 trust points.

Go to school regularly for class events to advance the story and lower suspicion points. If you skip a class, or make a wrong decision during a class event, you'll get suspicion point so be careful and only skip class when you have to.

Now, let's get to the character specific stuff.

Suzy Route

Trust route - Use the talk option to increase her trust meter

Lust route - Use the Sex option everyday to increase her lust meter. After you untie her, there will be a scene each in the morning, afternoon and night so be sure to get those.

Class Event Choices

Event 1

WE HUNG OUT = no suspicion **I DON'T KNOW** = +1 suspicion

Event 2

SHE'S SICK = +1 suspicion **SHE DIDN'T ANSWER** = no suspicion

Event 4

YES WE HUNG OUT = no suspicion **NO SHE DECIDED NOT TO** = +1 police suspicion

WE'RE FRIENDS = no suspicion **WE'RE CLASSMATES** = +1 police suspicion

YES (I kidnapped her) = immediate arrest **NO** = no suspicion

If you get 2 points of suspicion, the police will visit you early.

Other Choices

After the interrogation, when Suzy asks you asks you what's up...

IT'S NOTHING = unlocks True ending **POLICE ARE COMING** = Runaway endings

Runaway Endings

ANOTHER TOWN = Runaway Town Ending **WOODS** = Runaway Woods Ending

True Ending (Trust route)

The police can come early or on time depending on which choices you picked. The trust meter affects if Suzy will hull ass with you so make sure you've talked with her at every opportunity you got.

Lust Route Ending

Like the trust route ending, but this time your lust meter determines if Suzy will stand up for you so make sure you got all her scenes.

Neutral Ending

Do nothing for the whole game except feed her and go to school and you'll get this one.

Morgan Route

Trust route - Use the talk option to increase her trust meter

Lust route - Use the Sex option everyday to increase her lust meter.

Class Event Choices

Event 1

MUST BE SICK = +1 suspicion **I DON'T KNOW** = no suspicion

Event 2

NO! = +1 suspicion **WHY MY PLACE** = no suspicion

Event 3

The outcome of this event depends on your trust or lust meter so get as much trust or lust points as you can.

Event 4

(Trust route)

IT'S TRUE = confession ending (true end) **IT'S NOT TRUE** = police come early

(Lust route extra options)

LIE = no suspicion **TELL THE TRUTH** = police come early

True Ending (trust route)

The police can come early if you didn't convince Suzy enough. If you have almost all the trust points, Morgan will defend you, and you'll get the best outcome.

Lust Route Ending

Like the trust ending, but this time make sure your lust meter has enough points for the best outcome.

Neutral Ending

Do nothing for the whole game except feed her and go to school and you'll get this one.

Summary

Basically, wake up, go to school, work, get food, and feed while talking or fucking. Make sure you have enough points for trust and lust to get the best outcome for endings. Save often and experiment with different choices for different endings.

Okay, that should be all. Let me know if you have any questions. Go fap, I guess.