

FreshWomen Walkthrough

This walkthrough will list the various conversation choices you can make in the game and the consequences they have for the story.

Each character reacts differently to your remarks, so it is important to learn how to read them. You may get or lose points depending on how you talk to each character. The points you earn with girls will allow you to have different interactions with them in the following chapters. You may also earn friendship points with Dylan, which unlock different interactions with him later. You may also uncover information that will be useful later in the game. This guide will help you choose wisely.

Day 1

Meeting Lily

After the main character (MC) practices introducing himself, someone knocks at his door. It is Lily. You are on your underwear and are prompted the option to change clothes first or not. This choice only affects a scene later, if the MC is still wearing his underwear, Lily will tell him to change before getting out of his room.

When you ask about Lily's last name, if you choose to ask about her husband or her last name, you will learn more about her past. This unlocks more information further down the line.

By the end of the interaction, she asks you to keep calling her just Lily. If you do so, you will earn a point with her. If not, nothing happens, but she will be a little mad at you.

Bus stop

When you get to the bus stop, you will see a pretty girl. You can choose to stay and try talking to her, or to just take the bus. If you stay, there is an interaction where the MC thinks he knows the girl, but they end up not talking. If he takes the bus, you just move on to the next segment.

Flashback

While on the bus, the MC will remember something about his past. There are no choices to be made here.

The mall

At the mall, you have four different places to go to: the Arcade, the Café, the Bookstore and Susan's store. You cannot access Susan's store before going to the other three places.

The Arcade

At the Arcade you will meet a girl named Julia, and she will challenge you to a dance-off in a game that you are exceptionally good at playing. You are prompted with three choices here: play a fair game, crush her, or let her win.

If you play fair and square you will win, and Julia will be impressed. You will learn that she is a high schooler, but she is 18 and has lived abroad. This is important for later interactions with her.

If you choose to crush her, she will be mad at you at first, but you will still talk, and you find out that she has lived abroad. You also learn that she is a high schooler, but you do not learn her age.

If you lose on purpose, she will make fun of you, which will prompt an option for you to ask for a rematch. If you do so, the scene plays out as if you had primarily chosen to crush her. If you do not, she will get suspicious you lost on purpose, and you will not learn about her age or that she has lived abroad.

The bookstore

At the bookstore you will meet Chloe, who will help you find a book. You learn that you both go to the same college. She finds the book you need, but it is on the top shelf, almost out of her reach.

Choosing to get the book by yourself will earn you a point with Chloe.

Letting her get it will not earn you any points, but you get an underskirt scene with her.

Later, she will ask you if you like books. Choosing to say you like books will earn you another point with her, and then she will ask your favorite genre of books. If you pick fiction, you earn another point. There are no penalties for picking the other options.

You will then meet Dylan, a friend of Chloe's. As soon as she leaves, he asks if you will join Chloe's Book Club. If you decide to do so, he will be happy, and you earn a friendship point with him.

Dylan then proceeds to tell you his true story and asks you if you will help him. If you say yes, you get another friendship point with him. If not, nothing happens.

Chloe comes back and you resume the conversation.

The Café

At the Café you will meet the waitress, named Alyssa. You see her dancing, and she gets embarrassed. You can either joke and say you did not see anything, or just be honest about it. If you joke, you earn a relationship point with her. Your choice here affects an interaction with her later.

After that, she will ask if you want to drink an Americano. This affects the following scene only.

She will then talk to you about the dance, and she will react differently, according to what you said when you first met. You can then apologize, or say you are glad you got a glimpse of it. If you apologize, you earn a relationship point with her.

She tells you then that she is used to dancing in public. You may compliment her, which allows you to look at her legs again.

Finally, she asks if you want to go to her dance school. This will only affect later dialogues and interactions with her.

Susan's store

At Susan's clothing store you will see the girl from the bus stop again. Her name is Sue, and she is Susan's niece. When you meet Sue, you will remember her from before, and you may say hi or not. She will ignore you if you try to talk to her.

Susan then arrives and you get to ask her some questions. Each question reveals more information about her and the overall story.

Back home

After talking to Susan, you go back home and think about the girls you have met. The first option about each girl has something to do with their personalities and will grant you two relationship points with them. The second option, "she is hot" will grant you one relationship point with the girl. And the third option does not grant you any points.

After that, your character goes to bed.

The neighbor

After waking up, you realize you forgot to get yourself a towel. MC then decides to ask a neighbor for help. That is when you meet Emily, the neighbor. When you get to her door you can knock or take a closer look. If you choose the latter, you will learn her name.

You proceed to talk, and then say your goodbyes, but Emily leaves her door half opened. If you decide to peek, you get to see her looking at herself in front of the mirror, naked.

Lily's

Not getting any help from Emily, you decide to go to Lily's. When she opens the door, you will ask for a towel. Then you can joke about it. If you do, you will earn a relationship point with her.

She will not lend you a towel, but she will let you take a bath at her place. At some point she will mention her husband. If you chose to ask questions about him when you first met her, you will also learn more about his connections to Susan.

After taking a bath, Lily will offer you some tea, to which you may say yes or no. This affects a line of dialogue later.

The dream

You go home after talking to Lily and have a wet dream about Emily. There are no choices to be made here.

Day 2

College

The next morning you go to college to bring some documents. You meet Dylan and he helps you with that task. You two then talk about Chloe and he asks you if you are interested in her and asks if he can help. If you say yes, it opens new dialogue options later.

College library

You and Dylan arrive at the college library and meet Chloe there. She asks you if you are there to see the Book Club. If you had previously said you would join them, you can tell her yes, or that you were just wandering around. If you agreed to let Dylan help you with Chloe, he says you were there just to see her, which earns you one relationship point with her.

If you had not agreed to join the Book Club, the MC decides to do so, after considering how Dylan helped you with earlier with the documents.

Chloe then proceeds to talk about the old books that are there. She says no one cares about them. If you ask her if she cares about them, you earn a relationship point.

If you learned about Lily's husband, you would share information with her. Same goes for learning about his connections to Susan.

Chloe will then ask you if you want her to investigate further. If you agree, you earn a point with her, and it unlocks new dialogue options later.

The delivery

When you leave the library, you will meet Susan at the mall. If you call her "boss", she will like it, and you will be rewarded with a relationship point.

She will ask you to deliver a package to a client. The questions you ask do not affect the future.

When you reach the client's house, she will ask you to come in and will give you a massage. At some point she starts flirting and asks you to remove your shirt. If you do so, the massage will develop into a sex scene. If you do not, the MC will just leave the house and move to the next part.

The gym

When heading home, you see Alyssa at the gym. You two start talking and are headed the same direction. She will talk about the dance lesson and react accordingly to your previous answer to her.

MC will tell her about his accident, and you will have the opportunity to show her the scar on your back. If you do so, that will be referenced later.

When you say your goodbyes, you may check her out, and get a close up of her ass.

Day 3

Waking up

The next morning, you wake up with someone calling your name. It is Sue. She calls her aunt Susan "auntie", and you may laugh at it or not. Not laughing will earn you a relationship point with her.

While Sue is waiting, you get a call from Chloe. She asks if she woke you up, to which you may say no, or say that someone else did. Saying "no" will earn you a point with her. Telling her it was Sue will make things awkward.

When you meet Sue outside, she will hand you a coffee. Saying thank you will earn you a point with her.

She will then take you on a short road trip, during which you can tell her about the magazine you found, that had her aunt in its cover. Doing so will earn you another point with her.

The Beach House

The Beach House is a little different from the other sections of the game. Here, you may roam free. The main objective is to reach the suitcase, but it is in a locked room. You must walk around the house to find the key. In several rooms you will find render rewards and tidbits of

Susan's story. The rewards are found as magazines. If you click on them, they will become available in the gallery. Each room earns you a reward:

- Storage room: This will trigger a call to Dylan. There is also a magazine inside the box to the left. The mannequin, dildos and boxes on the floor are clickable.
- Bathroom: There is a masquerade mask and lingerie on the sink. The MC will fantasize about Susan wearing them. There is a magazine behind the sink.
- Piano room: The painting and the piano are clickable. Upon clicking on the piano, you will see another hidden magazine. You can also click on the piano keys, and the MC will play a song. There is also an empty portrait frame there.
- Kitchen: There is a magazine on the last stool to the left. Trash can and the cabinets are clickable.
- Bedroom: There is a magazine under the mattress. On the closer nightstand there are a key and a cellphone. The key opens the locked door to the suitcase room. There is a vibrator on the farther nightstand.
- Outside: You will find a hidden magazine and a notebook on the sofa. If you click on the sky, you will look at the beach and see Sue there.
- Suitcase room: The last magazine is hidden on the floor there. Clicking on the suitcase will prompt you the option to leave the house.

You meet Sue at the beach. She is topless, and you have the chance to check her out for a close up. At the end of the interaction, Sue will ask you to help her investigate Susan. Your choice here will be important later.

Call from Julia

Back home you get a call from Julia. The dialogue with her will vary, according to your initial interaction with her. The MC will wonder if he should be hanging out with a schoolgirl. If he sees no problem with it (especially considering that she is 18), you will earn a relationship point with her.

Lily

Later that night, you get a call from Lily, asking you to head there and fix her clogged sink. She will offer you wine, and that affects a dialogue later.

After a series of events, Lily sees the MC's penis and cannot restrain herself, needing to see more. She needs to know if it is as big as she thought it was. To help the MC get hard, you can choose to see her tits, ass, or pussy. Each option comes with different dialogue options.

Things escalate and the two end up having sex. The MC then hears a car arriving and decides to go home. A police officer stops him and asks him to enter the car so they can head to the station.

That is all for Episode One.

All choices made will be carried to Episode Two and will have weight in later episodes as well.

Thank you for playing, we hope you enjoy the game!