

- money Adds \$ 100
- **big money** Adds \$ 1000
- lose money Removes \$100
- **no money** Lose all money
- **healthier** Health +1
- **sicker** Health -1
- happier Mood +1
- sadder Mood -1
- **hornier** Arousal +1
- **chiller** Arousal -1
- **sandra-friend** Sandra becomes Lisa's friend
- **sandra-lover** Sandra becomes Lisa's sex buddy
- hunter-love Lisa likes Hunter
- hunter-hate Lisa hates Hunter
- **delete persistents** deletes all persistent variables so you'll start a new game from scratch (not reversible)
- **laundry day** when the laundry day comes, you will be able to pick up the episode you want to play (without Sandra or any episode for Sandra-friend or Sandra-lover.)